

Del-Mi District 2011 Winter Camporee



Winter Wars

<http://lop01.dynalias.net/dmwc2011>

Deployment Orders

1. The Commander of Kikthawenund Command has selected you for a mission of great importance. You are hereby ordered to deploy your platoon (troop) to Camp Kikthawenund for the 2011 Del-Mi Winter Camporee, on January 28, 2011.
2. You are to report starting at 18:00hrs (6:00p) to the Camp Kikthawenund Check-In Station for establishing your encampment for the next day's battles. Each squad (patrol) in your platoon will battle against other squads for the recognition as Kikthawenund Top Squad.
3. You are then ordered for return to your home base on January 30, 2011, after having completed all battles making this one of the best weekends ever for the members of your platoon.

Basic Schedule

Friday

18:00hrs - Check-In

21:00hrs - SPL/SM Cracker Barrel

22:00hrs - TAPS

Saturday

06:00hrs - Reville

08:45hrs - Raising of the Colors

09:00hrs - Battles Begin

11:00hrs - Lunch Shifts Begin

13:30hrs - Battles Resume

16:30hrs - Battles Close

17:00hrs - Lowering of the Colors

20:00hrs - Closing Campfire

21:30hrs - Scout's Own Service

22:00hrs - TAPS

Sunday

08:00hrs - Check-Out

Registration

In order to encourage early registration and provide the camporee staff with the information needed to have the right amount of food, supplies and awards, there will be three costs for registration.

Early Bird Registration will be \$10 a head and will end December 31, 2010.

Starting January 1, 2011, Regular Registration will take effect and be \$13 a head. The last day to get this rate will be January 27, 2011.

On the day of the camporee, January 28, 2011, the cost of registration will once again go up to \$15 a head. All walk-in registrations will be charged this amount.

Quarter Master Store Shopping List

Each Squad (patrol) will need to bring the following items to help speed through each battle:

- NATURAL Fire Starters
- 10' length of rope for each squad (patrol) member
- 1 Fishing Pole per squad (patrol)
- One set of 10 Scout Essentials per squad (patrol) per Boy Scout Handbook
- Supper for your squad (patrol) to cook
- Pen/Pencil and Paper
- One extra change of winter appropriate clothing that will fit the largest squad (patrol) member (Hint: clothing that would fit an adult will probably fit anyone in the squad)
- Sleeping Bag
- Insulated Sleeping Pad
- One personal first aid kit as detailed in the Boy Scout Handbook
- One Nalgene type water bottle
- One cup for each member of the squad

Battle #1 - “Strip Those Packs Down...”

You will need to take a look at the equipment provided and decide what you will take. Be extremely careful as taking the wrong item will cost you points. “...Choose wisely, for the [right gear] will bring you life, the [wrong gear] will take it from you.”

Battle #2 - Will You Survive?

If you or your squad (patrol) were separated from the rest of your company (troop), could you identify plants, shrubs, and trees that could help you survive? Or better yet, could you track game that could give you the nourishment to get you back to your company (troop)? Earn top secret bonus points if you can. Bone up boys, because in this Winter War, **WILL YOU SURVIVE?**

Battle #3 - The River Kwai

You have come to a river that needs crossing. However, recent battles in the area have taken out the bridge. Before you can start building a bridge in the area, you must ensure that you can **design** one that will support the weight of your equipment going across.

Battle #4 - “Man Down!!”

Battle is tough on soldiers and winter weather brings on it's own set of injury and illness challenges. Squads need to be prepared to treat soldiers with typical winter injuries or illnesses that would be encountered in cold weather. All winter related injuries or illnesses and the proper treatment of those winter related injuries or illnesses will come straight from the Tenderfoot, Second Class or First Class first aid rank requirements found in the Boy Scout Handbook.

Battle #5 - “What happened here?”

Your squad (patrol) has come upon a campsite that appears that the previous occupants left in a hurry. What could have been the emergency? Can you see what could have caused such a hasty departure? Under normal conditions, they would not have left in such a hurry. Something must be wrong here. Can you figure it out?

Battle #6 - Guarding Your Camp

Using the spars that have been provided, you need to create the first level of a lookout tower for your campsite. You want to keep everyone safe while they sleep and also keep your lookout safe in the tower that you build. Get those lashings up to par as the life of your lookout hangs in the balance. Remember that this needs to last through the night where you will take it down in the morning.

Battle #7 - Gather the Intel

Each squad will use the GPS provided and go to the locations identified to find the canisters that contain essential intelligence. This intelligence will provide you with the information necessary to solve the riddle for this battle. The battle won't be scored until you have returned with your intel and are able to attempt to solve the riddle.

Battle #8 - Iron Man Squad (patrol) Relay

This event requires the participation of every member of the squad (patrol). There are five events and each person needs to pick an event. When signalled, squad (patrol) members will run to their exercise location, execute the exercise and then back. Exercises that have more than one squad (patrol) member will have the higher score recorded for the squad (patrol).

Challenge #9 - Keeping Warm

You have arrived at your camp and the rest of your squad (patrol) is cold and demoralized. So many amazing things that a fire can do. Amongst all things is just brighten the spirits through its warmth. Here's the problem: you need to build it. Use whatever method you would like. But, this is timed and method does play a part in scoring.

Challenge #10 - Clear the Way

You have reached a field that is marked as hazardous, most likely because of land mines. You don't have any special equipment to find them except a map and markers placed by advance teams. You must use your fishing pole with a weighted line to try and hit the mines from a distance and clear a safe path for your squad (patrol).

Challenge #11 - Chow Hall Rush

Even had a run on the chow hall? Your squad (patrol) is dying of hunger after facing all the challenges of the day. Your squad must prepare your supper as a squad (patrol). No leader assistance is permitted except where it is required by Scouting guidelines or Platoon (troop) rules. Judges will be by during the dinner time block to judge the food. Squad (patrol) Leader (PL) will need to sample the food in front of the judges before the judges will sample (judges' requirement, not committee's).

Closing Campfire - Scout's Own Service

Traditionally, the Scout's Own Service is done on Sunday morning. Because of historical conditions of the Winter Camporee, we are doing this slightly differently.

The Closing Campfire will be held in the Dining Hall. Companies are encouraged to have their Squad (patrol)s do a skit, song, joke, run-on, etc., as part of this campfire. Awards will be presented at the end of the campfire.

Once the campfire closes, squad (patrol)s will move to the campfire ring for a short Scout's Own Firelight Service. This is a new idea that we are trying. It has been done in some troops in the past and has been a very neat experience for the boys. We hope to share that experience with all as we wrap up the 2011 Del-Mi Winter Camporee.