



Long Trail District

CAMPOREE

*Scouting Out of
the Stone Ages*

Patrol Leaders Guide

Millstone Trail Center
Websterville, VT

May 17-19, 2019

Hello clan leader. Congratulations on surviving the Ice Age. If you want your people to survive and thrive through the next era of humanity you're going to want to know some things. *Scouting Out of the Stone Age* is a challenge of your leadership and the Scout skills of your patrol. Your patrol will have to work together as a team to advance out of the Stone Age.

There are 5 required tasks or Keystone Achievements that must be completed to claw your way out of that cave and move towards indoor plumbing and regular meals. To complete these tasks you'll need to purchase supplies with credits that you earn at activity stations. The clan with the most credits at the end wins the Age and all rights and honors thereof!

Keystone Achievements

Complete all 5 Keystone Achievements and your clan will have left the Stone Age and be ready to rock the Middle Ages... Credits will be awarded.

Quest for Fire (requires toten' chit & fireman chit)

You can't be civilized without fire. Use earned credits to obtain the material and technical prowess to light a fire and boil water in a paper cup. Earn wealth by being the fastest clan to achieve fire. Materials for fire building and lighting will be available for purchase. Matches will be available for those who earn the needed credits, but using primitive methods will be cheaper - so you can get your fire going while other clans are still earning credits...

Hammurabi's Code

Receive a question in Morse code. Decode the question and deliver the answer. If your clan can answer their three questions you will be one step closer to civilization. These questions will be on the Scout Oath and Law, Outdoor Code, flag etiquette and U.S. government. If you don't know Morse code you can rent a copy ... for a price. Earn wealth by knowing things.

Journey of Discovery

Advancement requires trade. Your people must know what is beyond your land. Leader, choose 2 scouts from your clan who will go on a journey of disc golf orienteering. Use frisbee and orienteering skills to get the best score you can. It will be worth it when you have to haggle with the Traders. Earn wealth with skill. This challenge will be judged two ways. The lowest score in the disc golf will claim victory (and more wealth). The accuracy of your orienteering will determine the price your clan pays for things in the game.

Tower of Babel

Real civilizations have buildings. Use earned credits to obtain the material and your own lashing skills to build a tripod. If you think you can do better than a tripod, wow the other clans with your building prowess. Earn wealth for impressive feats of engineering. Towers will be scored on both height and load carrying capacity at the end of competition.

Stone Soup

Bread is essential for the rise of nations. What goes great with bread? Soup! Use earned credits to purchase ingredients to cook a soup that will nourish and impress our judges. Stone soup requires more than just a stone and water. You will need a pot to cook it in and a fire to cook it over. To make it delicious you'll probably want to add other ingredients too. Use earned credits to obtain fuel and equipment that will allow you to turn the ingredients bought at the market into your clan's entry for this year's Long Trail District Golden Spatula Cookoff. Earn wealth with hard work and amazing good taste in campfire cuisine.

A variety of ingredients will be available for purchase including:

- Raw meat (will be portioned & pre-cut)
- Vegetables such as carrots or onions (raw, whole)
- Broth (meat or veggie)
- Spices
- Starches such as barley, rice or pasta
- Plus other canned or fresh ingredients which might be surprising...

Note that some items may be limited in supply, so plan ahead...

A full list of ingredients and any quantity limitations will be available at Cracker Barrel.

For the health and safety of our judges, to be judged, all entries must have been brought to safe food temperatures for the dish.

Activity Stations

To get the materials needed to complete the Keystone Achievements and build the wealth of your clan, you will want to visit the activity stations where you collect credits by demonstrating skills. For most activities, each Scout can earn credit for each skill only once, but each Scout in your patrol may earn credit for the same skill -- so it's important that everyone in your patrol knows all the skills. *You may use your Scout Book as a reference if you wish.*

Cave Drawings

This event occurs **BEFORE** you arrive at Camporee.

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. 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 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 (underlined above) must be brought to the Cracker Barrel by the Patrol Leader in order to earn credits.

Tying up Loose Ends

Earn credits by demonstrating knowledge of knots and terminology in your Scout Handbook or in the Forty Knots Activity Card (see Appendix). Each knot or term will be worth credit. Can you tie them all?

Tomahawk Toss (restricted to scouts)

Earn credits for skill at the tomahawk range. Each scout will get 3 turns at the range.

Slingshooting Gallery

Earn credits for skill at the slingshot range. Each scout will get 3 turns at the range.

OMG GET THE TENT UP

Earn credit for efficient setup and breakdown of a camping tent relay race style. 4 scouts from your clan will race against the clock to set up and break down a tent.

Wild Kingdom

Earn credit for local plant and animal track ID. Nature will approach Scouts waiting in line. If you can successfully identify what you see, nature will reward you. Don't try to chase nature. It'll only run away. Lists of plants and animals will come soon to registered units!

Mayhem

Earn credits through successful demonstration of first aid skills when Mayhem randomly selects you! First aid skills will be taken from the Scout Handbook. First aid will need to be applied by fellow patrol members in the immediate vicinity of the "injured" Scout. Since the lucky Scout Mayhem selects is "injured," he or she may not assist in their own treatment... *First aid supplies needed for the demonstration must be on hand when Mayhem strikes.* Missing first aid items will be available for a price from the trading post.

Other Things to Know

As the leader of your people, you will be called to represent your clan in a number of functions. Friday when your troop arrives, please be helpful in getting your patrol set up so you can be ready for Cracker Barrel at 9:00pm. At Cracker Barrel, you will receive information and items your patrol will need for Saturday's activities.

You will receive a tally card for each member of your clan. As your clan members complete activities listed on the card, and receive the credit tokens, the activities will be checked off their card. Credits can only be earned if the tally card is present - so don't lose it! The tally cards will be attached to the back of each Scout's name plaque.

Completing some activities will earn your patrol a ribbon. These ribbons may be required to be presented when making purchases or to do other activities. Your clan flag pole would be a good place to keep your ribbons safe and handy.

Your clan members can be sent off to do activities in buddy pairs. Each clan member must have a name plate listing their name and clan (and this is a good place to attach the tally card). Each buddy pair should have a first aid kit. At least 1 member of your patrol must have fireman chit and toten chit. Please be sure your clan has a flag.

Please have the attached clan history questionnaire completed prior to Cracker Barrel. Bring the completed questionnaire, clan flag and pole, and all of your patrol's name plaques to Cracker Barrel for credits.

In this game there will be multiple ways to win, so plan your strategy. Fortune favors the prepared. Know the strengths of your fellow Scouts and help them to study their Scout Skills. Practice. Get organized. Practice.

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 _____.

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)**

FORTY KNOTS

A VISUAL AID FOR KNOT TYING

OFFICIAL EQUIPMENT—BOY SCOUTS OF AMERICA

The Scout Seal is Your Guarantee of Quality, Excellence and Performance



OVERHAND KNOT



SQUARE KNOT



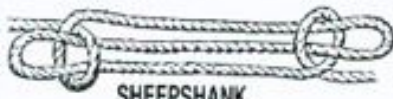
SHEET BEND



SHEET BEND DOUBLE



GRANNY KNOT



SHEEPSHANK



DOUBLE OVERHAND



BOWLINE



RUNNING KNOT



FIGURE EIGHT KNOT



OVERHAND BOW



DOUBLE CARRICK BEND



BOW KNOT



FIGURE EIGHT DOUBLE



CLOVE HITCH



HALF HITCH



TIMBER HITCH



KILLICK HITCH



HALYARD BEND



ROLLING HITCH



FISHERMAN'S BEND



TWO HALF HITCHES



CHAIN HITCH



TAUT-LINE HITCH



SLIPPERY HITCH



MIDSHIPMAN'S HITCH



TILLER'S HITCH



BOWLINE ON BIGHT



LARIAT LOOP



CAT'S PAW



LARK'S HEAD



BLACKWALL HITCH



FISHERMAN'S KNOT



FISHERMAN'S EYE



HITCHING TIE



SURGEON'S KNOT



MARLINSPIKE HITCH



MILLER'S KNOT



SAILOR'S KNOT



STEVEDORE'S KNOT