

Tri-District 2004



PLAN TO ATTEND:
"The Lord of the Rings Adventure"
Tri-District Camporee
May 14, 15, 16, and 2004
Riverside Cedar's Campground
Morrisburg, ON.



IMPORTANT INFO

TRI-DISTRICT INTERNATIONAL CAMPOREE 2004

Registration Fees: \$7.00 CDN for all Canadian units
\$8.00 us for all New York units
\$6.00 us for all other American units

These charges applies to all members and leaders **if the Group has registered with Approximate numbers before May 7, 2004.** If not, the cost is \$9.00 us / \$8.50 CDN. *No advance payment is required.* Registration includes program cost, crests and ribbons.

Saturday Night Visitors: \$3.00 us / \$ 2.00 CDN.

This charge applies to senior Cubs, Webelos and their leaders coming in for the Saturday afternoon activities or to sleep over on the Saturday night only. It also includes the cost of the crest. ***Please take note: Cubs and Webelos camp with their affiliated Troops –NO EXCEPTIONS***

At registration please make any cheques payable to: **The Tri-District Committee**

ADVANCE REGISTRATION: We are expecting a large turnout. Please let us know if you plan to Attend. We do not need exact numbers; your best estimate will suffice. **Please call the Tri-District Voice Mail Box at La Boutique Scout Shop (514) 334-3004 ext. 232 or the Contacts listed below** *No advance payment is required.*

CAMPOREE INFORMATION CONTACTS

Brian Wentzel
94 Charles Ave.
Pointe Claire, QC
Canada H9R 4L1
(514) 697-9915

Richard Onufer
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Constable, New York
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(518) 483-7654

Adirondack Council
P.O. Box 2656
Plattsburgh New York
U.S.A. 12901
(518) 561-0360

Ross Miller
159 Prince Edward
Pointe Claire, QC
Canada H9R 4C9
(514) 695-9462

rgonufer@westelcom.com

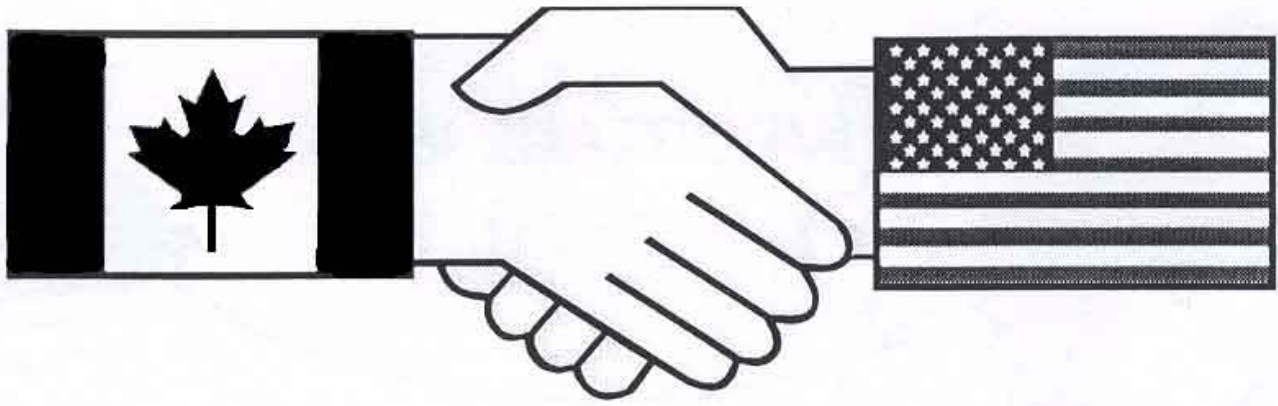
mtallma@bsamail.org

ross.miller2@sympatico.ca

VENTURERS

This year we had problems recruiting volunteers to run the Venturers' sub camp. At the time of printing this program, the Venturers attending will have a sub camp, and participate in the Scouts game at an advance level, We will continue trying to add more activities. If your Venturer Unit would like to attend, please contact one of the above.

The Tri-District International Camporee is sponsored by: The Tri-District Council (Reps. from Dorval, Pointe Claire and the Adirondack Council.)



U.S.A./CANADA BORDER CROSSING

American troops:

- ❖ **Units** must file National Tour Permit applications with their local council before April 15.
- ❖ All U.S. visitors to Canada must show proof of citizenship or legal U.S. residence
- ❖ U.S. Citizens must possess a Birth Certification with supporting photo documentation or a passport. U.S. Permanent must possess an alien resident card and passport.
- ❖ Youth, under 18, must have an activity slip signed by a custodial parent or legal guardian. **Phone numbers where parents may be contacted during the event must be included.** If parents are separated or divorced, the phone number of both parents must be included.

Canadian Units:

It is the Groups' and Section Scouters' responsibility to ensure that all aspects of the Camping and Outdoor Activity Guide are complied with. All those attending camp must use the permission and physical fitness forms as supplied in the guide. The Camping and Outdoor activity form must be completed and signed by your Group Chair and forwarded to your Council office at least 2 weeks prior to attending camp. An additional copy must be forwarded to your Area Commissioner.

All youth and leaders attending must be registered. This means that they must be in the Membership Management System with an "Active" status (this includes payment of registration fees and forms submitted to the council office). All adult volunteers attending camp with units must comply with the regulations in administrative procedure 3c regarding familiarity with the Duty of Care and police records check requirements. Please note that there is a revised version, November 2003, of administrative procedure 3c.

Visit www.scouts.ca and click on "For Leaders". Look under resources for the "Duty of Care" document. Look under "Administrative" for the "Camping and Outdoor Activity Guide". Look under forms for the current versions of the related forms. Should you not have access to the Internet, please contact your Council office for assistance.

Since this program was prepared in January 2004, it is highly recommended to contact the Customs Officials closer to the date of the camp, to confirm the requirements for crossing the border.

RULES & REGULATIONS

- No cutting of live trees, branches etc.
- Grey water (dish water, cooking water, etc) to be disposed of in the grease pits **not in the toilets**
- **No alcoholic beverages or non-prescribed drugs allowed in camp**
- No radios, CD players or portable televisions
- Youth members, no electronic equipment during camp, i.e. Gameboy, Laptops etc.
- Adults are not to share the same tent as youth members
- Absolutely no **fire works** or **glow sticks** are to be use on site
- Each Scout unit must have a minimum of two Leaders / Adult who must camp with their group on site
- All Scouts & Scooters are expected to conduct themselves in a manner in keeping with good Scouting
- **THE WATER IS COMPLETELY OUT OF BOUNDS**

GREY WATER DISPOSAL (GREASE PITS)

There is only one type of grease pit that will be considered acceptable. If it is constructed properly it will strain all solids from the wastewater. Punch holes in a garbage bag and fill the bottom with leaves. Put a J-cloth strainer on the top of the leaves. The garbage bag should then be suspended off the ground allowing wastewater to flow through. Grease pits will be inspected and marked according to location and proper construction. Remember to change the J-cloth periodically. **NO HOLES ARE TO BE DUG.**

GENERAL INFORMATION

AWARDS: All units will receive a ribbon with the camp crest attached. Units showing exceptional efforts will receive a ribbon with an "E" denoting their performance. Units attaining top-level points will receive their ribbons with an "A" on it denoting top effort. Points are not divulged and **no one unit is declared a winner.** Units with 16 or more youth members are allowed to enter two teams in the Saturday events and the Travois race. Only one score will count. Only one pennant per site with a minimum of four youth and two adult leaders will be awarded. Each site may register one Troop; other Troops on site will be considered guests and will not receive a pennant. No Cub Pack or Webelo Group will receive a pennant.

VEHICLES:

- Trailers are allowed on site
- **No vehicles on site from Friday 21:00 to Sunday 12:00 unless a permit is obtain from HQ**
- **All vehicles to be parked in designated area only**
- Exceptions are H.Q. and Emergency, Police, and Park Officials vehicles
- **No vehicles are to be driven during the course of this Camporee unless permission is obtained from H.Q. If a person or group continues to ignore H.Q. warnings, the local authorities will be called in to deal with this matter. This is very important for the safety of our Youth Members.**

TRADING POST: A Trading Post will be in operation for the sale of extra crests including those from the past Camporees.

CANTEEN: Soft drinks, candy bars, etc. will be sold on Saturday and Sunday. *Make sure all cans and wrappers are disposed of properly*

TRASH: Garbage in – Garbage out.

UNIFORM: We are a proud, uniformed Organisation. Wear your complete uniform to and from the Camporee as well as at all Ceremonies. Be proud of your uniform.

CAMPSITES: Campsites will be allocated to units upon arrival. Please check in at the HQ registration post at the entrance of the camp. Your site number will be assigned at this time (if you have not attended "Stake-out"). Fires will be permitted in the existing fire pits. **No holes or trenches are to be made** (points will be deducted).

STAKEOUT: May 9, 2004. Stakeout is the Sunday before Camporee. No campsite can be reserved before 13:00 Sunday afternoon. The committee will stakeout and number all sites being used in the morning. Leaders will be able to walk the campsite at **NOON (no earlier please)**. At 13:00, all leaders present will be given a card with a number on it. These numbers will be drawn at random and called out. The leader with that number may reserve his Troop's campsite and one other campsite, providing the size of the group matches the size of the site selected. Leaders arriving after 13:00 will be given numbers in sequence which will be called after all random numbers are drawn. Anyone who is not present when their number is called out will lose their turn. It is highly recommended that leaders have more than one site in mind in case their first choice is taken before their turn to reserve.

SUNDAY LEAVING: May 16, 2004. Before leaving camp, all campsites must be inspected by the Tri-District Inspection Team and each group must have a release form. This signed release must be handed in to HQ before leaving. Any group planning to depart early must advise HQ as soon as possible.

FRIDAY NIGHT MUG-UP: Attendance at this meeting is a **must**. At least one leader from each unit should attend. The T.B.A. games, S.T.A., registration packet, etc will be handed out, and the volunteers for the games will be assigned (if you have other leaders or adults not attending this meeting please check with them before submitting their names). Points for attending will be awarded.

FIREWOOD: This Campsite is an Eco Centre, therefore no trees or deadfall may be used. Please bring your own wood if cooking over an open fire or if you want a campfire. We will try to arrange for wood to be sold in camp on Saturday, but can not guarantee that this will happen.

CAMPFIRES: We encourage individual groups to hold campfires on their sites on Saturday night and invite another Troop or two.

TRADE A SCOUT: Every unit is asked to trade and host a Scout for Saturday lunch. Make a new friend; invite a Scout from another Country. Extra points for filling in the form and returning it to HQ.

SATURDAY SUPPER: Make this meal your gastronomic feast. It doesn't have to be expensive, but should reflect the theme of the camp. Make sure that you post your menu on your site for the Saturday inspection for bonus points.

SAFETY FIRST: Since sheath knives are not needed in camp and are the number one cause of injury, please make sure that they are left at home. **Points will be deducted (25) for knife abuse and they will be confiscated.** This is not a wilderness camp. **Points will be deducted (25) for any fire left unattended at a campsite.** Please have your First Aid kit visible for the inspection team.

INSPECTION: During the Camporee there are three (3) inspections of individual sites. The first is Saturday morning, the second Saturday afternoon and the final inspection Sunday morning. Points earned go towards your overall total. If camp is struck before the Sunday morning inspection, no points will be awarded. Troops that have travelled more than two hundred (200) miles may request to be inspected first on the Sunday. A final "check-out" inspection will be performed Sunday after the closing ceremonies. *Inspections are based on neatness, hygiene, safety and incorporation of the camp theme to your campsite. Points are awarded for a smart camp layout, neat tents, clean grounds, fire safety, safety in the chopping area, safety with gas or propane, kitchen hygiene, the grease pit and recycling. Additional points can be earned for camp gadgets, the STA, the gateway, posting of menus and anything else that would distinguish your campsite – always bearing in mind, the theme of the Camporee.* Remember that every inspection starts at zero and points will be added. This will affect your troop if you don't have a chopping area or safe storage of axes and saws. It is recommended to have these, even if your troop does not plan to have a fire – to earn maximum points. Fuel storage should be shaded, well ventilated and as far from any flames or tents as possible. Likewise, the clean-up area should have a wash basin etc., even if your unit uses waterless soap. Your campsite set-up should include consideration of your neighbour's campsite and proximity.

CEREMONIES: Scouts' Own, flag breaks and lowerings are essential parts of the Camporee. Units can earn (25) points by attending in full uniform. Make sure someone signs your attendance slip from HQ.

GATEWAY: Erect a gateway for your campsite. Extra points will be awarded during the Saturday afternoon inspection. Any material may be used, should be built by the youth members, try to incorporate the theme for maximum points.

LIGHTS OUT AND SILENCE: Scooters are expected to ensure that "Lights Out" is respected. **H.Q. will patrol the campsite after 23:00 on Friday and 22:00 on Saturday to ensure this, warnings will be issue to units not quiet. Repeat offenders will have points deducted and continued offenders may be asked to leave.**

S.T.A.: Will be handed out at the Friday night mug-up. Troops that participate will earn extra points.

DÉCOR FOR THIS THEME: Please no store bought or pre-printed posters are to be use for your campsite. Only home made ones will be permitted.



SCOUT PROGRAM



Friday May 14th, 2004

- 18:00 Arrival and camp set up
- 21:00 Vehicles off site
- 21:30 Mug-Up at your campsite
- 22:30 Mug-Up for leaders a H.Q.
 - Review of program, hand-outs, and assign volunteers
- 23:00 LIGHTS OUT & QUIET



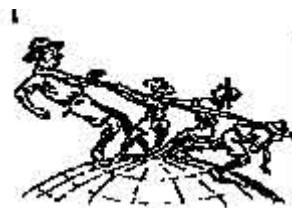
Saturday May 15th, 2004

- 06:30 Rise and Shine
- 06:50 Flag Break at H.Q. for all. **Full uniform please...**
- 07:00 Breakfast
- 08:30 Leaders to H.Q. for registration
- 09:00 Campsite activities – gateway etc.
- 12:00 Lunch
- 13:00 Afternoon games commences
- 17:30 Gourmet Meal
- 19:00 Scouts Own and Flag lowering. **Full uniform please...**
- 20:00 Campfire on your own site, swan patches
- 21:30 Mug-Up at your site
- 22:00 LIGHTS OUT & QUIET



Sunday May 16th, 2004

- 07:00 Rise and Shine
- 07:30 Flag break at H.Q. for all. **Full uniform please...**
- 07:45 Breakfast
- 09:30 The Great Sunday Morning Travois Race
- 12:00 Lunch
- 13:00 Closing ceremonies
- 14:00 Have a safe trip home....see you in 05



Tri-District Camporee 2004

Saturday Afternoon Games

From 13:00 to 16:30

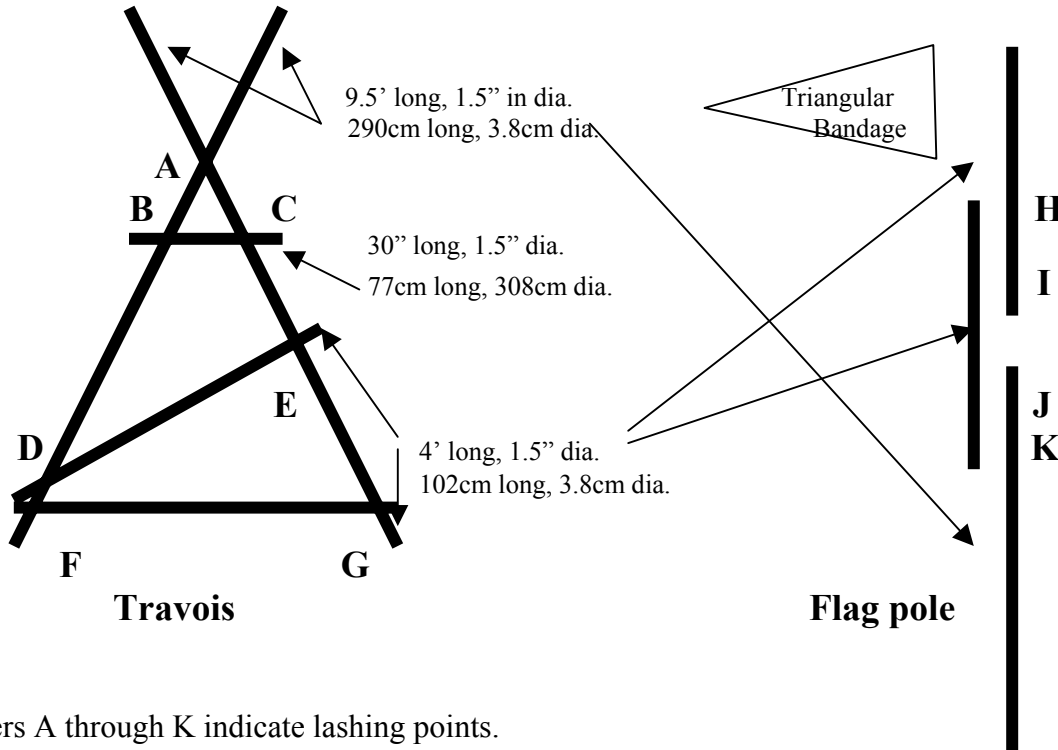
ALL EQUIPMENT PROVIDED BY H.Q. UNLESS OTHERWISE ADVISED

MAXIMUM OF FIVE MINUTES PER GAME, COMPLETED OR NOT

- 1. Launch the attack on Helm's Deep:** 4 Person team
A Catapult is to be pre-made by each Troop at home, using only spars and rope. It is to be brought to the games area already assembled. Each team will have three tries to land a 1 lb. (454 Grams) bean bag on a numbered ring circle on the ground 50 feet (15.2 meters) away.
Scoring: Total points Accumulated
- 2. Spear the Eye of Sauron:** 4 Person team
Each member will have 3 throws each to spear the Eye of Sauron.
Scoring: Total numbers of spears through the eye
- 3. Scale the Fort's wall:** 4 Person team
The team will lash a ladder together using all the spars and rope provided. They then lean the ladder against the wall, Three members will hold the ladder secure while the last member climbs to the top.
Scoring: Total time
- 4. Toss the Rings:** 4 Person team
Each member will toss three rings each onto a stand of weapons; each weapon will have a different point value. (Values will be posted at the game)
Scoring: Total points
- 5. Journey Through Middle Earth:** 4 Person team
Instructions to be announced at Friday night's Mug-up. (Compass game)
- 6. Destroy the Ring save Middle Earth:** 4 Person team
Using materials provided, lay and light a fire to burn the ring that is suspended over the fire pit.
Scoring: Total time
- 7. How tall is an Ent's? :** 4 Person team
The team will estimate the height of the Ents. No measuring device of any kind is allowed except the human body.
Scoring: Points for accuracy
- 8. T.B.A. Game:** 4 person team
Instructions to be announced at the Friday night's Mug-up. (Fun game)
- 9. Topple the Tower:** 4 Person team
The team will suspend a short log with a rope using an existing support. The log being used like a battering ram must topple the tower near by.
Scoring: Total time
- 10. T.B.A. Game:** 4 Person team
Instructions to be announced at the Friday night's Mug-Up (Fun Game)

The Great Sunday Morning Travois Race

Equipment Specification:



Letters A through K indicate lashing points.

(Note: Lashings H & I must be tied with separate ropes. The same is true for J & K)

Check List:

- 2 Spars minimum 9.5 feet by 1.5 inches (290cm by 3.8cm)
- 2 Spars minimum 4 feet by 1.5 inches (102cm by 3.8cm)
- 1 Spar minimum 30 inches by 1.5 inches (77cm by 3.8cm)
- 1 Shovel
- 3 Jackets for your stretcher
- 7 Ropes minimum 10 feet (305cm)
- 5 Scout Team. 4 pullers, 1 rider

**All teams will
be awarded points.
The top 15 will earn extra
points according to their
order of finish.**

Rules and Regulations:

The Race is usually run in two heats. The object is to complete all stages of the course in the minimum amount of time.

Start point: A five-scout team at the start line with all equipment on the ground in front of them. Leaders are not with the team. At the whistle, assemble the Travois as per diagram with seven distinct lashings. Off you go with rider aboard.

First Check Point: Disassemble the Travois & assemble a 3-spar flag pole as per diagram. The bandage is to be tied at the top and the flag pole must be placed in a hole and be free standing for 10 seconds. Reassemble the Travois, fill in the hole gather up all equipment and off you go (make sure you have your rider!)

Second Check Point: Disassemble the Travois and assemble a stretcher using all 3 jackets and 2 long poles. Rider must be wearing a large arm sling. 2 scouts carry the stretcher with rider while the other 2 bring the remaining gear.

Third Check Point: Rebuild the Travois, the rider removes the sling and hops on. Off to the finish line.

Finish Line: Points are to be awarded for order of arrival. The first fifteen team of each heat will have their spars and ropes measured at the finish.

AVOID DISAPPOINTMENT, MAKE SURE YOUR TRAVOIS CONFORMS TO THE RULES.