# B. Troop Awards

The Camporee is not only a time of exciting events and demonstrations, but is also a forum for troops to show off their skills. Points will be awarded in different categories. The overall best troop will be determined for each sub-camp and an overall winner for the entire camporee will be awarded. Winning troops will be recognized at the Awards Ceremony on Sunday. The winner of the award is the troop with the most cumulative points in the events listed below. We recommend training for 2nd and 1st class basic scout skills in order to prepare for the various sites at the camporee.

**Competition Sites open on Saturday (Check Website for Updates)**

Camouflage

Litter/First Aid

Knot Tying

Leadership Reaction Course

Drill

Firebuilding

Wilderness Survival\*

Ranger Challenge\*

Swiss Seat/One-Rope Bridge

Kim’s Game

Commander’s Challenge

Zodiac Challenge

Fitness Challenge

Weapons

Knowledge Baseball

TAC Challenge

# C. Site Descriptions (tentative and subject to change)

1. **Graded Events (Round-Robin):**
	1. **Camouflage -** At this site Scouts will learn how to properly apply US Army camouflage. They will be graded on their ability to apply what they have learned to a time standard.
	2. **Litter/First Aid -** At this site Scouts will fashion a litter and perform first aid techniques. Scouts will have to apply what they know to an “emergency” situation. They will be graded on proficiency and time.
	3. **Knot Tying -** Scouts will be taught how to tie various knots. They will be graded on their ability to correctly tie the knots in a certain time limit.
	4. **Leadership Reaction Course -** At this site Scouts will be given a specific problem to solve using given materials. The Scouts will be graded by time with time added to their score for errors (touching minefield).
	5. **Drill -** This site is mandatory for every Scout in attendance. The Scouts will learn the US Army drill and ceremonies techniques that they will use for the closing review.
	6. **Fire Building -**  At this site the Scouts will have to build a fire to burn a string that is at a given height. The Scouts will be graded on how fast they are able to burn through the string and the materials they use to build their fire.
	7. **Wilderness Survival**: Scouts will be given a designated amount of time to look for materials to build a shelter and then given additional time to create the shelter. Once the shelter is graded on its' usefulness, the scouts will be required to take down the shelter and attempt to make the site look as though it was unoccupied.
	8. **Ranger Challenge -** A combination of physical events Scouts must complete (climbing ranger wall, carrying water jugs, etc.). Event requires Scouts to work together as a team to best accomplish the challenge.
	9. **Swiss Seat/One-Rope Bridge -**  Scouts will be taught how to tie a US Army rappel seat and will be graded on their ability to re-tie the seat in 90 seconds. They will then have the opportunity to cross a One-Rope Bridge using their seat.
	10. **Kim’s Game -** Scouts will be given a certain situation to analyze to identify and remember the variety of items within the situation. After a certain period of time, the Scouts will be asked to turn around while certain aspects of the situation previously analyzed are altered. The Scouts will attempt to identify any changes that were made to the original site.
	11. **Commander’s Challenge -** This event will not be announced until the Camporee. It will be both physically and mentally tough and designed with a military background.
	12. **Zodiac Challenge -** The RB-15, also known as a Zodiac, is a US Army raft. If these are not available due to supply issues, we will use canoes. The Scouts will have to negotiate a course on the lake. The fastest patrol will win this site.
	13. **Fitness Challenge -** Fitness is a critical aspect of military life. The Scouts will be graded on the relative fitness of their patrol through participation in physical activities such as push-ups and sit-ups.
	14. **Weapons –** Scouts will be briefed on a variety of US military weapons, their capabilities, and also their uses. Scout will be graded on how well they retained each weapons’ characteristics.
	15. **Knowledge Baseball** - Scouts will play ‘baseball’ by answering questions about rank requirements, common scout skills, scouting heritage and some basic West Point knowledge. The more questions answered correctly, the more points the Scouts can score.
	16. **TAC Challenge** - Scouts will carry dummy rifles and bound through woodland terrain to rescue a hostage at the end of the lane. They will face physical obstacles and be required to react to enemy contact along the lane.

###### Non-Graded Events:

* 1. **Static Display:** *The contents of the static display will be United States Military weapons and accessories.*
	2. ***Demonstrations*** *– There will be a variety of cadet club demonstrations for the scouts throughout the weekend.*

**3. Other Graded Events:**

* 1. **Campsite Inspection:** Each troop will be judged on the neatness of their campsite. Judges will be looking for planning in the layout of the troop’s area, safety, and cleanliness. **Lightfighter troops** will be graded with the expectation that every item could have been brought by them over the trail; deductions will be made for items that could not have been brought in a scout’s backpack (i.e. folding picnic tables, picnic gazebos, or the RV Camper with cable TV parked in the middle of the patrol’s site). If you are not sure whether your troop applied as a lightfighter or as a normal troop, please contact CDT Maria Fabi at scoutmastercouncilstaff@gmail.com.
1. **The following do not count toward troop points but individual awards are given for:**
2. **Scoutmaster’s Cook-Off:** Scoutmasters are invited to participate in a cook-off at lunch time on Saturday. There are five categories: main dish, chili, Dutch Oven, lightfighter and dessert. Please refer to the enclosed letter for more detail about this competition.
3. **Troop Gateway Competition:** Troops are encouraged to prepare a gateway for their campsite, to be judged by camporee staff. The troop must bring all materials and completely remove the gateway before leaving Sunday morning. Troops may not utilize trees, vines, or other vegetation from Camp Lake Frederick grounds.

**D. Tentative Time Schedule:**

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|  | **Scoutmasters' Council 2016 Scout Camporee Schedule of Events** |
|  |  |  |  |  |
|  | **Time** | **Event** | **Location** |
| Friday29 April 2016 | 11:30am | Arrival / Trail Opens | Camp Natural Bridge |
| 2:00pm-6:30 | Hike to Lake Frederick (Light fighters Only) | Move from Camp Natural Bridge toLake Frederick (**2.5 miles**) |
| 2:00-7:00 | Trading Post Open (Pre-Order/Pick-up Only) | Parade Field |
| 8:30 | SPL Meeting and Safety Brief | Mess Hall |
| 9:30 | Scoutmaster Meeting and Safety Brief | Mess Hall |
| 11:00 | Accountability Formation / Cadet Brief | Mess Hall |
| 12:00am | Taps / Accountability | A-Frames / Campsites |
| Saturday30 April 2016 | 6:00am | Scout Reveille | Campsites |
| 6:15 | Cadet / Scout PT | Campsites |
| 7:00 – 7:45 | Breakfast | Campsites / Mess Hall |
| 7:00 – 8:45 | Breakfast / Hygiene / Site Prep | Respective Sites |
| 8:30-9:00 | Opening Ceremony | Parade Field |
| 9:00 – 9:15 | UH-60 Fly-In | Parade Field |
| 9:00 | Competitive / USMA Clubs Sites Open | Respective Sites |
| 9:00 | Trading Post Open | Parade Field |
| 10:00 – 12:00pm | Military Static Displays Open | Parade Field |
| 11:30 | VIP Lunch | Mess Hall |
| 11:45 – 12:30 | Scoutmaster Cook-Off | Mess Hall |
| 1:00 | UH-60 Depart | Parade Field |
| 1:00 | Scout Lunch | Campsites |
| 1:00-1:45 | USMA Admissions Presentation | Mess Hall |
| 5:00 | Competitive / USMA Club Sites Close | Activity Sites |
| 5:00-6:00 | Troop Time (Optional Drill Practice) | Parade Field |
| 5:15 | Site Equipment Return | Mess Hall / Warehouse (Bldg 913) |
| 5:30 | Scorecard Due | S3 A-Frame |
| 6:00 | Cadet / Scout Dinner | Mess Hall / Campsites |
| 6:00 | Trading Post Closes | Parade Field |
| 7:00 | (Optional) Protestant / Catholic / Jewish Services | Campfire / Flagpole / Scout Museum |
| 8:00 – 9:30 | Campfire | Parade Field |
| 9:15 | Scoutmaster Meeting | Mess Hall |
| 10:00 | SPL Parade Info Meeting | Campsites |
| 12:00am | Taps / Accountability | A-Frames |
| Sunday01 May 2016 | 6:00am | Scout Reveille | Campsites |
| 7:00 - Completion | Breakfast / Hygiene / Breakdown | Respective Sites |
| 7:00 – 7:45 | Scout Breakfast | Campsites |
| 8:15 – 8:45 | Assembly for Closing Ceremony (in Position) | Campsites / Parade Field |
| 8:30 | Trail Open for (optional) March Out | Trail (**2.5 miles**) |
| 9:00 | Review/Awards Begins (Attention Sounded) | Parade Field |
| 9:15 | Pass in Review | Parade Field |
| 10:30 | Troops Begin Close Out / Departure | Respective Sites |
| 11:30-2:30pm | Continue Breakdown | Campsites |
| 2:00 | Trail Closed | Camp Natural Bridge |

\* Bull Hill is a challenging 3-mile hike leading from the parking area to the campsite. Please bring appropriate footgear and equipment. No one will be allowed to start on the trail after 1830. All personnel arriving after that time will be directed to the campsite for drop off. **Note: The Bull Hill trail will be open on Friday afternoon AND Sunday morning. In a change from years past, Lightfighters ARE EXPECTED TO HIKE OUT ON SUNDAY AS WELL.**

**\*\* Events subject to change based on weather and availability**

**E. Facilities Provided**

* **Campsites**-Campsite size is based on the number of registered participants in each troop. The campsites will be assigned and will not be altered in any way. Do not expect anything larger. Space is a premium and we have a record number of troops coming to the 54th SMC Camporee so please be understanding and patient.
* **Water**- Potable water will be supplied in water trailers spread throughout the camp areas.
* **Bathrooms/Latrines**- No bathrooms are available to scouts. Latrines/porta-potties are located throughout the camp area.
* **Garbage**- Dumpsters will be provided. Please help us by throwing trash inside, not next to, dumpsters.
* **Food and shelter are NOT provided.** Troops may bring whatever is necessary to cook with or on. No open pit fires are allowed. Cooking stoves and similar items with contained flames are permitted.

2. INSTRUCTIONS

1. **Payments**

The cost to participate in the Camporee is $25.00 **per participant** (**both** scouts and adults).

We require the $25.00 fee per participant prior to your arrival at the Camporee. This payment is nonrefundable and non transferable. Checks should be made out to **West Point** **Scoutmaster’s Council**. We will not accept cash. Checks and registration forms should be returned together. If you happen to have a scout drop or add to your roster we will not adjust the price accordingly when you in-process. This is to cover the cost of the material that we have already ordered.

**Please annotate Troop Number and Hometown on the check for accountability purposes.**

**NO checks will be accepted if not made out directly to West Point Scoutmaster’s Council. They will also not be accepted without Troop Number and Troop Hometown annotated.**

\*\*\*See below for mailing instructions\*\*\*

1. **Medical / Liability Forms**

Medical and Liability forms will be distributed closer to the Camporee date. Please monitor email for these. No participant will be permitted within the Camporee without these turned in upon arrival.

**E. TRADING POST INFORMATION**

The Trading Post will be open as usual at the Camporee.

* No preorders will be accepted this year. We have accounted for this by ordering sufficient supply to have on hand at the Camporee.
* We attempted to facilitate preorder this year, however it could not be facilitated by the club administration of West Point.