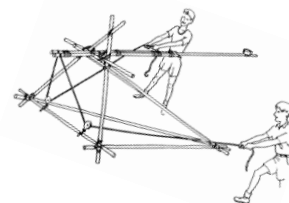




BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL



Camporee Guide



2012 WMRV Olympic Catapult Fall Camporee



*Watchung Mountain/Raritan Valley Districts
Patriots' Path Council Boy Scouts of America*

October 12 - 14, 2012
Round Valley Youth Center, Lebanon, New Jersey

www.ppbsa.org

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Featuring!

Patrol Catapult Building and Competitions
WMRV Olympics!
WW2 Living History Display/Expo
Adult Troop Entrance Gateway Competition
Geocaching
GPS Treasure Hunt for Webelos
CampfiR!



Camporee Contacts:

Rick Jurgens, Camporee Chair
908-285-8730
rick@sabattis.org

Grant Van Eck, Watchung Mountain District Executive
(973) 765-9322 ext. 250
gvaneck@bsamail.org

Registrations:

There will be no onsite unit registrations. Please **REGISTER** your unit by **September 29, 2012** online (see below for the online link).

All final registrations/payments must be submitted online by **September 29, 2012**.
Registration fees are \$13 per person (**after September 29, 2012 registration fees will increase to \$18 per person**). Invited Webelos II guests and their parents are no charge to the troop.

All registrations must be paid in full by Friday check-in for any last minute additions – unit leaders please be prepared for this. Checks need to be made out to: Patriots' Path Council, B.S.A. **Any unit not paid in full on Friday will not receive their Camporee patches on Sunday until registrations are paid in full.**

To **REGISTER** and **PAY** for your unit for the camporee:

<https://www.doubleknot.com/registration/calendardetail.asp?ActivityKey=1220288>

If you have registered your unit, and need to add more participants for the Camporee:

<https://www.doubleknot.com/registration/calendardetail.asp?ActivityKey=1220288> or contact Rick Jurgens at rick@sabattis.org.

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Last minute additions are welcomed.

For more details and current updates on the Camporee, please visit www.wm.ppbsa.org.

Camporee Uniform

The Class A and B uniform should be worn the whole weekend. The full Class A Uniform is required for the Opening and Closing Ceremonies.

Location

Round Valley Youth Center, Lebanon New Jersey (off Route 78).
Directions are provided in this packet.

Check-in

Friday evening 5:30pm – 8:30pm or Saturday 7:30am – 8:30am. The Adult Leader in charge and the Senior Patrol Leader checks in at the Camporee Headquarters. Please have your 2012 Fall Camporee completed unit roster and approved Tour Plan with you at check-in. Units are encouraged to arrive to the Camporee Friday night. To file a Unit Tour Plan for the camporee, please visit:

<http://riskzone.ppbsa.org/tourplan.htm>

Troop Adults Help!

We will need an adult leader from each troop to run and score a WMRV Olympic Station. Station games will be provided or the troop may make up their own game. There will be an adult leaders meeting on Saturday AM to put it together.



Any adult leader who has knowledge or skill that can be brought to the Camporee, please contact Rick Jurgens, Camporee chair about adding it into the Camporee program.

Parking

Parking will be permitted at the designated parking area ONLY. No cars will be permitted onto the Camporee field. Trailers will be parked with cars in the designated parking area. Trailers cannot be brought onto the Camporee field at anytime NO EXCEPTIONS. During the weekend: *Please make sure all locks are locked and there are no "hanging" locks.*

Fires

No ground fires – only **ONE** above ground fire permitted in a contained elevated ring per unit. A filled water bucket must accompany the fire ring. Only fallen/dead timber may be used from the Camporee grounds. Units are encouraged to bring their own wood. All ashes must be wet and cool to bury in woods. No unburned wood to be left over on the Camporee grounds. Units may request at Camporee HQ a ground tire ring (approved by the RVYC) to use for a campfire at their site.



Garbage

There will be a dumpster available for units to use. The dumpster is located at the “hair pin” turn of the entrance road. Please do not forget to recycle. Recyclable materials will need to be brought home with you.

Latrines

Portable latrines will be available around the Camporee field at both sides of the field. Please ensure campers are respecting the latrines.

CampFIR (Campfire)

Each Troop will be asked to perform at least 1 Skit/Song/Run-on for the CampFIR on Saturday night.

All Skits/Songs and Run-ons should be according to the Scout Law and Oath. All Camporee participants must use the Scout Oath and Law as a guide for behavior at the CampFIR. A staff member will be around Saturday after dinner to collect your idea. The staff reserves the right to “filter” any segments that don’t follow the Scout Oath and Scout Law.

Please remind your Scouts when they do a skit/song/run-on/etc. to make sure they:

1. Speak Clear
2. Speak Loud
3. Project voice into the audience
4. All campfire performers should be facing the audience **BEHIND** the fire.

General Camporee Rules

- Leave No Trace Camping is in effect for the Camporee
 - Please do not dig into the ground at all
- Please wash your dishes at your campsite using the 3 pot method (No dishwashing at the water spigots)
- Please make sure there is adult supervision in your campsite at all times
 - Please drive 5mph anywhere around the Camporee grounds
- Please drive **SLOW** on the driveway from the road to the Camporee field.

Water

See Camporee map (received when checking in) for water spigots. NOTE: The one water spigot by the drive entrance, if it is not working please make sure both valves are turned on (sometimes the one turn knob gets accidentally shut off).

Bears!

The Round Valley Youth Center is located in bear territory. Please use proper camping bear precautions.

First Aid

A First Aid Crew will be able to assist any first aid needs at the First Aid Station at the Camporee HQ.

Cub Scout Recruiting

Don’t forget to get in contact with your Cub Scout packs and invite their Webelos IIs to join your troop



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for the Camporee! Webelos get a chance to see Boy Scouting in action. The Webelos and their parents/guardians are free. There will be a Webelos GPS Treasure Hunt! (They should bring a handheld GPS to use)

Sunday Checkout

Before units are permitted to leave, they must be checked out by a staff member. To get checked out, the Senior Patrol Leader can come to Camporee Headquarters to get a staff member. Upon checkout, your unit will receive the 2012 Fall Camporee Patch for each paying attendee if all registrations are paid in full.

Lost and Found

The Camporee Headquarters is the official location of the Camporee Lost and Found. Any lost or found issues after the Camporee can be directed to Grant Van Eck.

Photo Release

I understand that by attending this program, sponsored by the Patriots' Path Council, Boy Scouts of America, I consent to the use of photographs, film, videotapes, electronic representations and/or sound recordings made of me during that time by the Boy Scouts of America, at their discretion, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

Handicap Accessibility Statement

In compliance with the Americans with Disabilities Act, the Patriots' Path Council, Boy Scouts of America will make all reasonable efforts to accommodate persons with disabilities at its meetings. Please call Grant Van Eck at 973 765-9322 ext. 250 with your request.

Refund Policy

In all programs offered by the Patriots' Path Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment, and in some cases, items of clothing such as T-shirts that are given as part of a program fee.

When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Refunds: Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund of fees paid, less a 15% administrative charge. No refunds will be made after the 30 day cancellation deadline, unless there is a medical or other emergency.

ALL CANCELLATIONS MUST BE MADE IN WRITING AND SENT TO THE PATRIOTS' PATH COUNCIL, 222 Columbia Turnpike, Florham Park, NJ 07932 to the attention of Grant Van Eck.





Catapult / Ballista Competition Guidelines

- The catapult or ballista must be constructed of wooden poles and lashed together with rope.
- Scoring will be based on distance, accuracy, quality of construction, appearance, Scout Spirit and the name for the catapult/ballista.
- Each patrol's catapult/ballista must be built on Saturday morning after Opening ceremony. No pre-made pieces permitted.
- Must be strong enough wood (no dowels) and no rotting wood
- Wood, poles, staves, and materials must be brought to the Camporee – no cutting of timber on Camporee grounds.
- All supplies for the ballista / catapult are provided by each patrol
- Test runs can only be done at the "Catapult Field"
- Ballistas/catapults must be safe to use. No PVC Pipe or slings allowed.
- The "Projectiles" will be zip-lock sandwich bags filled with water.
 - [Water balloons are impossible to clean up and are not allowed]
- The launch holder can be made from any non-breakable material such as plastic milk jugs cut in half or similar.
- Breakable materials or materials with sharp edges such as glass are not allowed.
- The launcher must be lashed onto a pole – no duct tape.
- Catapult/Ballistas must be designed and constructed by Scouts.
- There will be spies insuring Scouts are designing and constructing the catapults – points will be deducted for any adult interaction!

The staff reserves the right to disqualify any patrol who doesn't follow the rules.

IMPORTANT SAFETY for Catapult Launching:

The excitement of watching the water baggie sail out and hit its mark is the fun of building a catapult. However, what goes up will also come down and the throwing arm is no exception. Once the baggie is launched all eyes will follow the baggie and unfortunately not the decent of the arm. One person MUST act as safety control and control the decent of the throwing arm. This means that they must stand just in front of the catapult and keep their hand on the short end of the throwing arm. The same person can check the path of the throwing arm before they call "fire" to ensure everyone is clear.

Example designs of catapult / ballista can be found in this Camporee guide and on the web at www.wm.ppbsa.org.

BRING: Each patrol should bring a large Rubbermaid container to store water for the competition. The baggies will be provided.



Building a Catapult

The catapult that is described here will throw a sandwich Zipbloc baggie filled with water several hundred feet. Obviously if you reduce the dimensions of the components the distances you can throw will change accordingly.

Remember that the catapult must be safe. No bungee or elastic parts allowed. You may use any catapult design you may find either in this Camporee guide or on the web, just as long it meets the Catapult Guidelines. If you have any questions, please contact Rick Jurgens at rick@sabattis.org.

Examples:

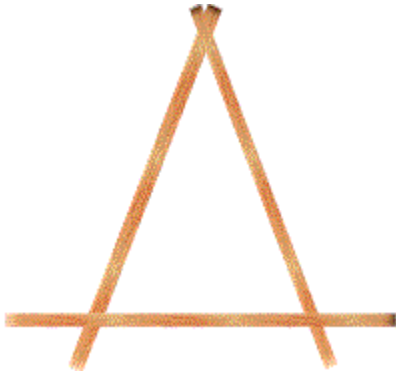
DESIGN 1

Equipment List

Quantity	Item	Comments
3	2.4m (8ft) spars (front face)	All spars must be good quality. DO NOT use dowelling.
3	4.5m (15ft) spars (back brace)	
1	4.5m (15ft) spar (throwing arm)	Best results will come from a good but relatively thin spar.
1	1m (3.5ft) spar (throwing arm cross piece)	Must be strong
15m (50ft)	.6cm (1/4in) or thicker rope	Launching rope
7 X 3.5m (12ft)	.6cm (1/4in) rope	These are for lashing. I prefer braided nylon or better still, braided polyester.
1	double pulley or 2 single pulleys	Must fit the launching rope above.
1	throwing tin	(see diagram below)
2 X 1/2m (20in)	.6cm (1/4in) rope	to attach pulley(s) and throwing tin



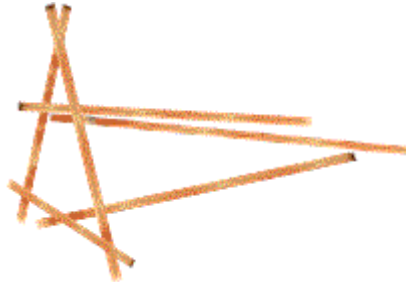
Step 1 - Build front face triangle



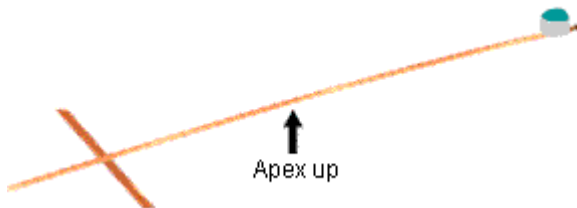
Lay out the 2.4m spars as shown in the diagram and lash the spars together with a square lashing where they cross.

Step 2 - Attach the back supports

Lash the back brace spars to the front face triangle as shown in the diagram. Note: The two side spars should be lashed to the inside of the triangle about 2/3 of the way up from the bottom. The bottom spar should be attached on the outside.



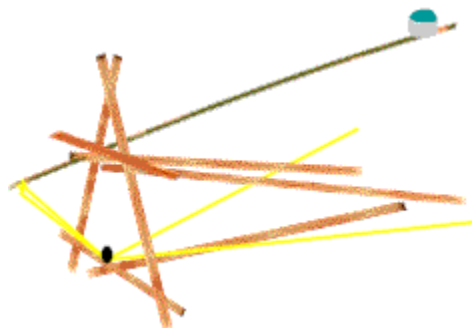
Step 3 - Build the throwing arm



- Lash the throwing arm cross piece to the bottom side of the throwing arm about 1m (3.5ft) back from the thickest end. If the throwing arm has a curve in it make sure the apex of the curve is up (see diagram).
- Attach the throwing tin to the tip of the throwing arm.

Step 4 - Assemble the catapult

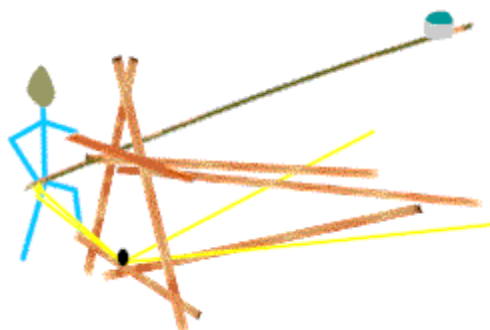
1. Set the completed throwing arm into the catapult as shown.
2. Attach the pulley(s) to the end of the lower back support.
3. Attach the middle of the launching rope with a clove hitch to the large end of the throwing arm.
4. Run the two ends of the launching rope through the pulley(s) and lay them back beside the two back supports.





Step 5 - Safety considerations

The excitement of watching the water baggie sail out and hit its mark is the fun of building a catapult. However, what goes up will also come down and the throwing arm is no exception. Once the balloon is launched all eyes will follow the balloon and unfortunately not the descent of the arm. One person **MUST** act as safety control and control the descent of the arm. (see the diagram). This means that they must stand just in front of the catapult and keep their hand on the short end of the throwing arm. The same person can check the path of the throwing arm before they call "fire" to ensure everyone is clear.



Step 6 - Operation

Depending on their strength and size, you can assign several on each rope. When the water baggie is in the tin and everyone is clear of the arm, the safety control person should yell "fire" and both ropes pulled. If the throwing arm is heavy then the safety control person may want to assist the throw by pushing down on the throwing arm extension. (Remember to control the descent of the arm after the water baggie has been thrown.)

Throwing Tin

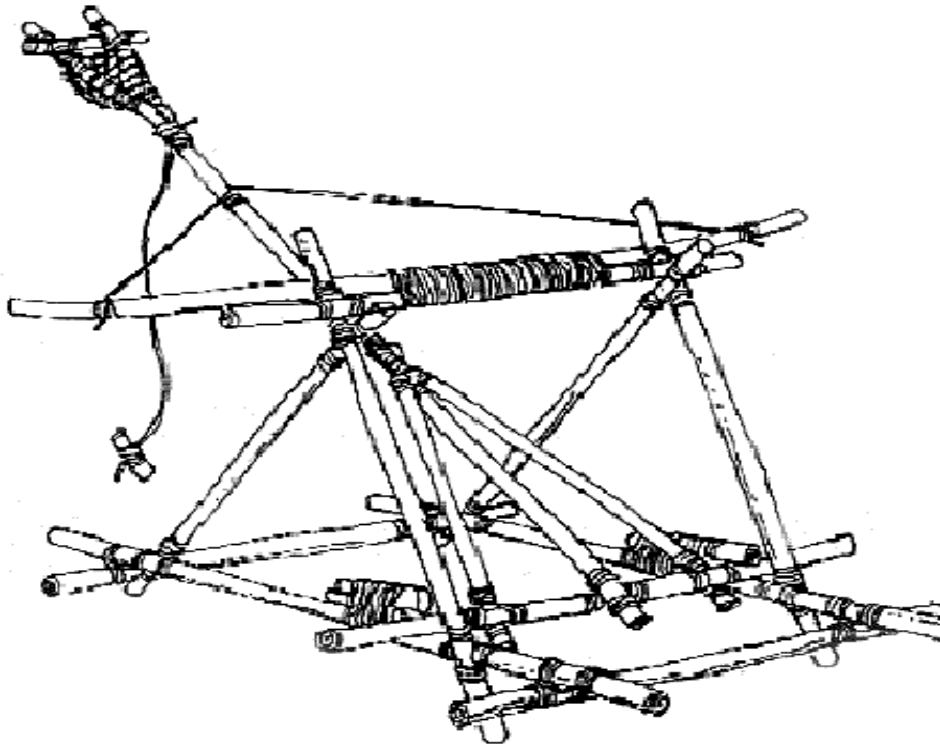
The throwing tin is made from a large coffee tin. The side is cut down to a 8cm (3in) height and the edge is turned over. Two slots 1.25cm (.5in)wide X 10cm (4in)long, about 2.5cm (1in) apart. (see diagram).



Special Note: The distance that this catapult can throw a water baggie is related to the square of the length of the throwing arm i.e. an arm $\frac{1}{2}$ the length will only throw a water balloon $\frac{1}{2} \times \frac{1}{2}$ or $\frac{1}{4}$ of the distance. In addition the weight of catapult itself is too light.



DESIGN 2



Troop 10 catapult

DESIGN 3

The Great Scout Ballista

Diagram of how the Ballista should be put together:

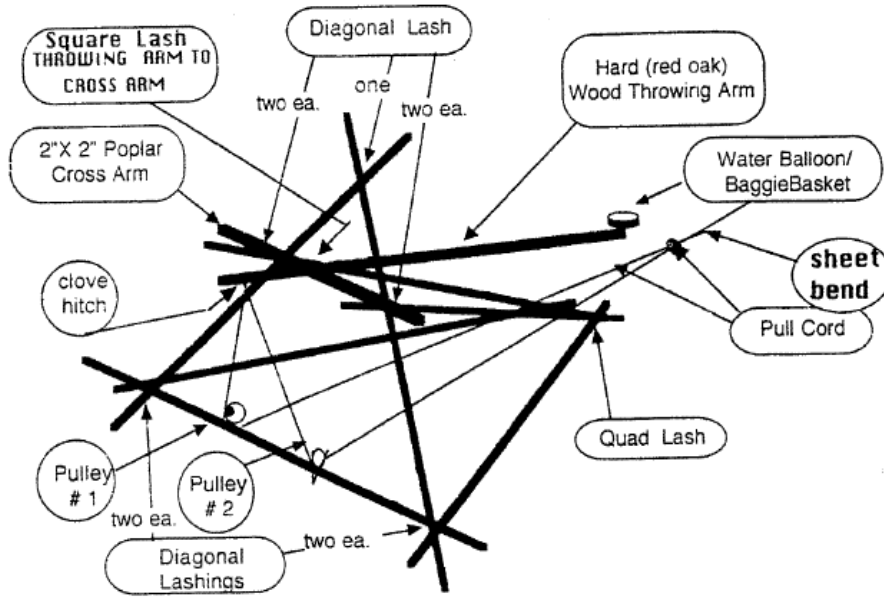
Materials Needed:

1. Two small pulleys to receive ¼ inch rope.
2. One small basket for holding the water baggie. (bottom from a 2 liter bottle)
3. Seven poles 2 inches in diameter and 10 feet long.
4. One cross-arm 5 feet long.
5. One hard wood throwing arm 10 feet long
6. Eleven 3/16 inch lashing and one ¼ inch pulling rope.
7. Container to carry water to fill Baggies.



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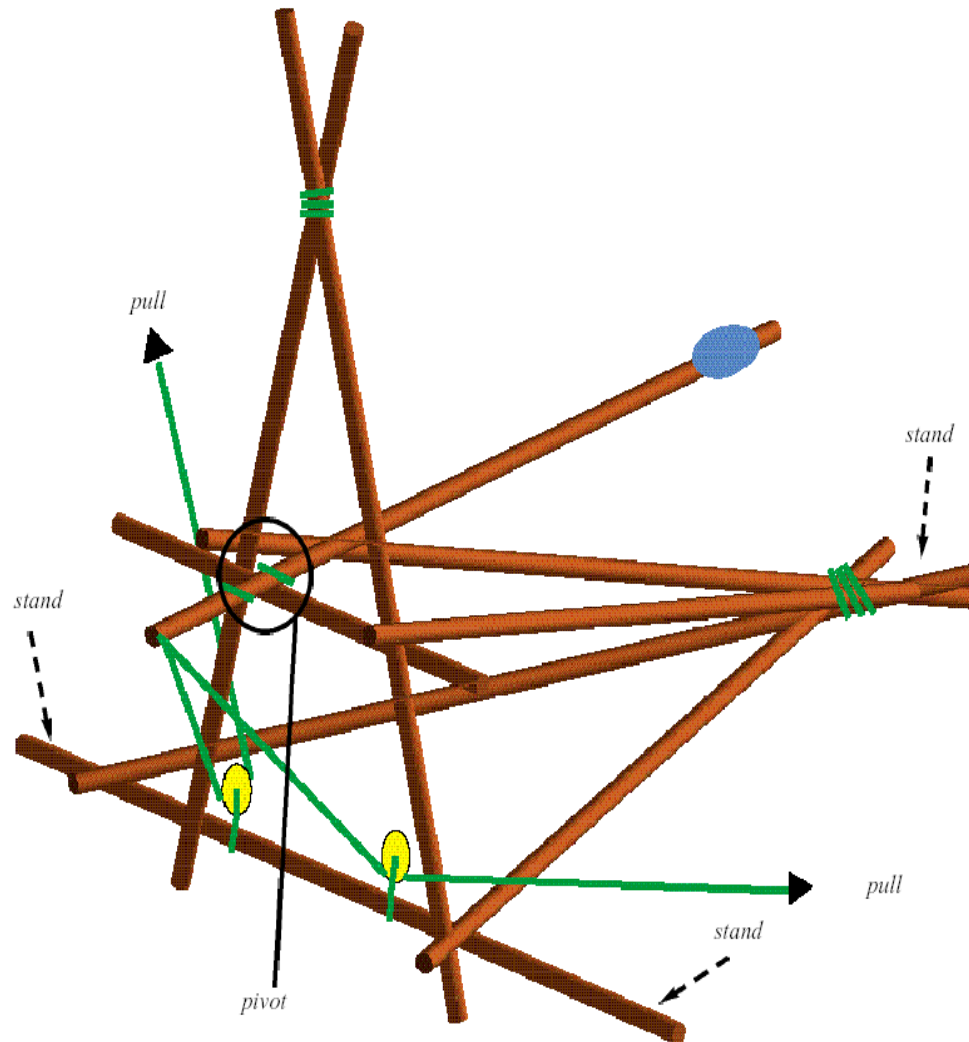
Assembly Instructions:

1. Use the diagram above to find which poles and ropes go together.
2. Use the 10-foot, black tipped rope and make the quad lashing. (1)
3. Use the 9-foot blue tipped ropes and make the diagonal lashings. (9)
4. Use the 8-foot 4-inch red tipped rope and make the square lashing. (1)
5. Attach the pulleys as shown in the diagram. Use several raps and a square knot to secure the pulleys so that they will not move.
6. Thread the pull rope through the pulleys. Tie sheet bend with one end of the rope to the other end will reach about 8 feet past the Ballista. Take the rope from the middle of the pulleys and tie a clove hitch around the end of the throwing arm.



DESIGN 4

Catapult



This catapult is made by lashing a triangle out of strong spars. Make sure that the bottom spar is long enough so that someone can stand on each end. A second triangle is made by using the bottom cross-spar and two more long spars that lie on the ground to finish forming the base of the catapult. A third triangle forms the pivot. Lash a strong cross-spar about halfway up the first triangle. Finish it off with two spars going from there to the ground in back. One final spar lies loosely lashed to the middle cross-spar. In back tie a can or something else that will be your launch pad. In front tie two lines that will lead to pulleys on the lower cross-spar, then go off to either side.

It takes five people to use this catapult. Three people stand at the points marked on the drawing to hold it in place. Two more people will stand off to the sides and pull the ropes. As they do this the spar will pivot around the middle cross-spar until it hits the top. At that point, whatever was on the other end will be thrown up and forward.

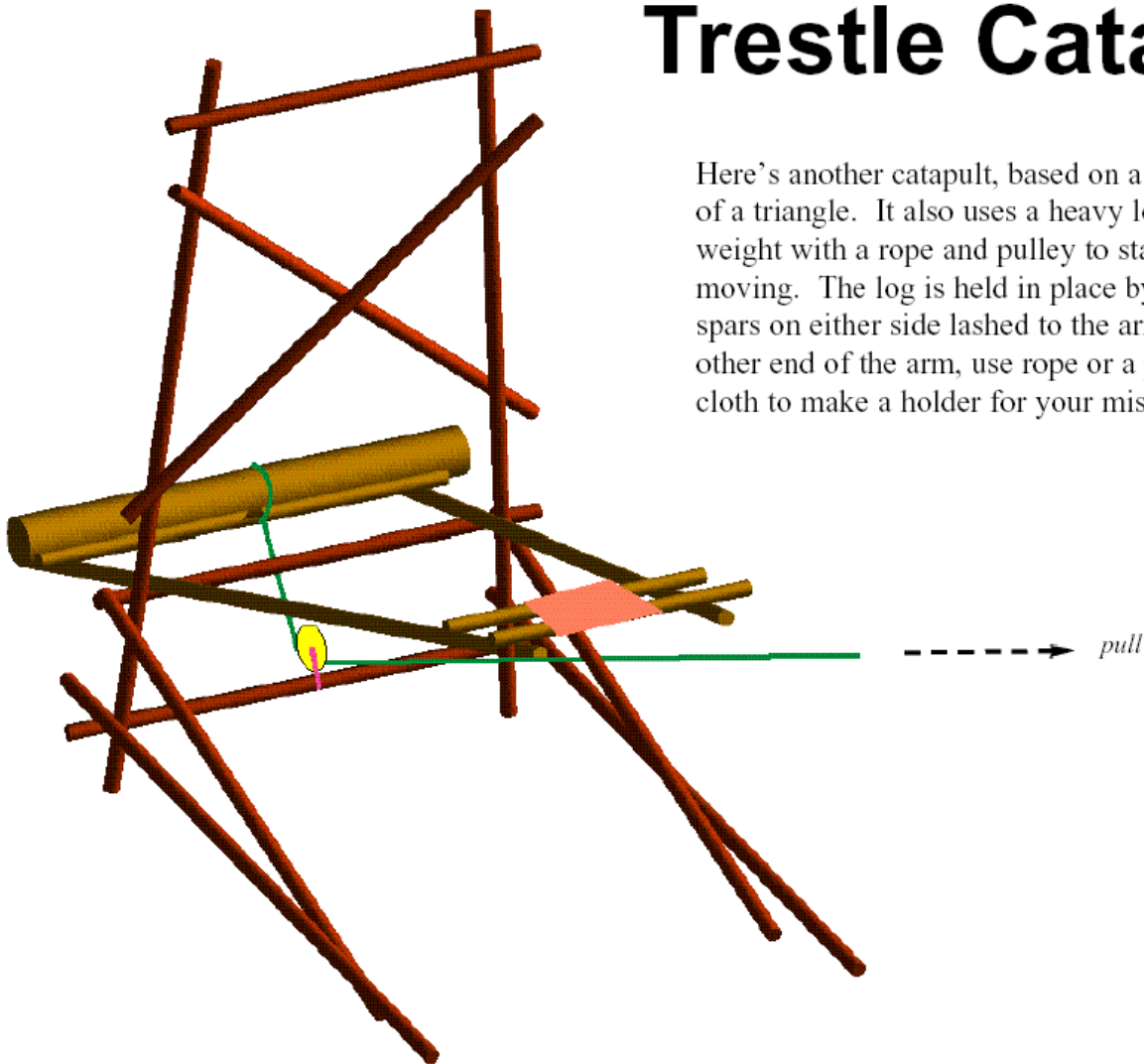
You can adjust the arc of the catapult by leaning the upright triangle forward or backward. Backward will give you a higher arc; forward, a lower arc. If the triangle is too far forward or backward, you will not be able to get much distance. Instead of using water “balloons,” fill plastic zip-lock bags with water. They work much better and can be re-used.



DESIGN 5

Trestle Catapult

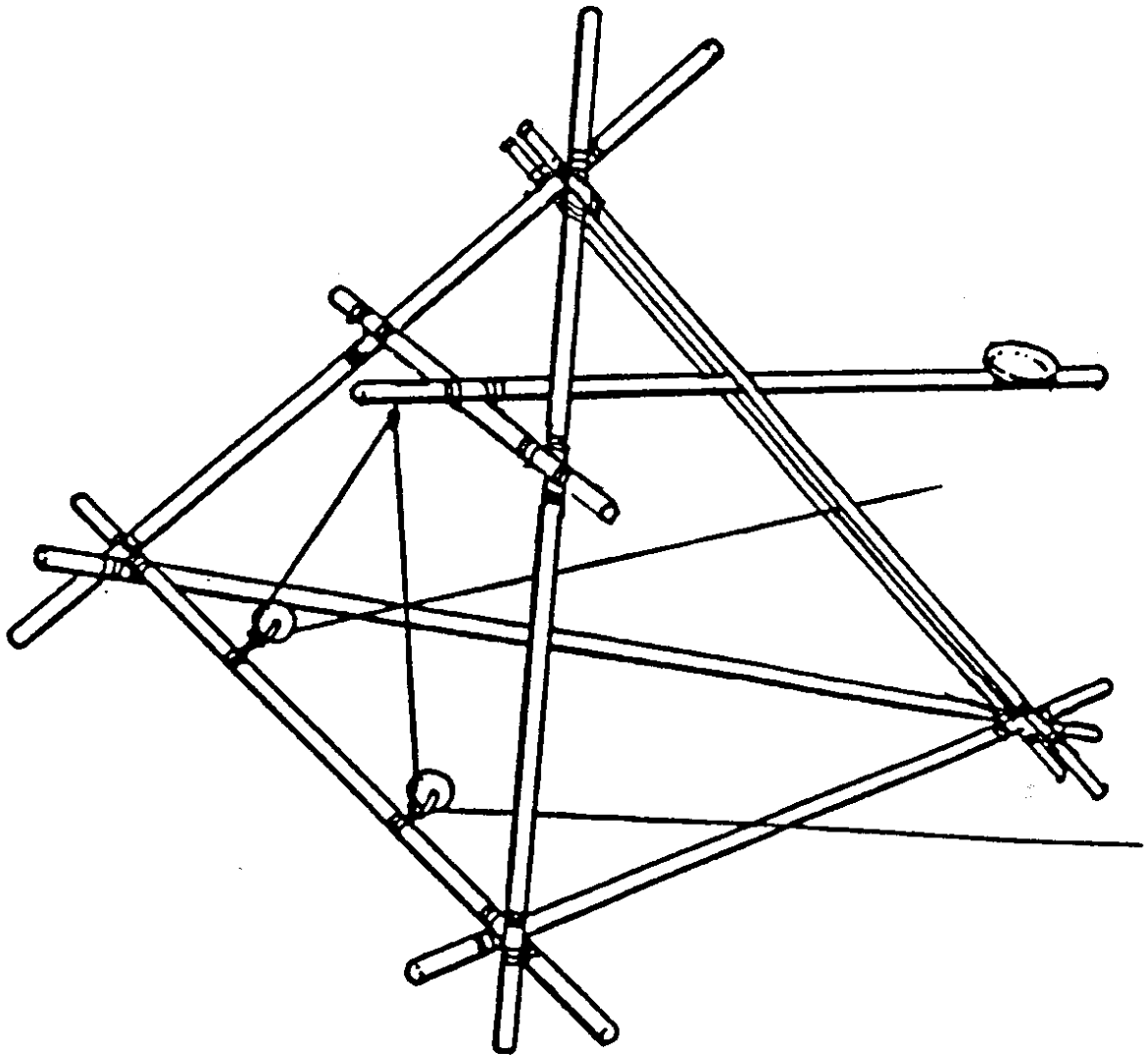
Here's another catapult, based on a trestle instead of a triangle. It also uses a heavy log as a counterweight with a rope and pulley to start the arm moving. The log is held in place by two smaller spars on either side lashed to the arms. At the other end of the arm, use rope or a piece of heavy cloth to make a holder for your missile.





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DESIGN 6

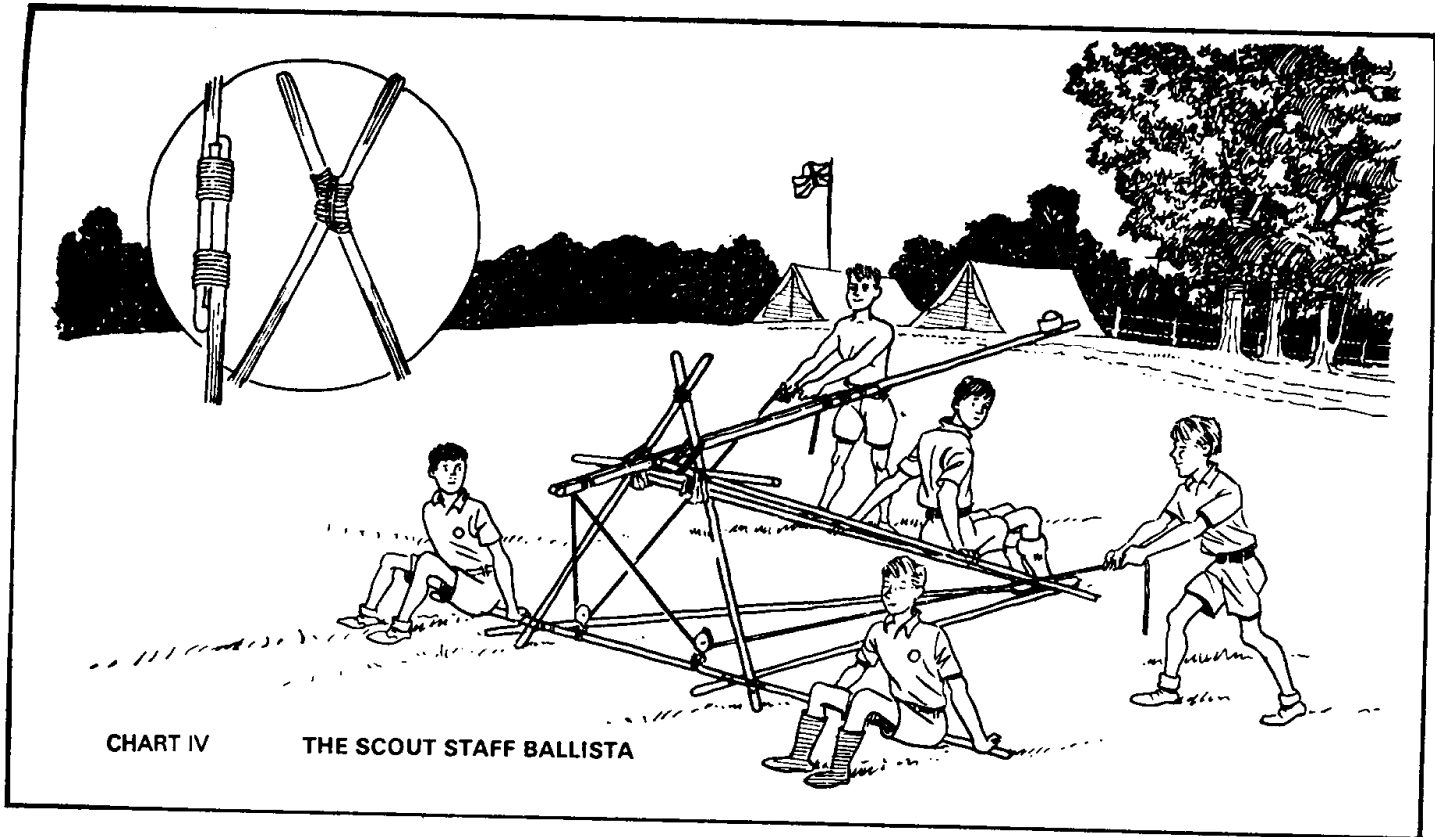


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DESIGN 7





DESIGN 8

Catapult

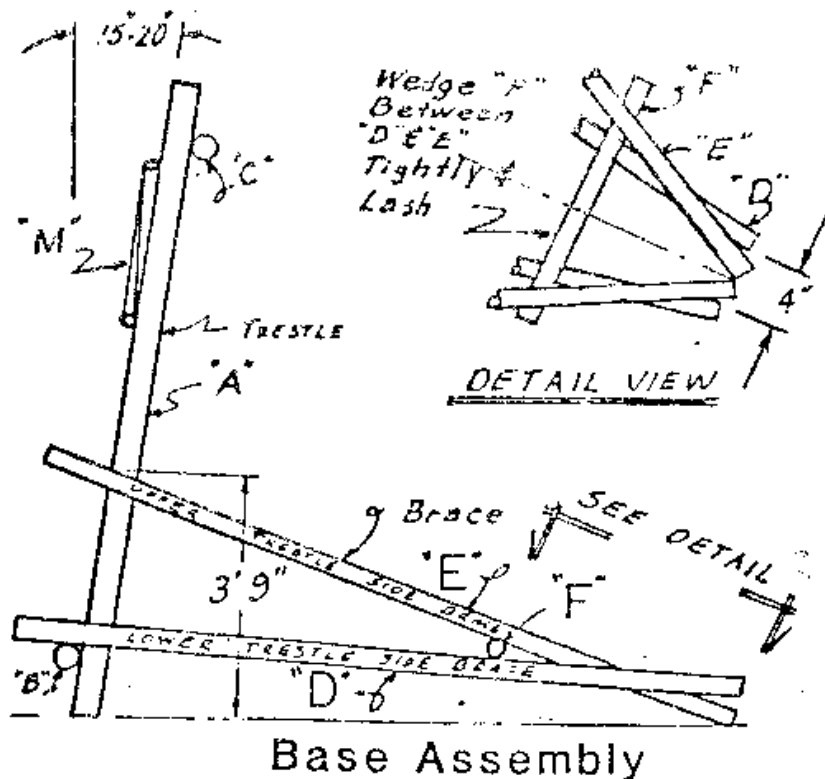
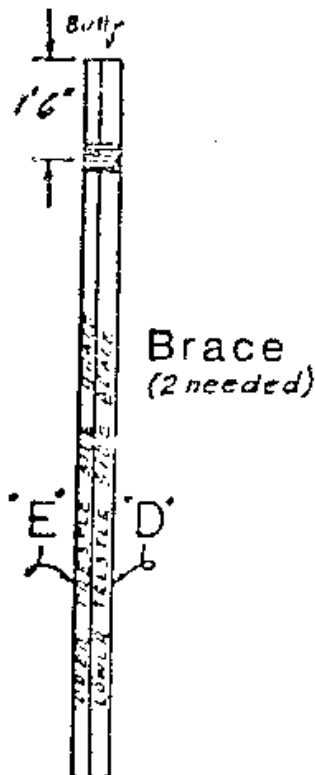
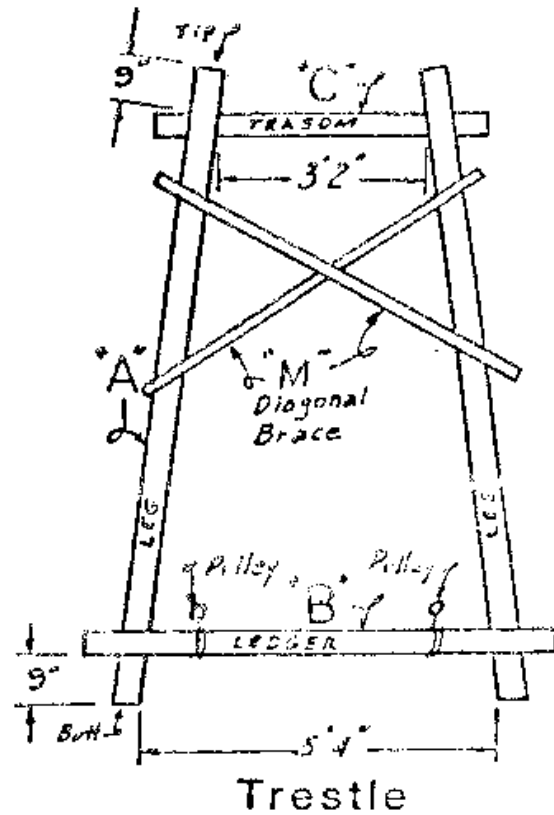
Keys to Success:

- Make all lashings proper & tight
- Follow all directions and dimensions

Parts List:

Qty	Part	Size
2	"A"	5 inch dia x 10 ft long
1	"B"	4 inch dia x 7 ft long
1	"C"	4 inch dia x 5 ft long
2	"D"	4 inch dia x 11 ft long
2	"E"	3 inch dia x 10½ ft long
1	"F"	3 inch dia x 5 ft long
*2	"G"	3 inch dia x 12 ft long
1	"H"	3 inch dia x 6 ft long
2	"I"	3 inch dia x 6 ft long
1	"J"	2 inch dia x 3 ft long
1	"K"	2 inch dia x 2½ ft long
1	"L"	18 inch dia x approx 2 ft long. (Cut to balance)
2	"M"	2 inch dia x 6 ft long

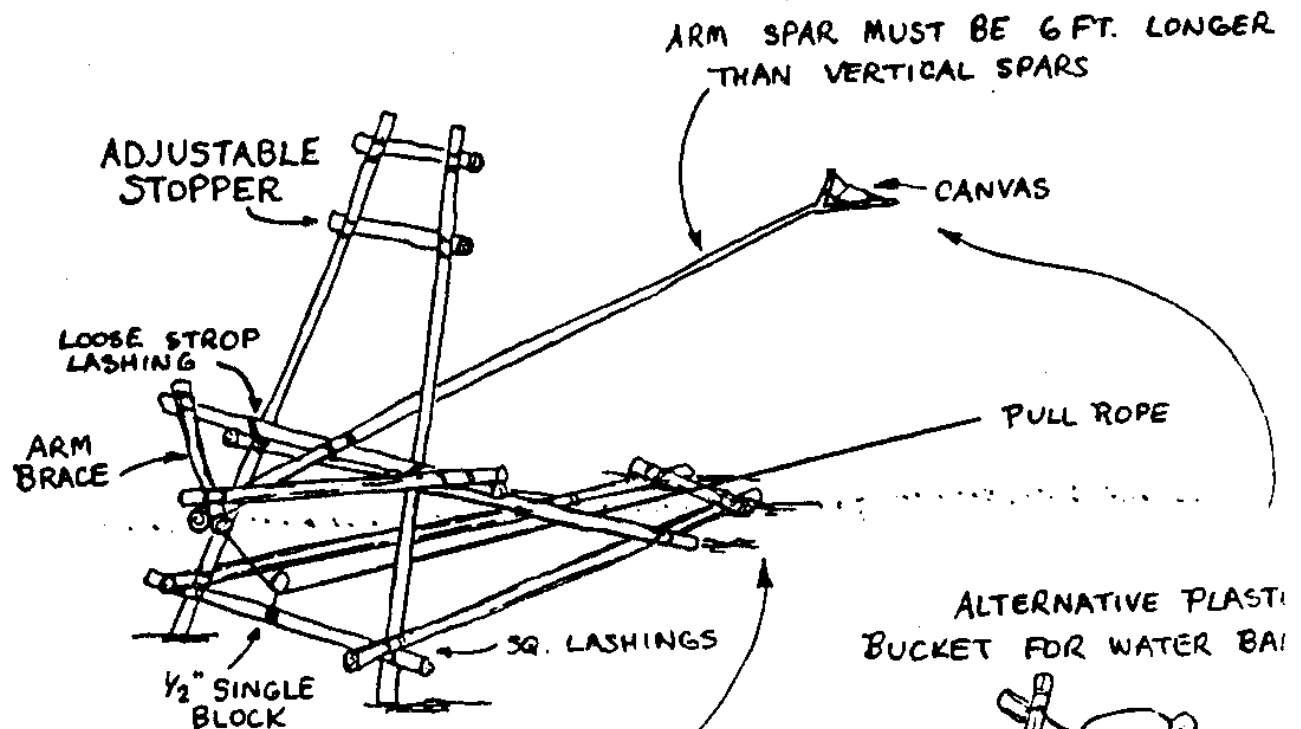
* Must be green hardwood and at least 2" diameter at the tip.



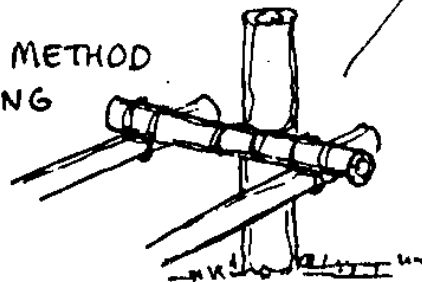


DESIGN 9

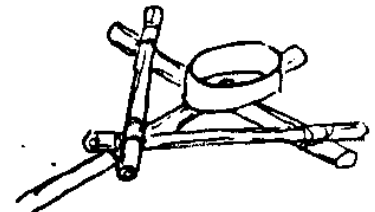
CATAPULT DESIGNED AND BUILT AT 1985 JAMBOREE



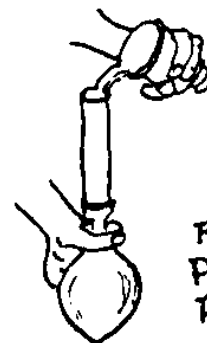
ALTERNATIVE METHOD
FOR ADJUSTING
LAUNCHING
ANGLE



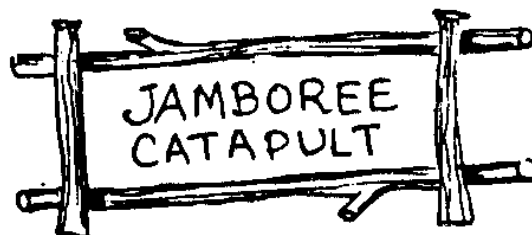
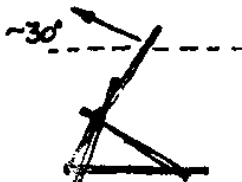
ALTERNATIVE PLASTIC
BUCKET FOR WATER BALLOON



METHOD FOR
FILLING WATER
BALLOONS AWAY
FROM FAUCETS:
FILL PIPE, BLOW
PINCH BALLOON,
REFILL PIPE, ET



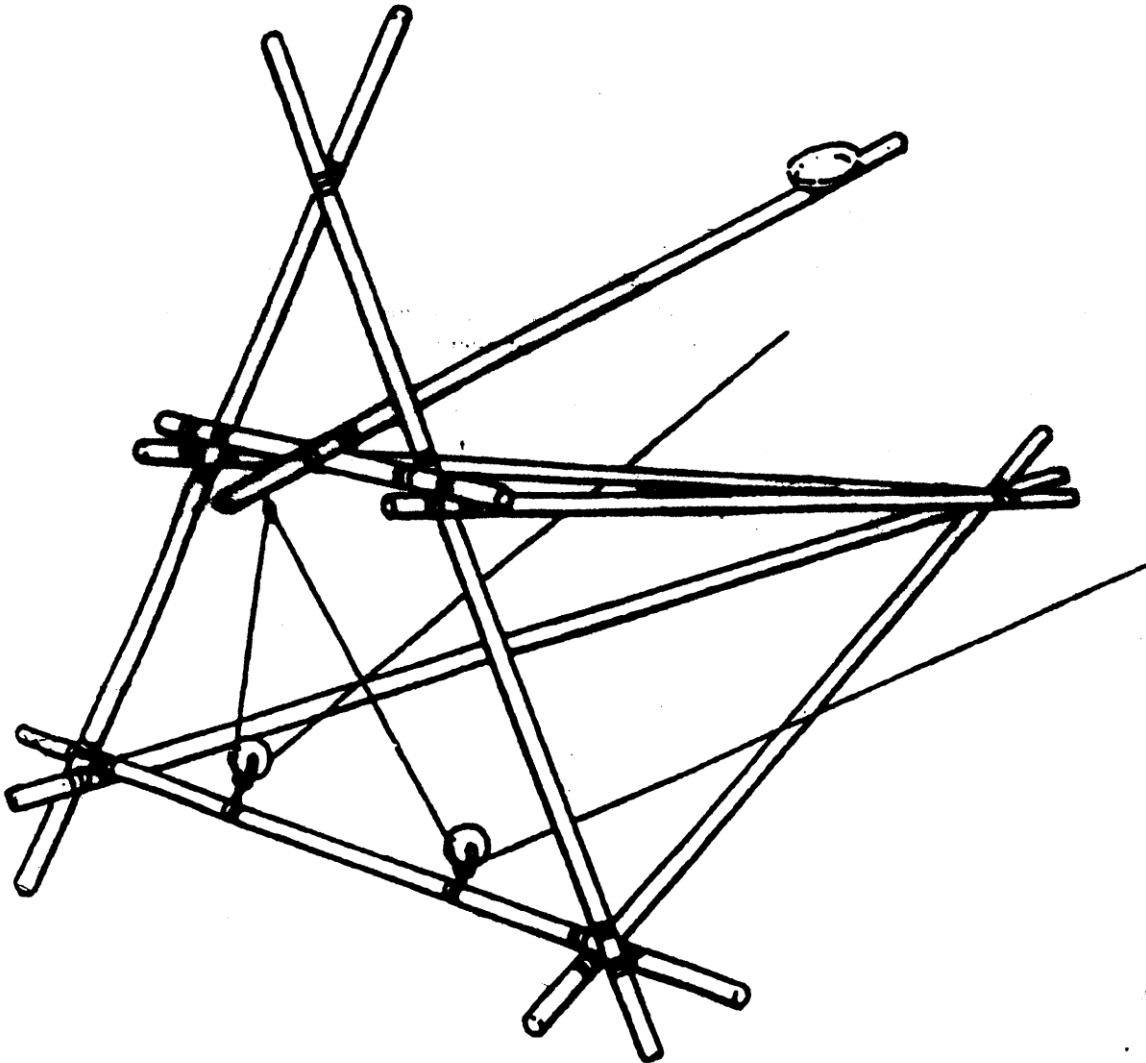
- USE STURDY GREEN WOOD FOR ARM
- MAKE ARM BRACES OF HEAVY LOGS
- W/O PULLEY - JUST PUSH DOWN ON FRONT OF ARM
- BALLOON SHOULD LEAVE AT ABOUT 30° FROM HORIZONTAL





DESIGN 10

SCOUT STAVE BALLISTA



Catapult Materials

- 9 poles - 1 inch thick and 5 feet long. (can be 6 feet long, but all must be same length)
- attach the bottom part of a plastic 1-liter soda bottle 5 inches from the end of one pole. This will be used to hold the tennis ball for shooting the catapult.
- 5 tennis balls.
- 1 small hook eye.
- 2 small pulleys.
- 0-100 feet of sisal twine.



New Jersey Arms Collectors Club Expo

The NJ Arms Collectors Club will be presenting a WW2 USMC Living History Display and Presentation during Saturday of the Camporee at the Pavilion. Check the Camporee Schedule for details.



Geocache Course:

Geocaching is an outdoor sporting activity in which the participants use a [Global Positioning System](#) (GPS) [receiver](#) or mobile device and other [navigational](#) techniques to hide and seek containers, called "geocaches" or "caches", anywhere in the [world](#).

A typical cache is a small [waterproof](#) container containing a [logbook](#) where the geocacher enters the date they found it and signs it with their established code name. Larger containers such as plastic storage containers ([tupperware](#) or similar) or [ammunition boxes](#) can also contain items for trading, usually toys or trinkets of little value. Geocaching is often described as a "game of high-tech hide and seek", sharing many aspects with [benchmarking](#), [trigpointing](#), [orienteering](#), [treasure-hunting](#), [letterboxing](#), and [waymarking](#).

Geocaches are currently placed in over 100 [countries](#) around the world and on all seven [continents](#), including [Antarctica](#).^[3] After 10 years of activity there are over 1.4 million active geocaches published on various [websites](#). There are over 5 million geocachers worldwide.

A geocache course will be set up with 4 caches for Camporee participants (youth and adult) to find. Please bring GPS units and each geocache participant should bring 2 "things" to trade in the cache boxes. Directions and Geocache coordinates will be provided at Camporee check-in. Please follow the Scout Oath and Law while participating.

Outdoor Leader Skills Mentor Training:

Leader Training: Introduction to Outdoor Leader Skills MENTOR Training. If you have completed the Outdoor Leader Skills course, then take this course so you can mentor other leaders to get their Outdoor Leader Skills training signed off.

Getting all your leaders fully trained is a key requirement of Journey to Excellence and also assures that your Scouts are getting the best program.

To facilitate getting more of your leaders Intro to Outdoor Leader Skills, an adult from your Troop can become authorized to sign off other leaders. This will allow other leaders to be signed off during your Troop's campouts rather than giving up a whole weekend apart from the Troop. It is still preferable for each adult to take the full weekend of IOLS but we realize that it can be difficult for your adult leaders to give up an extra weekend.

If you have a leader who wants to become authorized, that person must take the full weekend of Intro Outdoor Leader Skills and a separate Alternate Intro to Outdoor Leader Skills course. AIOLS is a brief course that authorizes them to sign off other leaders. IOLS and AIOLS can be taken in any order but the



person is not authorized to sign off others until they have completed both courses.

AIOLS will be offered during the Boy Scout Fall Camporee on October 15 from 9-10am at the Round Valley Youth Camping Area in Lebanon.

The Patrol Method

The Patrol Method is in effect for the Camporee. The below information has been provided to you in case you have any questions about the Boy Scout Patrol Method. The Patrol Method strengthens the Troop and keeps retention of your Scouts and makes your unit very successful.

By Bill Hillcourt

"The Patrol Method is not ONE method in which Scouting can be carried on. It is the ONLY method!"
Roland Phillips

Take any thirty boys, turn them loose in a closed street, a playground, or in a sports field--and you know what happens. [Excerpted from *Handbook for Scoutmasters, A Manual of Leadership*, Boy Scouts of America. Third

SM handbook, first printing, ca. 1936. Compiled by Bill Hillcourt (Contents of Part IV, Chapter II)]

Shortly something will be under way. A clatter of many eager voices raised in discussion--and out of the large group will evolve a number of smaller groups, in gangs, ready for game or mischief. Such are boys. The impulse of forming gangs is natural to them. They cannot help themselves.

What Constitutes a "Gang"?

In its simplest form the gang is merely a group of boys who habitually play together after school or after work. Accidents of various sorts--age, neighborhood, similarity of interests--bring together a somewhat random group. Immediately the boys react on one another. One or more leaders come to the fore. They take their positions naturally, with little form or ceremony.

The gang organizes itself, finds or makes its meeting place, begins to do things. Usually it has some particular objective in which it is interested, such as baseball, football, going on trips, or--in bad gangs--stealing. Gang spirit is strengthened by this common pursuit and gang honor and gang loyalty thrive.

The gang develops a collective mind, and sets forth as a unit to carry out schemes and activities which would hardly so much as enter the head of one boy alone.

The gang is, in short, a little social organism, with a life of its own, reaching beyond the sum of the lives of its several members.

The Gang becomes the Patrol

This gang, this natural unit of boys for boy activities, is the all-important unit in Scouting.

It changes its name, it is true, from gang to Patrol, but it is a "gang" just the same, *a small, permanent group of boys allied by similar interests, working together under the responsible leadership of one of its number--the Patrol Leader.*

However, the Scout Patrol is far more than the casual gang of the street corner, the flyby-night, strong one day, gone the -- next. It is made permanent and effective through the guidance of an understanding adult. Its activities are laid out according to a plan, full of variety and boy--interest. It is strengthened through adherence to a man--made boy-- accepted code of honor. It is stimulated through association with other similar groups.

And yet, throughout, it is fundamentally a boys' gang.



One, two, three, four, or even five Patrols, each under its own boy leader, form the Troop. The Patrols are the working units in Scouting, while the Troop organization provides supervision and coordination, and establishes loyalty and opportunities for service. In other words, a Troop is *not* divided into Patrols. *A Troop is the sum total of its Patrols.*

The strength of the Boy Scout Program is its ability to satisfy the boy's own wants and at the same time to direct those wants into social channels. The strength of its organization is its fidelity to the boy's own way of organizing. But the reason for our using the Patrol Method in Scouting is not alone because it fits in with the boy's nature and his desires. The remarkable thing is that it fits equally well with the adult leader's aims and purposes.

Developing Leadership

In our movement's objective of character training for good citizenship we emphasize not only the development of men of good character, but of *leaders of men*. It is by using the Patrol Method that we may succeed in this.

Let us harken back again to Kilpatrick's words: "A boy can not learn what he does not practice." *The only way to develop leadership in a boy is to give him a chance to practice it.* The Patrol method provides this practice by placing upon the boys themselves the responsibility of running their own gangs, of making them--or breaking them. It gives the boys the opportunity to lead. It brings forward boys of decided leadership abilities and awakens in others their latent powers. It gives to all of them their chance.

The Patrol— "A Happy Family!"

But also, the Patrol Method offers to the boys an opportunity to *live*. The way a Patrol is formed, according to the boys' own interests and desires, their own likes, makes for a congenial unit— a "happy family." In the Patrol, the bond which unites the boys--often of different social standing, different environment, rich and poor —is their common share in the game of Scouting.

The fascination of the life in the good Patrol unconsciously creates in its members a strong feeling of loyalty and affection, of obedience to a common cause, and the spirit of "give and take" so necessary in life, with those with best brains, the strongest, the most fortunate, giving a helping hand to the others less gifted. Quite naturally, if this feeling and this spirit are properly fostered, through the wise leadership of an understanding Scoutmaster they will in some way expand and will show themselves in the relations of the boy with his parents, his school, his faith community, and later on, in his life as a full-grown citizen.



In the Patrol, gang spirit—Patrol Spirit—nourished and encouraged to grow, will be steadily at work and will produce a whole-hearted participation of all its members. Patrol honor will expand into an active living of the Scout Oath and Law. Patrol projects, such as a hike, the making of camp equipment, a pioneering stunt, will create enthusiasm for the undertaking of other feats, for growth and further accomplishments.

Thus the real Patrol provides from within itself the incentive which will spur its members on to advancement.



Making the Scoutmaster More Effective

Another feature of the Patrol Method is that it simplifies the work of the adult leader and makes it possible for him to be more effective.

The minute the Scoutmaster and parents realizes a Scoutmaster's job is not to run his Troop but to train boy leaders to run THEIR Troop he will be relieving himself of much trivial work and reducing the demands on his own time and will be approaching more nearly the aims of Scouting.

The Scoutmaster who skillfully utilizes *trained* Patrol Leaders is not tied down to the details of first aid and signaling instruction, the worry over dues and attendance, and so on. He has time free to study, to formulate ideas, to keep the Troop progressively advancing, and above all to make his influence toward high character more effective through frequent *personal contacts* with individual boys.

A Scoutmaster gets to know his Scouts better by watching them react to the leadership of others. As an observer he can tell better how to give each boy the sort of personal counsel and friendly guidance he particularly needs.

Insuring the Permanency of the Troop

The Patrol Method also helps to insure the permanency of the Troop. The existence of a Troop that does not use the Patrol Method is often *absolutely dependent* on the continuing activity of the Scoutmaster. When Patrol Leaders are well trained in the responsibility of leadership, they will keep their Patrols active and thus preserve the life of the Troop even after a Scoutmaster is rendered temporarily, inactive or finds it necessary to resign.

The Main Object of the Patrol Method

We must keep constantly in mind, though, that "*The object of the Patrol Method*"—as Baden-Powell says "*is not so much to save trouble for the Scoutmaster, as to give responsibility to the boy—since this is the very best of all means of developing character.*" The Scoutmaster gives the aim, and the several Patrols vie with each other in attaining it, thus automatically raising their standards of keenness and efficiency all around."

How Do We Recognize the Patrol Method

Naturally, the results claimed for the Patrol Method are not obtained unless the Troop is truly run according to its precepts. How then may we recognize a Troop which truly uses the Patrol Method? Let us investigate—let the curtain rise on three Troops of three different types of organization and administration. There may be other types, but these will be sufficient to illustrate the point.

Troop No. 1 prides itself on its Merit Badge Scouts. The Scoutmaster is a biologist and his hobby is cramming facts into young minds. He fills their heads with technical information, such as the symptoms of apoplexy and sunstroke, the difference between scarlet oak and red oak, and recipes for hunter's stew, and the badge-covered Scouts miss the essential point of advancement—"Learning by Doing." The Scoutmaster conducts his

Troop as one large class. Its hikes and camps, are outdoor class sessions. The Patrols exist only as subdivisions on the Troop records. "Patrol Leader" is merely an honorary title. Since all imagination, all



initiative, all responsibility, are thus restricted to the Scoutmaster, the Troop, when free from his control, generally degenerates into a disorganized mob.

Troop No. 2, whose Scoutmaster has had military training, is the banner Troop for exhibitions, drills, and parades. During the Troop meeting the proverbial pin drop can be heard. The hikes are marches, the camps exercises in tent pitching. The Scouts drill like clockwork. They are efficient in bandaging, signaling and other Scouting practices.

Patrols are kept to full size of eight by being penalized when there are gaps in the ranks at drills. The Scoutmaster plans all programs, conducts all meetings, issues all instructions, and gives all orders. In fact, the Scoutmaster makes all decisions requiring initiative or responsibility. The only thing he delegates to his Patrol Leaders is the enforcement of discipline; his boy leaders are not allowed to exercise responsibility. The Troop is the dominant factor.

The Patrols have no more individuality than the squads in a company of Infantry

Troop No. 3 has its share of Merit Badge Scouts and streamers testifying to its proficiency at summer camps and camporees. Yet, its Scoutmaster is never much in evidence. He keeps himself in the background and offers only such stimulus, guidance and is necessary for the best development of Patrol efficiency and Troop spirit. The meetings of the Troop are planned and executed by the boys themselves through their chosen boy leaders. Always one Patrol or another has a surprise to spring on the others, such as a stunt, a game, a contest. There are never any problems of discipline, because the discipline comes from within each boy and is not stamped upon him from without.



Advancement is steady because the boys of their own desire are actually practicing Scoutcraft, not only at Troop meetings and occasional Troop hikes, but at numerous individual Patrol meetings and hikes in which no adults take part. Each Patrol does its own thinking and can be trusted to carry a job through to the end under its own leadership.

The Test of the Patrol Method

An old experienced Scoutmaster said once: "The test of the Patrol Method is in the easy chair!" His audience looked nonplussed, so he elaborated his statement: "Get an easy chair and place it in a corner of the Troop meeting room. If you can sink into it just after the opening ceremony and just sit throughout the meeting, without a worry for its success, without lifting a finger or moving a foot until time comes for the closing—well, then your Troop is run on the Patrol Method—your boy leaders are actually *leading*."

That, figuratively, is the test—as exemplified by Troop No. 3 above and indicates the condition toward which you should aim for the future of your Troop. For unless a Troop makes use of the Patrol Method it cannot be considered a Scout Troop, since *"the Patrol Method is not ONE method in which Scouting can be carried on. It is the ONLY method."*

And the two-fold secret of success is simple:

I. *Make the Patrol the unit ALWAYS, in and out, through thick and thin, for better and worse, in victory and defeat, in games and on hikes, and in camp.*



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II. *Train your youth leaders for their positions, place the responsibility of leadership on them, and let them exercise it.*

Only as a Scoutmaster acts on this principle, do the Scouts understand—and use—the Patrol Method.



Unit Roster

2012 WMRV Fall Camporee

Troop: _____

Senior Patrol Leader: _____

Scoutmaster: _____

Patrol: _____	Scout Age:	Scout Home Phone #:	Scout Rank:
1			
2			
3			
4			
5			
6			
7			
8			
Patrol: _____			
1			
2			
3			
4			
5			
6			
7			
8			
Patrol: _____			
1			
2			
3			
4			
5			
6			
7			
8			
Adults		Adult Home Phone #:	
1			
2			
3			
4			
5			
6			
7			



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Watchung Mountain/Raritan Valley Districts
Fall Camporee 2012

Schedule of Events

Updated 9/14/12

Friday, October 12, 2012

- | | |
|------------------|--|
| 5:30pm – 8:30pm | Check-in/Camp Setup |
| 8:00pm – 9:00pm | Patch Trading at the Pavilion |
| 9:30pm – 10:30pm | Staff /Senior Patrol Leader Hunt – Meet at the Pavilion. |
| 11:00pm | Taps |

Saturday, October 13, 2012

- | | |
|-------------------|--|
| 7:00am | Reveille |
| 7:30am – 8:30am | Check-in/Camp Setup/Breakfast |
| 9:00am | Opening Ceremonies – <i>Full Class A Uniform</i> |
| 9:15am – 12:00pm | Patrol Catapult Building / Open Geocaching / Adult Troop Gateway Building |
| 9:15am – 10:30am | Leader Training: Introduction to Outdoor Skills Facilitator Trainer at Camporee HQ |
| 11:00am – 12:00pm | Patch Trading at Camporee HQ |
| 10:00am – 12:30pm | WW2 USMC Living History Display from the NJ Arms Collectors Club at Pavilion |
| 11:00am – 1:00pm | Open Geocaching |
| 12:30pm – 1:00pm | WW2 USMC Gun and Gear Demo Presentation at Pavilion |
| 12:00pm – 1:00pm | Lunch |
| 1:00pm – 3:00pm | Patrol Catapult Competitions at the Catapult Range Field |
| 1:00pm – 4:00pm | Open Treasure GPS Hunting for Webelos (bring a GPS) See Camporee HQ for coordinates |
| 3:00pm – 5:00pm | WMRV Olympics – all patrols meet at the Flag Pole |
| 5:00pm – 8:30pm | Dinner/Best Tasting Desert Cooking |

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Watchung Mountain/Raritan Valley Districts
Fall Camporee 2012

Schedule of Events continued.....

Saturday continued:

- | | |
|-------------------|--|
| 7:30pm – 8:00pm | Best Tasting Dessert Contest and Gateway Judging – <i>staff members will come to your site</i> |
| 8:00pm – 8:45pm | Scoutmaster/Senior Patrol Leader Cracker Barrel at HQ |
| 9:00pm – 10:00pm | Campfire |
| 10:00pm – 10:30pm | Flag retirement ceremony at the campfire ring (after the campfire) |
| 11:00pm | Taps |

Sunday, October 14, 2012

- | | |
|-----------------|--|
| 7:00am | Reveille |
| 8:00am – 8:15am | Religious Service at the Pavilion |
| 9:00am | Closing Medal Ceremonies – <i>Full Class A Uniform</i> |
| 9:30am | Dismissal |



2012 WMFRV Watchung Mountain/Raritan Valley District Camporee

STAFF / Senior Patrol Leader Hunt

The STAFF / Senior Patrol Leader Hunt (Friday night) is a patrol game which patrols will be sent out in the lower field to “seek” Staff Members and Senior Patrol Leaders. Each Staff member and Senior Patrol Leader will be assigned point values. The goal is to seek as many and the high point members from the area of game play.

- Rules:
1. This game is only for youth participants. The Patrol Leader must take charge of his patrol at all times.
 2. All participants MUST have a working flashlight
 3. The Scout Oath and Law is a guide to follow
 4. Absolutely no physical touching or abuse is permitted = automatic patrol disqualification
 5. First, Second and Third place winners score will be added to the overall Olympic competition.
 6. All participants must follow the Buddy System all times.
 7. At the conclusion of the game, Patrol Leaders are to take roll call of their patrol.
 8. In order to call a Staff/SPL out, the participant just shines his flashlight and says “1-2-3 OUT”)

Any questions about the game, can be directed to the Staff member in charge of the game Friday night.

Olympic Patrol Competition Stations

First Place –	Camp Axe
Second Place –	Camp Hatchet
Third Place –	Camp Saw

Event Rules: Scout Oath and Law. Follow the directions of each station leader.

Scoring: Patrols will be scored according to their achievement, patrol method, Scout spirit and Scout participation.

Patrols will be scored from the Catapult Competition and the Olympic Games.

Leaders from each troop will be needed to run Olympic Stations.

ADULT Leader Troop Gateway Competition

All supplies for the Troop Gateway need to be brought to the Camporee. Gateways must be built on Saturday morning after Opening Ceremonies. Gateways will be scored by appearance, construction and uniqueness. Bonus points will be awarded for gateways themed around 3 Patriots' Path Council Camps: Mt. Allamuchy Scout Reservation, Sabattis Adventure Camp and Winnebago Scout Reservation. Gateways are to be designed and constructed by adult leaders only! ☺.



Duct Tape Competition

All supplies for the Duct Tape Competition need to be brought to the Camporee. Duct Tape projects must be built on Saturday morning after Opening Ceremonies. Duct Tape Projects will be scored by appearance, construction, usefulness and uniqueness. Bonus points will be awarded for projects themed around a Boy Scout Logo. The Patrol Duct Tape Competition is to be designed and constructed by Scouts.

Dessert Contest Patrol Entry

Criteria:

1. Name of Dessert – theme/originality
2. Professional Appearance of Dessert
3. Aroma of Dessert
4. Written Recipe of Dessert
5. Presenters have clean hands
6. Taste of Dessert
7. Depth of Ingredients for Dessert
8. Outdoor Skills method for cooking Dessert

Deserts eligible for entry must be cooked Saturday afternoon/ evening. Scouts must prepare and cook the desert for entry.

!Patch Trading!

We will be having 2 Sessions of patch trading! See the schedule. Everyone should remember to bring their patches to trade to the Camporee. For those who are new to patch trading – come learn! Bring some patches to trade or receive a FREE Patch Trading Starter Kit!



Campsite Visitation Preliminary Checklist

2012 Fall Camporee – WMRV

Troop _____

Campsite Identification

American Flag displayed _____

Troop Flag displayed _____

Campsite Setup

Tents organized according to Patrol _____

Patrol Flag outside Patrol Leaders tent _____

Campsite neat and orderly _____

Tents setup properly _____

Personal Equipment stored neatly _____

Patrol Equipment stored safely and neatly _____

Health/Safety and Sanitation

Wood Tools properly stored with sheaves safely _____

Garbage/Litter picked up _____

Dishes/Cooking Gear washed and put away _____

Cooking areas clean _____

First Aid Kit easily seen _____

Cooking Fuels/Propane properly stored/turned off _____

Food properly stored _____

Proper 3 Pot Method Cleaning Station _____

Bottle(s) of hand sanitizer available _____

Menu/Duty Roster

Patrol Duty Roster for each patrol displayed _____

Patrol Menu for each patrol displayed _____

Camporee Schedule/Info posted _____

Troop Entrance Way

Troop Organization

Troop is organized into patrols of 6 – 8 Scouts _____

A Patrol Leaders Council Meeting completed Friday night _____

Discussion of the weekend/Goals/Assignments led by SPL

Food Menu Planning/ Food buying completed by Scouts for _____

Scout patrols

Food Preparation/Cooking/Cleanup completed by Scouts _____

using the Patrol Method



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WWII Living War Expo was brought to the Camporee by (Thank you!):



New Jersey Arms Collectors Club, Inc.

WW2 USMC LIVING HISTORY DISPLAY

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Joe Accordino 201-403-7932 jpnvm@comcast.net

Dave Johnson 973-634-5874 mojo45johnson@gmail.com

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2012 Fall Camporee
Watchung Mountain /Raritan Valley Districts
Senior Patrol Leader/PLC Camporee Evaluation

- Needs to be handed in prior to check out to receive your unit's patches

Filled out by the Senior Patrol Leader/Scouts:

1. What did you like most about this year's Fall Camporee?
2. What did you least like about this year's Fall Camporee and why?
3. What could have been done differently to improve this year's Fall Camporee?
4. Did the information packet contain all of the information you needed?
5. What kind of ideas would you like to see for the next Camporee?
6. How do you like the location? Should we come back here next year or try a different place?
7. Which do you prefer a Fall Camporee or Spring Camporee?

Comments:



2012 Fall Camporee
Watchung Mountain /Raritan Valley Districts
Scoutmaster/Adult Leader Camporee Evaluation

- Needs to be handed in prior to check out to receive your unit's patches

Filled out by the Scoutmaster/Adult Leaders:

1. What did you like most about this year's Fall Camporee?
2. What did you least like about this year's Fall Camporee and why?
3. What could have been done differently to improve this year's Fall Camporee?
4. Did the information packet contain all of the information you needed?
5. What kind of ideas would you like to see for the next Camporee?
6. How do you like the location? Should we come back here next year or try a different place?
7. Which do you prefer a Fall Camporee or Spring Camporee?

Comments:



Watchung Mountain /Raritan Valley District Fall Camporee

Directions to Round Valley Youth Center

From FLEMINGTON CIRCLE:

Go NORTH on Route 31 5.5 miles. Just past Hunterdon County Parks building take Rte 618 which forks RIGHT. After 0.3 miles you will reach route 629. Go LEFT onto 629, continue on it for 1.9 miles. On your RIGHT you will see the Round Valley Youth Center Signs (White). Take that driveway to the end passing a house and barn for about over ½ mile.

From Eastern New Jersey:

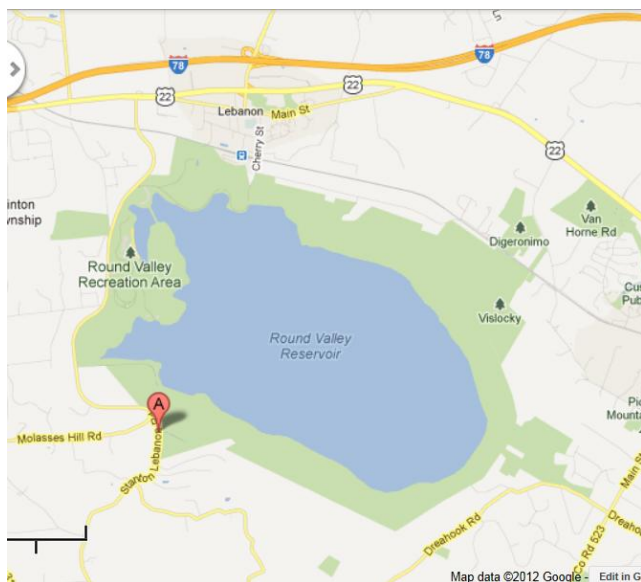
Take I-78 WEST to Exit 20 (Lebanon). NOTE: This exit is accessible only from the Westbound Lane! Go SOUTH 1/4 mile to Route 22. Go West on Route 22 3/4 mile to Jug handle to Round Valley Recreation Area and Round Valley Youth Center (route 629). Go SOUTH on 629 3.5 miles, past the Round Valley Dam. Just past it at the end of the cyclone fence you will see the entrance to RVYC on your LEFT. Take that driveway to the end passing a house and barn for about over ½ mile.

From Western NJ and PA:

Go EAST on I-78 to Exit 17 to Route 31 SOUTH. Continue on Route 31 2.6 miles to MOLASSES HILL ROAD jughandle. Take that road for 1.5 miles to Junction with Route 629 at the Round Valley Dam. Go RIGHT for 1/10th mile. At the end of the cyclone fence you will see the entrance to RVYC on your LEFT. Take that driveway to the end passing a house and barn for about over ½ mile.

Round Valley Youth Center
1124 Stanton Lebanon Rd
Lebanon, NJ 08833

Camporee Headquarters cell: 908-285-8730





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