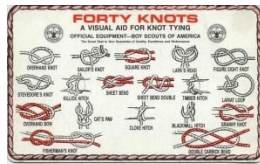




# Long Trail District CAMPOREE

## *Scouting out of the Stone Ages*



Millstone Trail Center  
Websterville, VT

May 17-19, 2019

As the river of time flows past the banks of humanity, cultures have risen from the mist of the past to leave their mark on history. The Egyptians, the Persians, The Mongol Hordes. We all know their names. The echoes of their deeds ripple into the future.

Before the rise of Mesopotamians, Clans roamed the landscape seeking food and advantage.

In May of 2019 the Long Trail District is pleased to offer:

## **Scouting Out of the Stone Age**

Does your patrol have what it takes to claw a living out of the landscape and advance your civilization out of the cave you've been living in? Which clan will outshine them all to become the name passed down in history as The Civilization of Millstone Hill?

*It's been a long Ice Age and Ugh's ready to get out of the cave and stab some things. Ugh grabs buddy Omg and heads for outside but noooooo. Clan leader has chores for Omg and Ugh... First of all there's cavemates to care for and then food to gather and wood to get. Will this crazy hand to mouth existence ever end???*

In Scouting Out of the Stone Age, Scouts will participate in patrol level competition against themselves and other patrols to advance out of the Stone Age.

# REGISTRATION AND CHECK-IN PROCEDURES

All units should check into the Camporee at the Registration Tent upon arriving. **Please be prepared to pay for all registration and late fees not yet submitted.** When you check-in, we will verify the name and number of people in your unit attending the Camporee, the number and size of patrols, and the OA Call-out names. Turning in a copy of the **updated** unit registration form will speed check-in.

## **Registration closes at 8:00 pm!!!**

1. Each unit will be assigned a troop camping area.
2. Each troop should have medicals forms for each person attending the Camporee to turn in at Registration. They will be returned to you at checkout.
3. **ONLY ONE vehicle will be allowed to stay in the campsite after unloading. We ask that once that vehicle is parked at the campsite that it will remain there for safety reasons unless there is an emergency need to move the vehicle. ALL OTHER VEHICLES will need to be parked in the designated parking areas to increase open areas in the campsites.**
4. Saturday's events will be patrol based. Patrols will have a maximum size of 8. **Patrols larger than 8 Scouts must split into smaller patrols by Cracker Barrel.**  
The game is designed to account for varying patrol size, so each patrol will have an equal opportunity for victory.
5. If your unit will be unable to check-in prior to the 8pm registration closing time, please contact the Camporee Committee *as soon as possible* to make alternate arrangements for check-in and/or Cracker Barrel. Camporee Committee contact information is on the Registration Form.

## LOCATION/DIRECTIONS:

### Millstone Trail Association – May 17-19, 2019

59 Little John Road  
Websterville, VT 05678

Proceed from Barre on 302 East. Turn right at the rotary onto Rt. 110, then immediately right off of Rt. 110 onto Mill St. going into the village of East Barre. At the stop sign a few hundred feet ahead turn left onto Websterville Rd. Take immediate right onto Waterman Street. Turn left on Little John Road (the first left). Follow signs to Millstone Hill.

## GENERAL INFORMATION

**Camp Behavior** – Unit leaders are expected to maintain control over the behavior of their Scouts while in camp. Unsafe behavior, such as stick fighting, etc. will not be permitted for the safety of all those in camp.

**Boundaries:** Since we are camping on private property, it is important that all units camp within the area designated for the Camporee. While it is permissible to walk the site, we are to respect the property and not deface the site or its surrounding property in any way. **The nearby Lodge may have guests on the weekend of the Camporee, and is OFF-LIMITS to ALL Scouts. Stay off all Grout piles for safety reasons.** NO INFRACTION of THIS RULE WILL BE TOLERATED. If you do not comply with this request, you will be asked to leave the Camporee.

**Fires:** *If there is not a fire ban*, you will be permitted to use the fire ring for a fire. Water will be available to fill fire buckets. Please have a fire bucket at your site if you have a fire. **ALL open fires MUST be attended at all times. (NOTE: We strongly encourage units to bring a fire-barrel in an effort to conserve the environment.) Due to State of Vermont restrictions, you may NOT bring your own firewood. Firewood will be supplied at the registration tent.**

**Water:** Troops should practice water conservation and bring pre-filled water containers. There is a water hose available to the Scouts on the site to re-fill their containers. Information on its location is available at the registration tent. Troops will need to bring containers to haul water back to camp sites.

**First Aid:** There will be a first aid area set up for emergencies near the registration tent. All emergencies should be reported to Camporee staff. **We will have an EMT and/or registered nurse on site at the Camporee on Saturday.** A local hospital is also approximately 15 miles away.

**Accountability/Responsibility:** This will be the responsibility of the patrol leaders and adult unit leaders at all times. We don't want to lose anyone, or have anyone get hurt.

**Garbage:** Please **follow the RULE "what you take in, you take out."** Please, be sure to police your area before leaving.

**Leaders needed to Staff the stations:** We will be asking leaders for help manning stations. Please contact the Spring Camporee Committee before the event if you are able to help. **We want and need adult assistance to make this event successful.**

**Lost & Found:** Remind your Scouts to put their names on their clothing and other possessions. Lost & found will be at the Registration Tent.

**Troop Flags:** Each unit is expected to have their unit flag at the Camporee to help identify their unit and show Scout spirit. We strongly encourage units to bring your flag to the morning opening ceremony, evening Campfire and Sunday's Vespers.

**Latrines:** Port-o-lets will be on site. Please make every effort to keep them clean.

**Uniform Requirements:** All Scouts are required to be in their Class "A" Uniform for the opening ceremony and Sunday's Vespers.

**Leader Cracker Barrel:** See Activities Section for Cracker Barrel details.

**Transportation & Other vehicles:** As previously mentioned, we want to limit the number of vehicles left in camp **to one vehicle**. **All other vehicles should be parked** at the designated parking area. We are doing this for safety as well as environmental reasons.

### **Keep in mind**

1. Don't dig unnecessary holes, trenches, etc.
2. Don't leave (Scouts or Scout Leaders) without checking out at Scout Registration.
3. Absolutely NO alcoholic beverages. Smoking allowed only in designated area, not around Scouts.
4. All medication & insurance documentation will be the responsibility of the Unit Leader.
5. NO individual sheath knives, axes, hatchets, etc.
6. Scouts & leaders MUST ensure that everyone has the proper equipment for camping.
7. Scouts are NOT permitted in the grout piles or in the quarry pits.
8. Scouts are expected to adhere to the Outdoor Code.
9. Closed-toe shoes shall be worn at all times
10. No Fireworks or similar devices.

**Remember these policies are for your safety and will be enforced.**

### **SCOUT COURTESY**

Unit Leaders are expected to remember, communicate, and enforce the fifth point of the Scout Law during the Camporee to their units; A Scout is Courteous. We are camping in a limited camping area, and we expect each Scout and Scouter to be courteous to adjoining troop camping areas, as well as to each other in the true Spirit of Scouting.

## **Outdoor Code**

**As an American, I will do my best to-**  
**Be Clean in my outdoor manners,**  
**Be Careful with fire,**  
**Be Considerate in the outdoors, and**  
**Be Conservation-minded**

# **CAMPOREE AGENDA**

## **FRIDAY, May 17, 2019**

- 4:30-8:00 pm            Registration/Check-in & Campsite setup
- 8:00 pm                    End of Registration
- 9:00 pm                    Scoutmaster/SPL/PL Cracker Barrel at Registration**
- (Attendance required)***
- 11:00 pm                 Lights Out

## **SATURDAY, May 18, 2019**

- 6:00 am                    Reveille
- 6:00-7:55 am             Breakfast & Cleanup
- 8:00-8:30 am             Opening Ceremony / Additional Information
- 9:00-12:00 noon         Morning event participation
- 12:00-1:00pm             Lunch & Clean-up
- 1:00-4:00pm              Afternoon event participation
- 4:00-4:30 pm              Stone Soup and Tower of Babel Judging
- 4:00-6:45 pm              Dinner
- 7:00-9:00 pm              Campfire Program/Awards Skits
- 9:00-11:00 pm            Troop Time
- 11:00pm                    Lights Out

## **SUNDAY, MAY 19, 2019**

- 7:00 am                    Reveille
- 7:00-9:00 am             Breakfast & Cleanup and pack up
- 9:00-9:30 am             Multi-denominational Vespers Service
- 9:30-11:00 am            Pack-up / Campsite Inspection / Depart

# CAMPOREE ACTIVITIES

## **Opening/Closing Ceremony**

The opening ceremony will be held at **8:00 am on Saturday**. Any last minute information about the activities for the day or any changes will be shared at that time. There will also be a closing ceremony to lower the flag at the end of the day.

## **Closing Campfire**

The Closing Campfire **will begin at 7:00 pm**, so we ask that Troops complete the day's activities prior to the start of the campfire. Bring your Troop Flag.

**Multi-Denominational Vesper Service:** A brief multi-denominational church service will be held on Sunday morning for all Troops that wish to attend.

**Leader Cracker Barrel:** A leaders' Cracker Barrel will take place Friday evening at 9:00 P.M. in the Registration Tent. Each Troop is asked to have one adult and ***all Patrol Leaders*** present at this meeting. The meeting will be short and concise however important event information will be disseminated. Refreshments will be provided at this meeting. Volunteers will be needed to run stations on Saturday.

The Patrol Leaders will present their Clan's ***Cave Drawings*** (see Appendix) and receive their tally sheets and initial game credits.

# YOUTH ACTIVITIES AT CAMPOREE

The theme of the Long Trail District's 2019 Spring Camporee is Scouting Out of the Stone Age with the goal to advance your patrol/civilization from the Stone Age to the Middle Ages by using Scout skills and strategy.

A patrol/civilization reaches Middle Ages by completing required tasks called Keystone Achievements. Activity tasks are performed to obtain credits which are needed for the completion of these required tasks.

There are multiple opportunities to win:

- First (or best) to complete the required tasks (one prize per required task)
- Civilization with greatest credits at conclusion of event (one prize)
- Advance to Middle Ages by completing all Keystone Achievements (available to all)

The Keystone Achievements are:

**Journey of Discovery**  
**Quest for Fire**  
**Stone Soup**  
**Tower of Babel**  
**Hammurabi's Code**

The Activity tasks are:

**Cave Drawings** ← *performed prior to arriving at the Camporee*  
**Tying Up Loose Ends**  
**Tomahawk Toss**  
**Slingshot Gallery**  
**OMG Get the Tent Up**  
**Mayhem**  
**Wild Kingdom**



# Event Descriptions

## Activity Stations

Show your Scout skills at the activity stations to earn credits!

### Cave Drawings

*I'm an artist!*

Preserve your Clan's name and history for time eternal. Display them at the communal cave (a.k.a. Cracker Barrel).

***This event occurs BEFORE you arrive at Camporee. See Appendix for details.***

### Tying up Loose Ends

*I'm a frayed knot*

Demonstrate your clan's technical prowess. Turn simple rope into powerful tools.

### Tomahawk Toss

*How much wood can a Woodcuck Chuck?*

Will your hawk fly true? Show your clan has the finest of woodsmen. (this event is not Cub friendly)

### Slingshooting Gallery

*SSHh. We're after a wascally wabbit*

There's critters out in those woods!! Can your clan get it's share?

### OMG GET THE TENT UP

*Sleeping under the Stars?*

Storms coming, can your hunting party get your tent up in time? Relay race against the clock to set up and break down a tent.

### Mayhem

*Tis' but a scratch*

Misfortune can strike anytime. Be prepared.

### Wild Kingdom

*Is that a bea....*

How well will your clan gather resources? Nature will be out there. Do you have the knowledge to get what you need?

## **Keystone Achievements**

Work as a team to move into the Middle Ages by completing all!

### **Journey of Discovery**

*Don't stop Believin*

Riches await the adventurer who knows how to find the way.

### **Hammurabi's code**

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Can your clan decode the message and answer the question?

### **Quest for Fire**

*What could go Wrong?*

Procure the materials you need to light your fire and light it!

### **Tower of Babel**

*Trust me I'm an Engineer*

Will your clan's construction stand up to the test of time?

### **Stone Soup**

*Why did the chicken cross the Road?*

Who's clan will have the bragging rights to the 2019 Long Trail Spring Camporee Golden Spatula. Work together to turn a stone into soup that will wow the judges this year.

# Appendix

## Cave Drawings

Each clan has the opportunity to preserve their clan's history for the future. As a clan, choose the name you'll forever be known as. Please fill out the attached questionnaire. (make copies for each patrol) Your clan also needs a flag on a pole and each clan member needs a name plaque. The name plaque should have the Scout's name (actual or made up - *we like made up better!*) and clan name visible on the front. Plaques should hang around the Scout's neck, measure at least 5.5" x 8.5" (½ of a sheet of normal letter size paper) and be sturdy enough to last all day. (we intend to staple a tally sheet to the back of the name plaque).

All Cave Drawings items must be brought to the Cracker Barrel by the Patrol Leader in order to earn credits.

## Suggested gear for activities

- **Patrol**
  - **Cooking equipment for your soup**
  - **Tools for primitive fire starting method (bow drill, flint/steel and/or hot spark)**
  - **Compass**
  - **Clan Flag on pole**
  - **Clan history (Cave Drawings items)**
- **Personal**
  - **Scout Handbook**
  - **First aid kit (for each buddy pair)**
    - **include all items needed for rank advancement skills**
  - **Name plaque for each youth**
  - **Toten chit / whittlin chit & firem'n chit**
  - **Day pack**
  - **Water**
  - **Knife (only if have toten chit or whittlin chit)**

# Clan History Questionnaire

Contents of completed questionnaire must be reviewed and approved by your Scoutmaster

Clan Leader: \_\_\_\_\_.

Clan Name: \_\_\_\_\_.

Land of Clan: \_\_\_\_\_.

Clan Members: \_\_\_\_\_.

\_\_\_\_\_.

\_\_\_\_\_.

\_\_\_\_\_.

\_\_\_\_\_.

\_\_\_\_\_.

\_\_\_\_\_.

Distance traveled to get here: \_\_\_\_\_.

Type of meat: \_\_\_\_\_.

Exercise: \_\_\_\_\_.

Adverb: \_\_\_\_\_.

Scout Skill: \_\_\_\_\_.

Adjective: \_\_\_\_\_.

Simple Tool: \_\_\_\_\_.

Merit Badge: \_\_\_\_\_.

Name of adult leader: \_\_\_\_\_.

Adjective: \_\_\_\_\_.

Ancient culture: \_\_\_\_\_.

Verb: \_\_\_\_\_.

Clan Name \_\_\_\_\_.