A historical painting depicting a winter scene. In the foreground, several pioneers are pushing large wooden wagons through a deep snowdrift. The pioneers are dressed in heavy, period-appropriate clothing. In the background, there are bare, skeletal trees and a few evergreens under a cloudy, overcast sky. The overall tone is somber and historical.

2009
Del-Mi
Fall
Camporee

Where the Centuries Meet...

For nearly a hundred years, Scouts and Scouters have held close to their hearts the standards and methods of Scouting as a way of life. A way that prepares boys to be men of the future. Men of character, integrity and honor. Just as many of us had ancestors of long ago who braved starvation, severe weather and certain death, we of the next generation brave the dangers of the world to blaze the wilderness of life for the futures of tomorrow.

Before the widespread availability of canals and rail transportation to the newer territories in the central states, and later as the frontier moved westward, pioneers and settlers that could not afford a wagon and team of oxen would often set out on foot pulling their possessions in a handcart. Several handcarts would travel together as a company for protection, mutual aid and companionship.

We hope that during this camporee we can bring each one closer together as a “handcart company” in that spirit of brotherhood and fellowship. Only together may we press forward, steadfast on the path that will prepare the future ahead of us.

As one avid Scouter once said:

“We are builders of boys and menders of men. In doing so, we remember that they greatest verb in the vocabulary is to love; the second is to help. It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical choices over their lifetime in achieving their full potential.” - Thomas S. Monson, June 2003.

Schedule

Friday:

- 6:00p - Check-In / Registration
- 9:30 - Cracker Barrel (Scoutmasters and SPL's)
- 10:30 - Quiet/Scoutmaster Time
- 11:00 - Lights Out

Saturday:

- 6:30a - Reveille & Breakfast
- 8:15 - Flag Raising
- 8:30 - Competition Begins
- 12:00p - Break for Lunch
- 1:30 - Competition Resumes
- 5:00 - Dinner
- 7:00 - Closing Campfire
- 9:00 - Cracker Barrel (Adult Leaders Only)
- 10:00 - Quiet/Scoutmaster Time
- 11:00 - Lights Out

Sunday:

- 7:00a - Reveille & Breakfast
- 9:00 - Scout's Own Worship
- 9:45 - Exit Campsite Inspections & Departures

- Friday Night Cracker Barrel is where SPL's will receive their schedules for the next day.
- If a patrol is not competing in the patrol stations, they are encouraged to participate in the individual competition stations.
- Older scouts are highly encourage to participate in the advanced skill competitions.
- Units not staying over to Sunday should break camp during the dinner break and plan to attend the closing campfire and cracker-barrel.
- At least one leader from each unit is asked to attend the Saturday Night Cracker Barrel (including LDS leaders).
- Friday and Saturday Night Quiet/ Scoutmaster Time is to the Scoutmaster discretion for rank advancement or to give counsel/guidance to respective troops.

Station #1 - First Aid Carries

When crossing the plains, who knows what can happen. As it just so happens, your party has arrived at a very treacherous part of the river. Problem is, the snow has fallen and iced over part of the river. Members of your party are not able to cross the icy waters directly for direct contact could lead them to their deaths. You must get your party across the river.

Obviously, there is a risk of hypothermia by exposing yourselves to the icy waters. But, the elderly and sick members of your party cannot touch the icy water. Each member of the patrol must carry another member across the “icy river.” The basic first aid carries taught in the scout book must be used. Additional carries, if known and safely executed, may also be used.

Only one person may be carried across the “icy river” at a time. But, any number of scouts may transport the one “elderly or sick” across the river. This is a timed event for your patrol. Clock starts on the signal and ends when the last person has been carried across the “icy river.”

Real Life Story: During a pioneer trek west across the plains, a handcart company became stranded near a river in a snow storm. Some who had arrived at the final destination earlier were sent back to help those stranded. Three boys, seeing the state of one particular group of the company began to carry the sick and elderly across the river that had partially iced over. They made several trips for those that were stranded on the other side. After all members of the company had crossed and been tended to, they continued their journey westward. However, those three boys would soon suffer severe effects of hypothermia due to their exposure to the river, ultimately passing from this world. Their selfless act was never forgotten by those whom they helped that day.

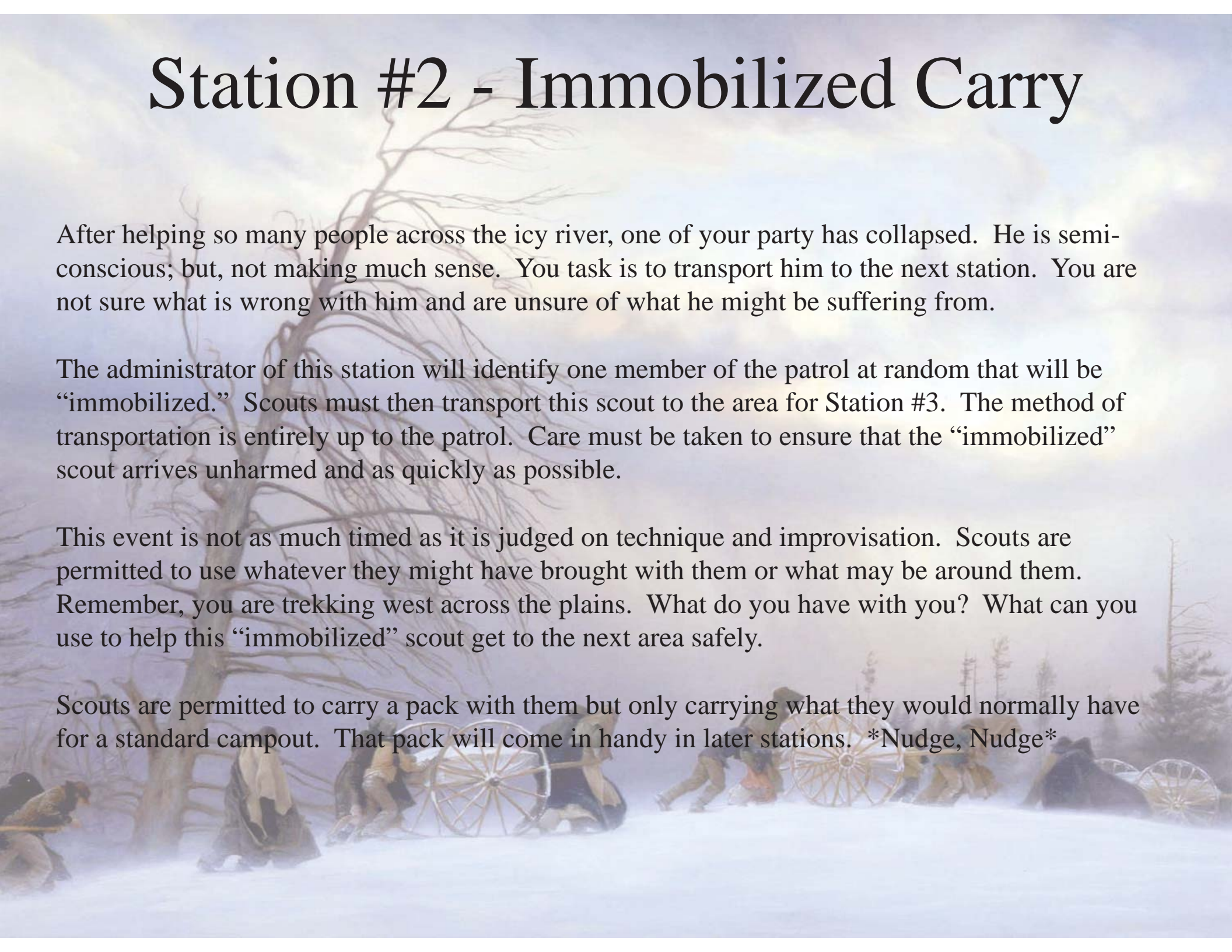
Station #2 - Immobilized Carry

After helping so many people across the icy river, one of your party has collapsed. He is semi-conscious; but, not making much sense. Your task is to transport him to the next station. You are not sure what is wrong with him and are unsure of what he might be suffering from.

The administrator of this station will identify one member of the patrol at random that will be “immobilized.” Scouts must then transport this scout to the area for Station #3. The method of transportation is entirely up to the patrol. Care must be taken to ensure that the “immobilized” scout arrives unharmed and as quickly as possible.

This event is not as much timed as it is judged on technique and improvisation. Scouts are permitted to use whatever they might have brought with them or what may be around them. Remember, you are trekking west across the plains. What do you have with you? What can you use to help this “immobilized” scout get to the next area safely.

Scouts are permitted to carry a pack with them but only carrying what they would normally have for a standard campout. That pack will come in handy in later stations. *Nudge, Nudge*

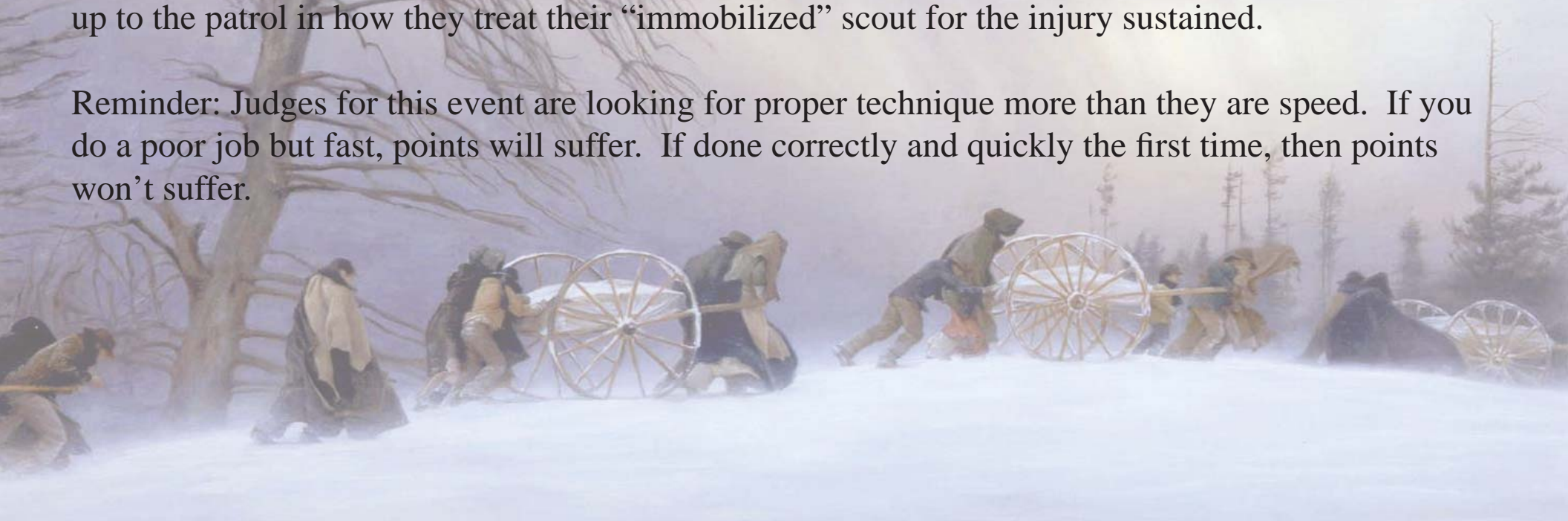


Station #3 - First Aid Administration

Upon arrival at the main station area, you will be presented a first aid situation card for your “immobilized” scout. It’s a matter of life and death whether or not he will survive the next little while. From that situation card, you will need to perform first aid in a satisfactory manner. There is no time limit to this station. But, incorrectly performing the first aid technique could require starting over.

Not all items necessary for the first aid will be available at the station. And this is on purpose. Remember the pack mentioned in the description for Station #2? Only what would normally be taken on a standard campout should be in that pack. Improvisation may also be used. It’s entirely up to the patrol in how they treat their “immobilized” scout for the injury sustained.

Reminder: Judges for this event are looking for proper technique more than they are speed. If you do a poor job but fast, points will suffer. If done correctly and quickly the first time, then points won’t suffer.



Station #4 - Fire Building

The sun is setting and the weather is cold. It won't be long until everyone will be cold. How fast can you build a fire. Do you have the best technique to get a fire going? Can it stay alive for 2 minutes (at least)? Well, let's find out.

This station is also one where technique is combined with time. More points are awarded for a more difficult technique than, say, simple matches. For example, if one patrol starts their fire in 3 minutes using real flint and steel where another patrol got their fire going in 1 minute with a single match, more points would be awarded to the patrol using the flint and steel. The more difficult the technique, the more points.

Once you get the fire lit, it must stay lit for 2 minutes, minimum. After the two minutes has passed, do not yet put out the fire. Your station administrator has something to tell you.



Station #5 - Cooking Stand

Your injured patrol member is now resting comfortably near the fire. But, now you must make preparations for the night. Your company is cold and hungry. You have but one pot to cook from and the rest of your larger cooking gear was swept away when one of your carts started to capsize while crossing the icy river. All you have now is what you personally brought with you across the river.

You must construct a tripod so that you can be ready for station #6. Your company is starving. The sooner you construct the tripod, the better. This is a timed event in addition to how well the tripod was put together.



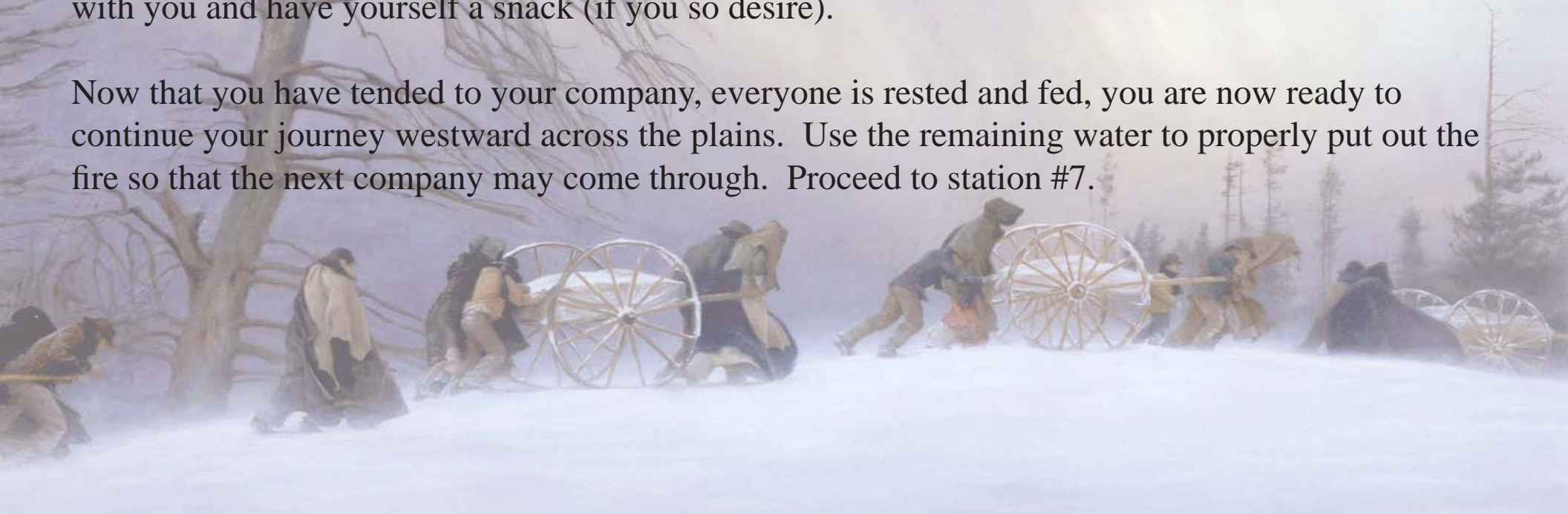
Station #6 - Boiling Over

Hopefully, you have not forgotten about your fire. Hopefully it is still going so that your hypothermic member still has a chance at full recovery. But, now you must consider the others in your company that are hungry from the struggles across the icy river.

Using the pot that you have brought, you must bring 1 quart of water to a rolling boil. If your fire is not yet hot enough, start stoking the fire. This is a timed event because hopefully you have maintained your fire to be the optimal heat intensity the entire time.

Once the water is brought to a boil, drop in 1 package of Ramen that you have hopefully brought with you and have yourself a snack (if you so desire).

Now that you have tended to your company, everyone is rested and fed, you are now ready to continue your journey westward across the plains. Use the remaining water to properly put out the fire so that the next company may come through. Proceed to station #7.

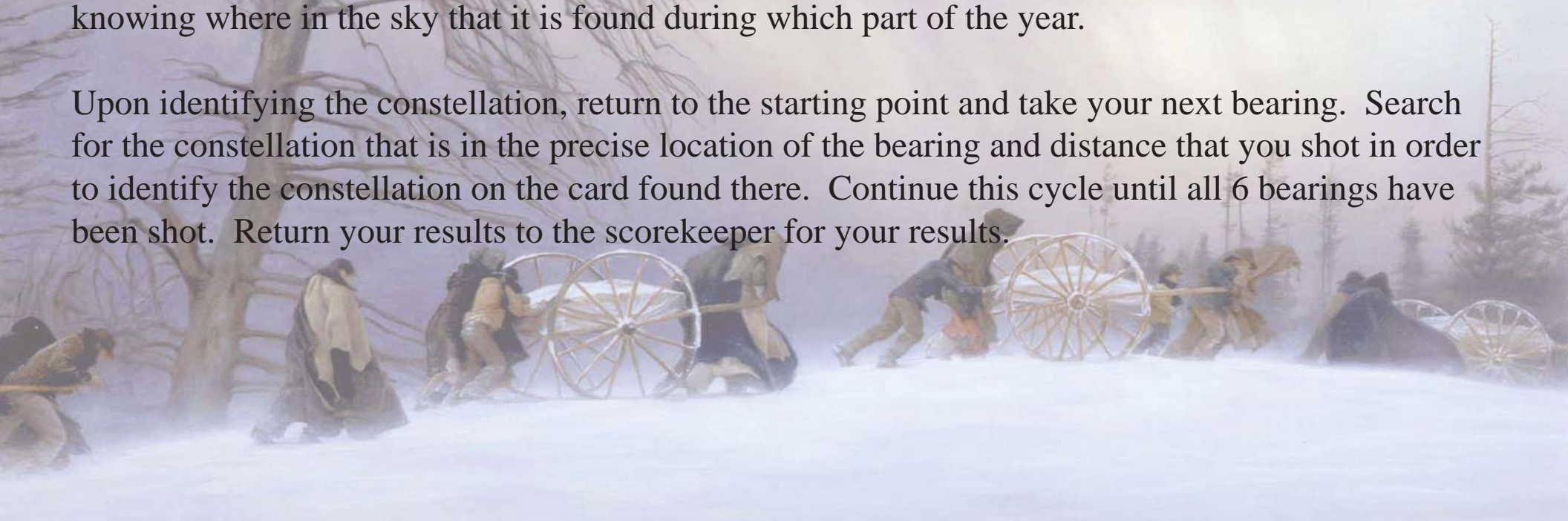


Station #7 - Directionally Challenged

The plains are a great and spacious area. For this station, you will have 6 different bearings and distances to go in order to find your way. Each bearing will be done from the same exact starting point. At each destination you will find an array of cards to choose from. Only precise adherence to your bearing and accurate attention to the pacing will take you to the exact marker you are looking for. However, pioneers didn't just navigate by compass alone. The stars were always available.

At each destination, the cards found will also have constellations on them. Can you identify them? This can be tricky as you must know the proper orientation of the constellation. It can also help in knowing where in the sky that it is found during which part of the year.

Upon identifying the constellation, return to the starting point and take your next bearing. Search for the constellation that is in the precise location of the bearing and distance that you shot in order to identify the constellation on the card found there. Continue this cycle until all 6 bearings have been shot. Return your results to the scorekeeper for your results.

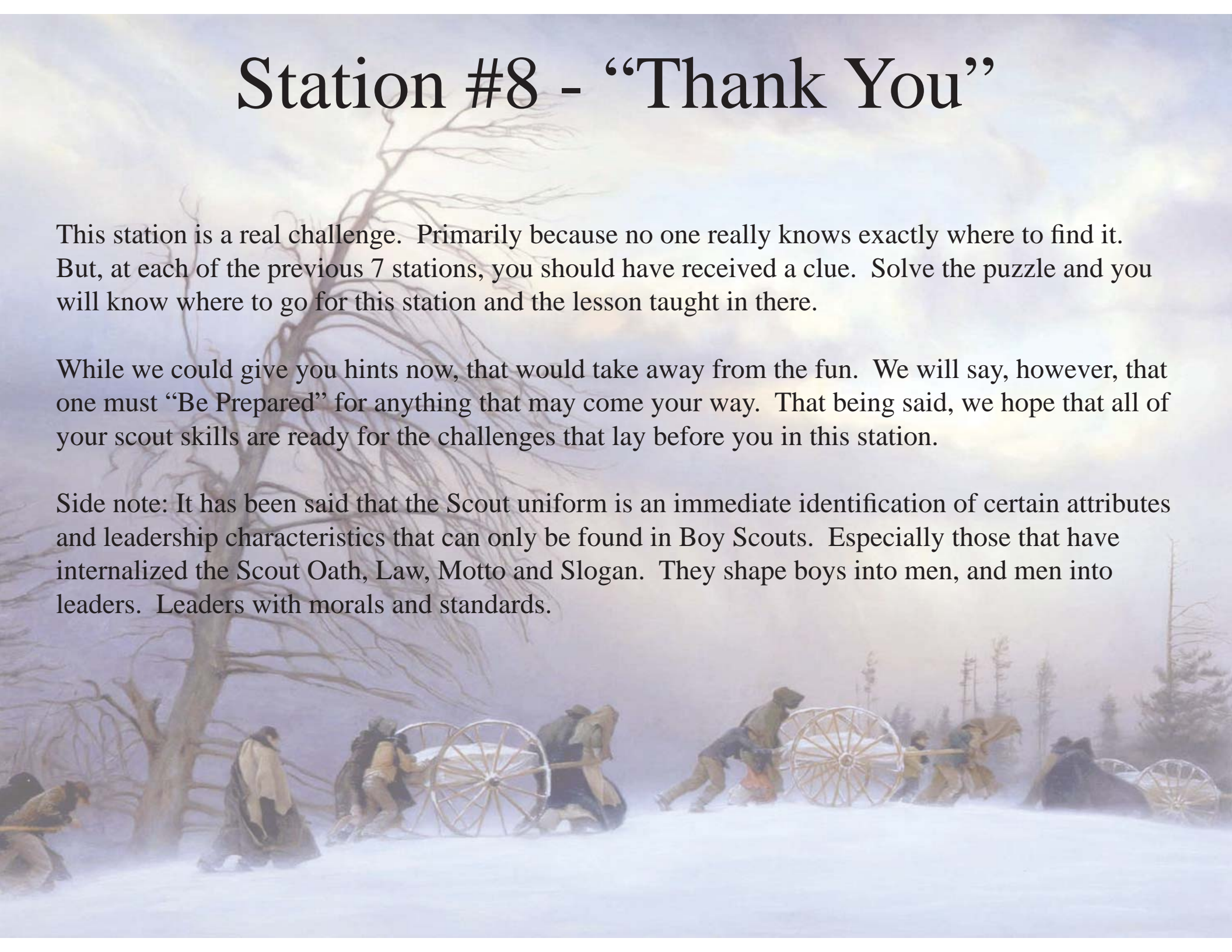


Station #8 - “Thank You”

This station is a real challenge. Primarily because no one really knows exactly where to find it. But, at each of the previous 7 stations, you should have received a clue. Solve the puzzle and you will know where to go for this station and the lesson taught in there.

While we could give you hints now, that would take away from the fun. We will say, however, that one must “Be Prepared” for anything that may come your way. That being said, we hope that all of your scout skills are ready for the challenges that lay before you in this station.

Side note: It has been said that the Scout uniform is an immediate identification of certain attributes and leadership characteristics that can only be found in Boy Scouts. Especially those that have internalized the Scout Oath, Law, Motto and Slogan. They shape boys into men, and men into leaders. Leaders with morals and standards.



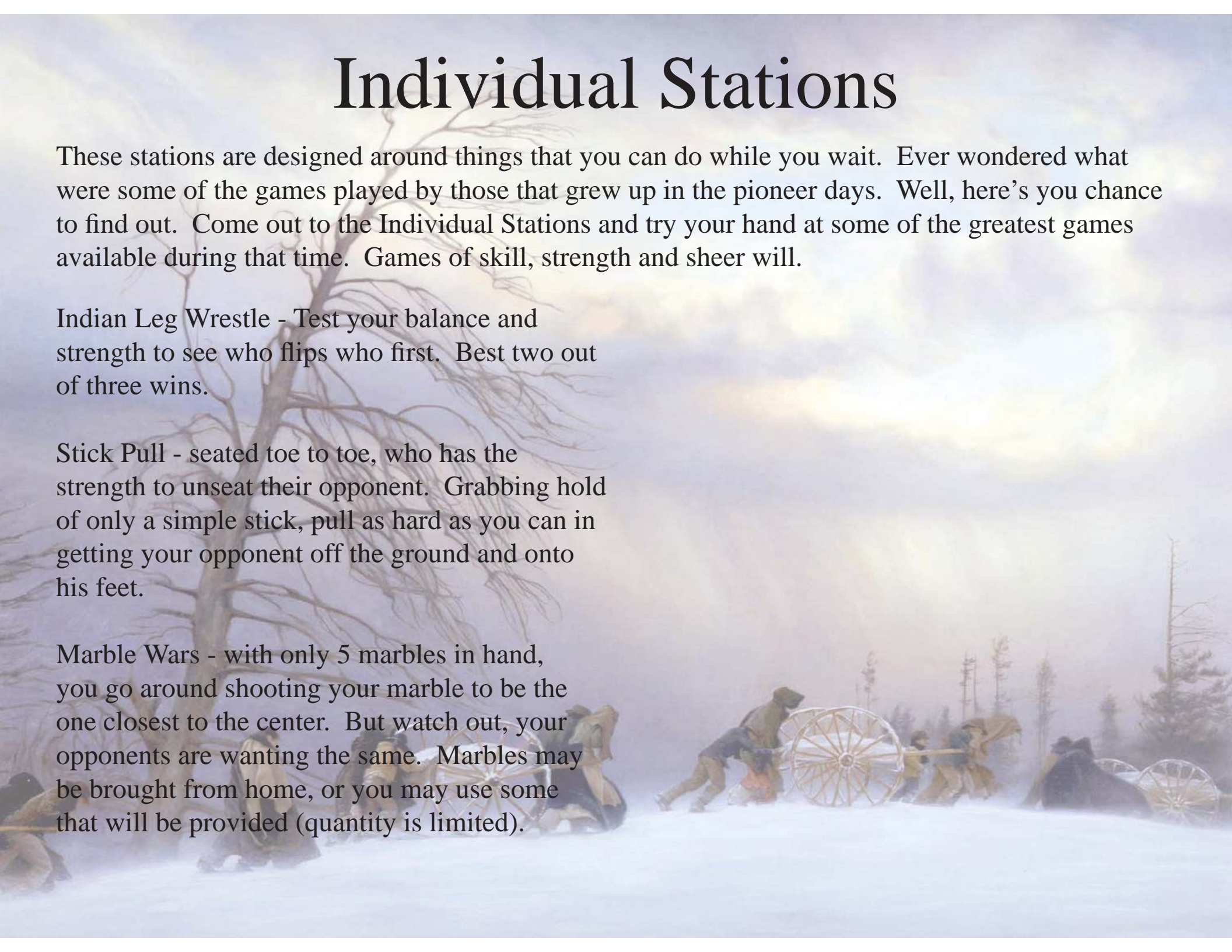
Individual Stations

These stations are designed around things that you can do while you wait. Ever wondered what were some of the games played by those that grew up in the pioneer days. Well, here's your chance to find out. Come out to the Individual Stations and try your hand at some of the greatest games available during that time. Games of skill, strength and sheer will.

Indian Leg Wrestle - Test your balance and strength to see who flips who first. Best two out of three wins.

Stick Pull - seated toe to toe, who has the strength to unseat their opponent. Grabbing hold of only a simple stick, pull as hard as you can in getting your opponent off the ground and onto his feet.

Marble Wars - with only 5 marbles in hand, you go around shooting your marble to be the one closest to the center. But watch out, your opponents are wanting the same. Marbles may be brought from home, or you may use some that will be provided (quantity is limited).



Special Competitions

These stations are designed around things that you can do while you wait. Ever wondered what were some of the games played by those that grew up in the pioneer days. Well, here's your chance to find out. Come out to the Individual Stations and try your hand at some of the greatest games available during that time. Games of skill, strength and sheer will.

Archery Tournament - Much depends on the availability of certain types volunteers for this. Should it be available, you will have most of the day to shoot a highly competitive score. All attempts will be averaged together. The top 5 shooters will then have a shoot-out for the camporee archer. Again, this competition requires certain types of volunteers. Without them, it won't be available for this camporee.

Cook-Off - Think you're good in the kitchen. Let's see just how good you are. Prepare your best recipe to showcase. Bring a copy with you to share with others that like your cooking. But guess what? You must cook it from scratch there at the camporee. There is the Adult and Youth submissions available for this competition.

Natural Utensils - How good are you at making something from nothing. With only what you would normally carry with you in **your** pack, create some sort of utensil for cooking or eating. Methods are left up to the imagination. But, the utensil must be made at the camporee.

Plundering Cachers - Welcome to the world of geocaching. Could you perhaps be standing right on it and not know it? Or perhaps it is that knot in the tree? Can you follow the GPS coordinates and use your keen searching skills to find the hidden objects? Perhaps you have already looked at the geocache, twice. Happy hunting.



Jamboree On The Air

Jamboree On The Air (JOTA) is a world-wide Scouting activity sponsored by the World Organization of the Scouting Movement

(WOSM: <http://www.scout.org/>) since 1958. Annually, a JOTA is held on the third weekend of October. Coincidentally, the 2009 Fall Camporee for the Del-Mi District falls on that same weekend.

As part of the camporee activities, the camporee committee is working diligently to give the



scouts attending an opportunity to be a part of this world-wide activity. For our local area, the

official broadcast begins at 00:00hrs (military time) Saturday and will end at 00:00hrs on Monday. That is a full 48 hours to participate in this event that has take the world by radio waves.



The camporee committee has been able to secure a special callsign for the camporee and the base station that will be set up. We encourage all boys and adults to visit the radio base station as this is a rare opportunity. With broadcasts originating all over the world and available at the camporee, one will be able to be pioneers of the future by merely hitting the “Push-To-Talk” button. Stretch forth the hands of Scouting Fellowship.

