Echota District

Spring Camporee 2013

"Medieval Pioneering"

Where: Bill Sansom's Farm
Washington Pike, Knoxville, TN

When: Friday evening until Sunday May 3, 4, & 5, 2013
Camping is available Friday and Saturday night

Cost: $5 per Scout
$10 per adult

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Join us for the Echota District's Medieval Spring Camporee. Test your skills on the Archery range, joust your way through the obstacle course to slay the dragon, cross the moat and rescue the damsel in distress. Catapult your troop to victory with the afternoon competition.
The cost of the event is $5 per Scout and $10 per adult. Price includes insurance, patch, ribbons and awards, and materials needed for the events. All events will be monitored closely. Any deviation from the rules for safe Scouting will result in the Scout(s) being asked to immediately leave the camp and be picked up by a responsible adult.

Directions to the Site:

Bill Sansom's farm is located on Washington Pike, across the street from Ritta Elementary.

For GPS purposes, the address for Ritta Elementary is:

6228 Washington Pike
Knoxville, TN 37918

Camporee Schedule

Friday, May 3

6:00 p.m. – 10:00 p.m.	Campsite set-up/ Registration
9:00 p.m. – 9:30 p.m.	Cracker Barrel – Scoutmasters & SPL's
11:00 p.m.	Taps/ Lights Out

Saturday, May 4

7:00 a.m.	Reveille
7:00 a.m. – 9:00 a.m.	Breakfast & Clean-up
9:00 a.m. – 9:15 a.m.	Opening Flag Ceremony, Announcements
9:15 a.m. – 9:30 a.m.	Patrol Flag Judging
9:30 a.m. – 12:00 p.m.	Morning Event Period
12:00 p.m. – 1:30 p.m.	Lunch
1:30 p.m. – 4:30 p.m.	Troop Catapult/ Trebuchet Competition
5:00 p.m. – 7:15 p.m.	Dinner & Clean-up
7:15 p.m. – 7:30 p.m.	Flag Lowering
11:00 p.m.	Taps/ Lights Out

Sunday, May 5

7:00 a.m.	Reveille
7:00 a.m. – 9:30 a.m.	Breakfast & Clean-up
9:30 a.m. – 10:00 a.m.	Outdoor Worship Service
10:00 a.m. – 12:00 p.m.	Clean-up, Check-out, and Depart for home

Competitive Events

Morning Events

Archery
Do you have what it takes to be a Medieval Archer? Test your skills on the range. Nock your arrow on the bow, draw back the string, take aim at the target, and fire.

Venturing will have crossbows.

Scoring: There will be points based on accuracy. The patrol with the highest points will win. The adjusted score will be calculated by averaging the scores of each boy in the patrol.

Crossing the Moat to Rescue the Damsel in Distress
As a Scout of the Echota Table it is your duty to save the damsel being held captive in the castle. In order to save the fair maiden, you must safely cross the moat without falling into the contaminated water the circles the castle.

The distance is approximately 30 feet. Wading or swimming is impossible because of the Zombie alligators and you would drown from the weight of your armor. Luckily, there are several cinder blocks located in the moat between the bank and the castle wall. The patrol must use the only materials available: the cinder blocks in the water; (2) 25' sections of rope; and (two) 2"x10"x10' long planks to cross the moat.

Choose your path wisely.

Scoring: This is a timed event. Scouts who fall off the bridge or otherwise touch the "water" are deemed to have been eaten by the Zombie alligators. The fastest adjusted time will win. The adjusted time will be calculated based on the following formula:

Score = T * X/Y
- T = Clocked time from start to finish
- X = Total number of Scouts in the patrol who start the event
- Y = Total number of Scouts in the patrol who successfully cross the moat

Slay the Dragon
Scouts of the Echota Table will test their jousting techniques as the make their way to slay the dragon. You must carry your lance and make your way through the obstacles and finish by striking the target with your lance.

Scoring: This is a timed event. The fastest adjusted time will win. The adjusted time will be calculated by averaging the times of each boy in the patrol.

Mystery Event

You will have the opportunity to put your scouting skills to the test. No practicing necessary – just be a good scout. The mystery event will be revealed at the closing ceremony. This event will count toward your overall score.

Only one boy per patrol will need to participate in the mystery event.

Afternoon Event

Catapult/ Trebuchet Building

Instructions for a catapult:

Building a Catapult

The catapult that is described here will throw a water balloon several hundred feet. Obviously if you reduce the dimensions of the components the distances you can throw will change accordingly. For the Echota District Spring 2013 Camporee, you must use the materials as described below in order to be considered for a ribbon in the two events – ACCURACY and DISTANCE - and for your points to be counted toward the "overall" award and point totals.

Each troop must construct either a catapult or a trebuchet that can launch a grapefruit or similar size water balloon. It may be brought partially assembled, but the completed assembly must be done on site. The catapult or trebuchet must be built of wood that is held together by lashings only. Only ropes made of natural fibers such as hemp or sisal are permitted to lash the catapult/ trebuchet together. All catapults/ trebuchets will be inspected. There are plans included for a catapult and a trebuchet; the design is your choice.

Catapults may not be built until after the completion of the morning events. Materials must have been inspected and approved by a member of the Echota District camping committee or a designated representative to ensure consistency and safety.

Troops must build the catapult using only youth under the age of 18. One Scouter per troop must be present during construction to ensure safety and to coach the project. If any adult is observed touching any material used in the troop catapult, it will result in a major point reduction for that troop.

Catapults may be built between 12:00 and 3:00. If a troop completes a catapult before 3:00 and wishes to test fire its device, it may do so with its own balloons and only with the approval of a member of the Echota District camping committee. This is to ensure the safety of all participants.

The construction is NOT a speed event. No scoring will take place until 3:00, so the only "deadline" is 3:00, not whether another troop is "ahead" of them in the construction. Quality of work by the boys, not speed, is the intent of the event.

At 3:00 a random drawing will take place and the troops will be assigned an order to fire per the random draw. The troops will be given 2 water balloons for testing, then 3 water balloons for ACCURACY. Scoring will be evaluated by downrange staff. The same troop will be then be given 2 more test water balloons for DISTANCE. The troop will then be given 3 water balloons for distance scoring. Distances will be rounded to the nearest foot.

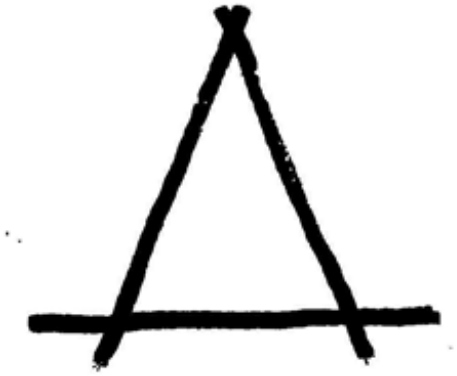
Catapult Design Specification

Catapult Equipment List

Each troop is responsible for providing the items below UNLESS INDICATED OTHERWISE. The items must be inspected prior to start of construction to ensure consistency of materials and safety. All lashings are square lashings.

QUANTITY	ITEM	COMMENTS
3	2.4m (8ft) spars (front brace)	All spars must be good quality. DO NOT use dowelling. Should not exceed 4" diameter.
4	4.5m (15ft) spars (back brace)	Same as above
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) rope	Launching rope.
10 x 3.5M (12ft)	6cm (1/4in) rope	These are for lashing.
1	Balloon holder	Design is up to individual troops. Must be made of wood, rope, twine and directly attached to throwing arm. No slings allowed.
1 supply	water balloons	4 practice balloons and 6 balloons for score will be provided. All other balloons should be provided by the troop.

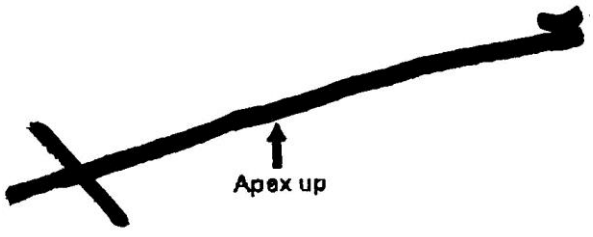
Step 1 – Build the front face triangle



Lay out the 2.4m spars as shown in the diagram and ash the spars together with a square lashing where they cross. Japanese square lashings (see description below) are recommended since they are fast and easy to apply and make a strong lashing.

Step 2 – Attach the back supports

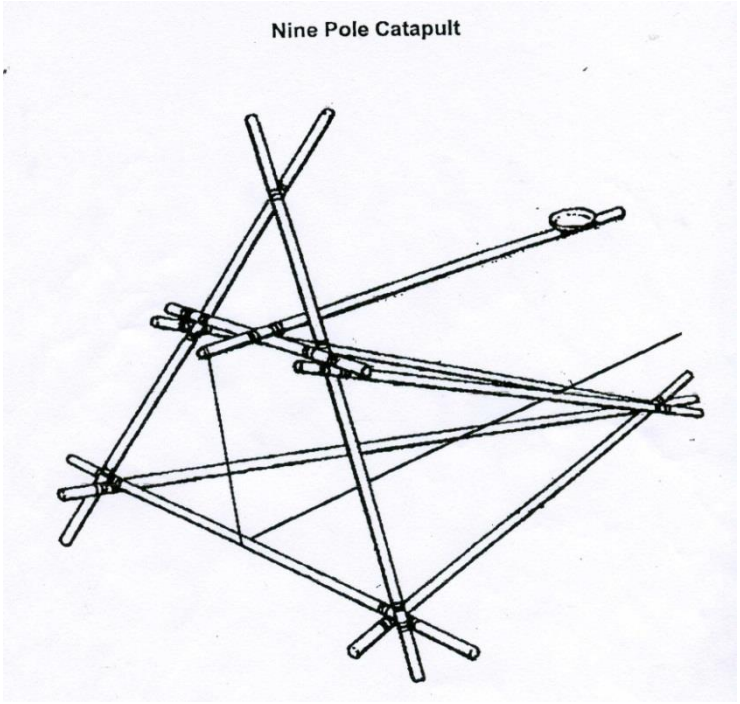
Lash the back brace spars together at one end using a square lashing. Pull the other end of the spars closer together and lash them to the front triangle as shown in the diagram for Step 6. Note: The two side spars should be square lashed to the outside of the triangle about 2/3 of the way up from the bottom. The bottom spars should be square lashed to the lower spar of the triangle on the inside. The apex of the two square lashed ends should rest together or on top of each other. You may want to use an extra length of rope to sheer lash them together for additional strength.



Step 3 – Build the throwing arm

Lay the throwing arm across the top of the middle of the crosspiece. Square lash them together about 3ft from the thickest end of the throwing arm. If the throwing arm has a curve in it make sure the apex of the curve is up (see diagram). If the balloon holder is not an integral part of the throwing arm tightly lash the balloon holder to the tip of the throwing arm. The balloon holder must be a basket made of wood, rope, twine, cloth, etc. No slings will be allowed.

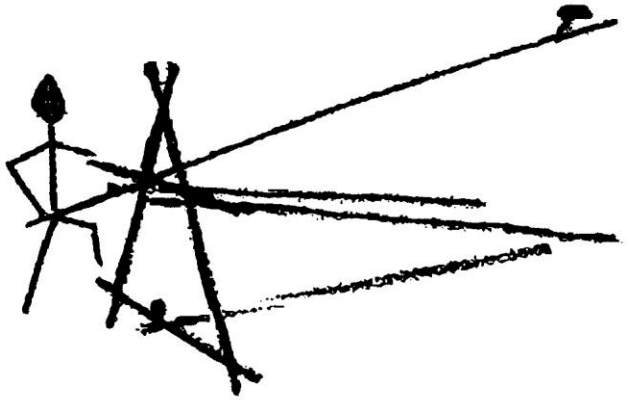
Step 4 – Assemble the catapult



1. Set the completed throwing arm into the catapult as shown.
2. Attach the launching rope with a round turn and two half hitches to the large end of the throwing arm.
3. Run the launching rope under the lower cross spar and lay it back through the tetragon formed by the 4 back supports.

Step 5 – Safety considerations

The excitement of watching water balloons sail out and hit its mark is the fun of building a catapult. However, what goes up must 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 decent o the arm (see 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

Assign scouts to pull the launching rope. When the water balloon is in the jug and everyone is clear of the arm, the safety control person should yell "fire" and the launching rope is quickly pulled. If the throwing arm is heavy then the safety control person may want to assist the throw by using down pressure on the throwing arm extension. (Remember to control the decent of the arm after the water balloon has been thrown.)

Step 7 – Have fun!

As with all games a set of rules will help keep the excitement under control. If you are building several catapults to throw balloons at once, there are some simple rules that must be followed:

- **ACT AS IF YOU WERE ON A RIFLE RANGE!** No balloons will be thrown until all the catapults are built and operational. DO NOT LAUNCH BALLOONS UNTIL GIVEN SPECIFIC PERMISSION TO DO SO!
- No balloons will be thrown by hand.
- Only water balloons can be thrown.

Instructions for a trebuchet:

Materials: There are no nuts or bolts in this design, just three eye screws. You may use a heavy nail or tent stake for the release pin and trigger pull pin. You may also use a steel rod for the throwing axel or a strong dowel rod. You will need to use either PVC pipe or washers to keep the throwing arm centered in the trebuchet. The counter weight, CW, box can be a bag or plastic bucket to hold the CW material.

Material list:

Quantity	Length (inches)	Location
4	68	Legs
2	49.5	Outriggers
2	10.5	End Cross Beams
1	62	Outrigger Beam
2	68	Long Beam
2	22	Outrigger Braces
2	8	Frame Cap
2	28	Hanger Arms
1	2x4x92	Throwing Arm
2	2x4x14	Throwing Arm Braces

The throwing arm and braces should be a hard wood of some sort. This is so the arm won't break when fired.

Throwing Arm or Main Beam
The throwing arm is a 2x4x92 beam with the holes drilled in it. One for the main axel and one for the CW axel. Use a 3/8-inch drill bit. The main axel hole needs to be slightly larger than the outside diameter of your axel. Make these holes as perpendicular to the beam as you can get them. Drill the main axel hole 20" from one end and the CW axel hole about 2' from the same end.

Corner Leg A
In this view there is only one leg but a 'front' and 'back' view of sorts to see the cuts on both sides. The half lap cuts made are ¼ inch deep. If you can't measure the 64.2 degrees easily, there is a simple way to mark it. Lay two of the legs on a flat surface with the ends spaced apart like they will be when assembled. Now lay a straight edge across both pieces, ¾ of an inch from the edges and mark a line. Do the same thing again for the 24.48 inch location. Then create a parallel line to each of those marks ¾ of an inch away.
Got all that? I know it may be a little confusing so look at the completed machine and you should be able to figure out where the cuts go and how their locations were determined. Just keep in mind the half laps on the ends are on opposite sides of the leg.

Corner Leg B
This is the second pair of legs, which mirror the first 'Leg A' set. Create this leg twice, as with the A legs.

Long Beam
There are two of these also, but no mirror image pieces needed.

Trough
This is a simple piece of material. The length isn't really critical, nor is the exact shape or size. It should be long enough to provide support to the pouch until it rises upwards during the first section of the throw.

Outrigger Beam
Only one needed. There are the two sloping notches at the ends. This is where the outriggers will be fastened.

Cross Beams
There are two of these. The notches on the ends can be 90 degree if needed. This is where the Long Beams will be fastened. They have that tilt inward towards the axle, but it isn't much so… Use your judgement.

Outriggers
There are two of these. The length of these really should be fitted to the frame after it's assembled, so you may want to cut the notch now, but leave the length until the final assembly. One end fits into the Beam Brace and the other end of the Outrigger Beam.

Hangers
There are two; these are used to hold the CW to the short end of the throwing arm.

Frame Cap and Outrigger Brace
No special cuts or holes. Two of each size.

Beam Brace
There are two, used to reinforce the throwing arm around the axle.

Spacers
These are used to keep the throwing arm centered.

Axles
3/8" or ½" round stock steel or bolts. Three pieces, they are 7", 3 ½" and 6 ½" long each.

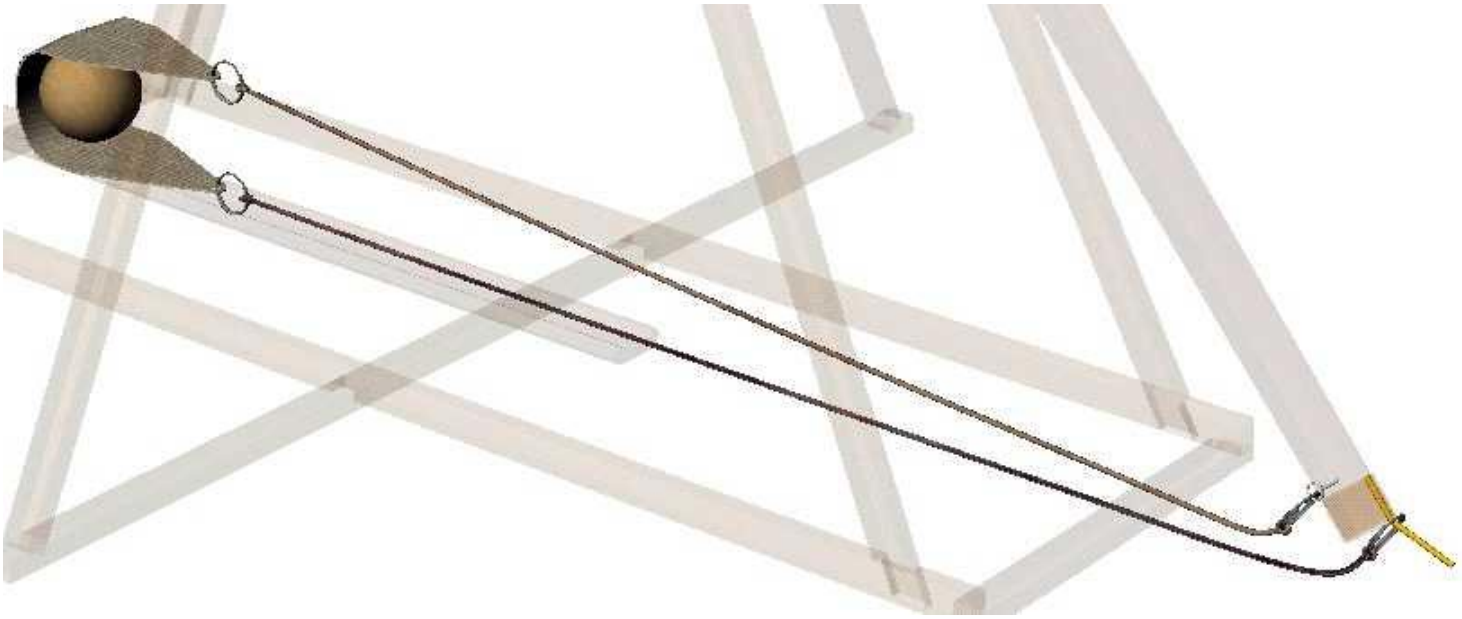
Counter Weight
Put two holes, 3/8 inch diameter, on opposite sides of the bucket near the top. The 6 ½" bolt goes through here.

Eye Screw
The eye screw goes on the bottom side of the throwing arm. It should be located as close to the end of the beam as reasonable after you install the release pin.

Assembly
Start with one piece of 'A' Leg, 'B' Leg, Long Beam, Outrigger Brace and Frame Cap. You can use clamps to hold it together during assembly while you are tying your lashings. Repeat for the other side of the Trebuchet. Trial fit the pieces to make sure they are aligned.
The throwing arm assembly is pretty straight forward. Lash the Beam Braces to the throwing arm above and below the main axel pivot hole. The release pin is held in with twine also. Make sure the turns are neat and tight. You can place the pin on the top or bottom of the throwing arm. Either way is fine. Place the screw eye on the bottom of the throwing arm as close to the tip without interfering with the twine wrap.

Hanger Assembly for the CW
To assemble the Throwing Arm unto the completed frame, push the 7" axle through one of the Frame Cap holes. Put spacers on both sides as needed to keep it centered. Then use the 3 ½" bolt to mount the CW hanger to the throwing arm.

Sling
Cut two pieces of twine and tie each of the four ends to 4 key rings. One key ring is attached to the eye screw near the Throwing Arm tip, another to one of the grommets on the pouch. The second sling line is attached to the remaining grommet and the last key ring becomes the Slip Ring that slides over the Release Pin. Cut the Sling Lines extra long so you can adjust the length later without having to cut new lines. For a starting length though, measure the distance from the Release Pin to the Throwing Arm Axle. The Tennis Ball should sit this same distance away from the Release Pin.



Throw some sand or rocks, whatever you like, into the coffee can. Recall what I mentioned at the beginning of these plans,

Water (<6.8 lbs.) 54:1 (the water will no doubt keep spilling out)
Dry Sand (11 lbs.) 90:1 (this too can get away unless you modify a lid for the can)
Wet Sand (13.9 lbs.) 110:1 (same here, but not nearly as bad and sand is cheap, so are rocks).

I would suggest you start with the can filled only half way, just to test things out, then continue putting more into it until you've reached its capacity. Please don't fill it with steel or lead! This machine was NOT designed for that much mass! The next step is to….uh…gee. There is no next step because YOUR DONE!

If you can't figure out how to cock and fire the little beast you've just built, then you haven't been doing your research.

Please! Keep safety in mind at all times. Keep people away from it while firing, the sling alone can do some nasty whipping around long after the payload is gone. Keep in mind that these things have been known to shoot not only towards the target, but straight up and backwards, so keep people out of the line of fire in BOTH directions! Inspect your Trebuchet often, like before and after every shot. Everybody will be safer and you may save your machine in the process.

Happy Hurling!

Pouch

You can make a pouch suitable for tennis balls and other similarly sized objects out of almost anything. The keys to a good pouch are reliability, ease of construction and size. Reliable in the sense that you can use it more than once without it falling apart! Construction, no need to get super fancy with these things when a simple design works very well, sometimes better. Size, this is probably one of the toughest ones. Too big and it may not let go of the payload in time, too small and it may let go too soon.

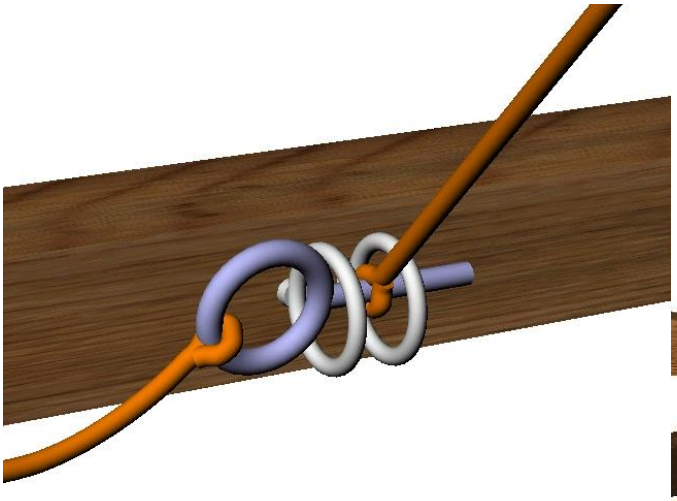
A pouch should have a little bit of a ‘belly' to it. This will help cup the payload during the first portion of hurling yet not trap it when time to release. You can make one based on the images below. For a tennis ball, make the diamond shape anywhere from 8 to 10 inches long and 5 or 6 inches wide.

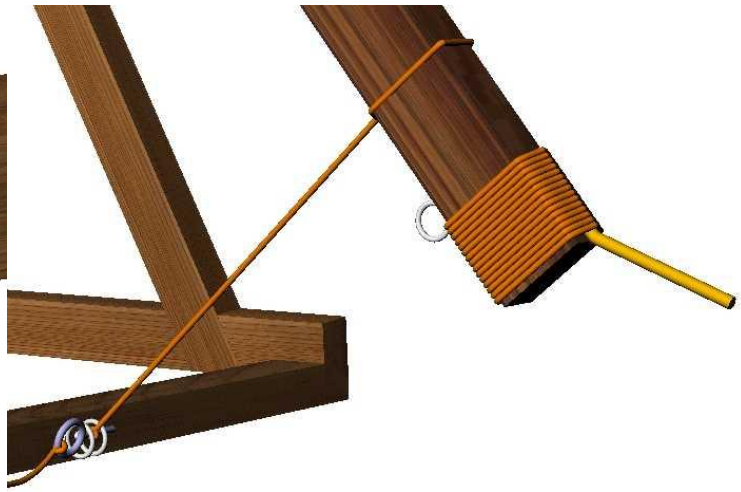
Cut a ‘V' notch at each side corner and then sew the resulting edges together, this will make the material form a ‘belly' or cup. Not too much, we do want it to let go of the ball. Now put a couple of holes in the long ends. You can reinforce these with metal grommets, which may keep the holes from tearing out too soon, if the grommets are set correctly.

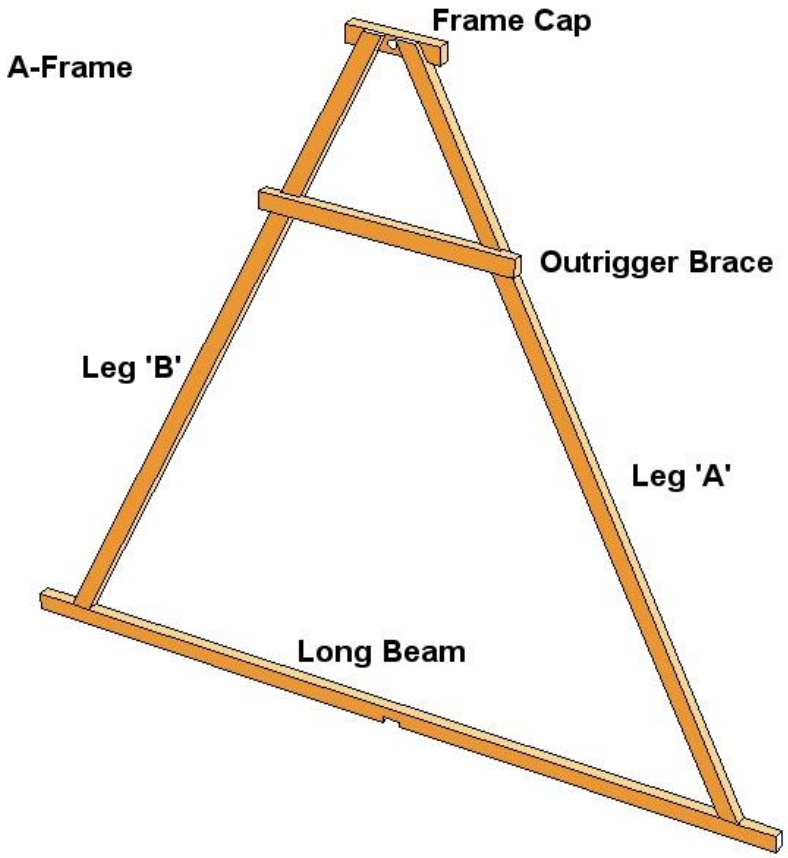
Make the pouch out of almost anything lying around, a scrap of blue jeans, thin leather, naugahide or whatever. If you plan on throwing sharp rocks you may want to choose a material that will withstand those sharp corners.

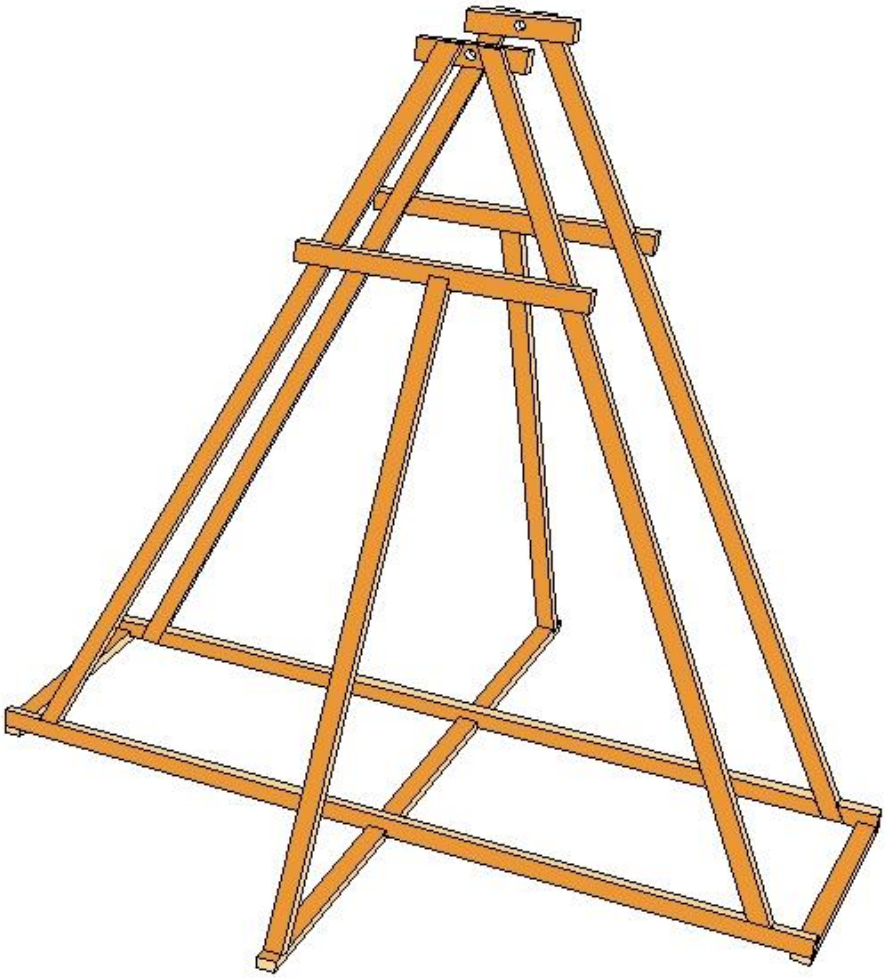
Trigger

Use the other two Eye Screws and screw them into the middle of the rear Cross Beam. Bend the 2 inch piece of 1/8 inch steel into a trigger pin by simply putting a loop in one end. Tie a good length of Twine to it, long enough to stand away from the machine for firing. Use more Twine for the trigger line itself, which is tied around the Throwing Arm about 2 ½ inches from the tip of the Throwing Arm then tie a loop in the other end. The loop should be big enough to fit loosely around the Trigger Pin. The Trigger Line should be short enough to hold the Throwing Arm tip down almost to the ground.

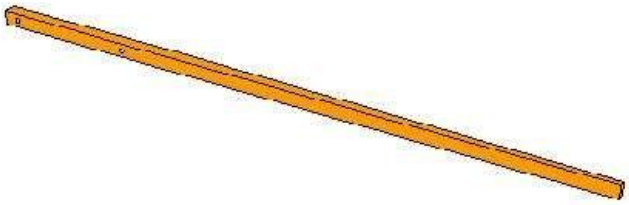


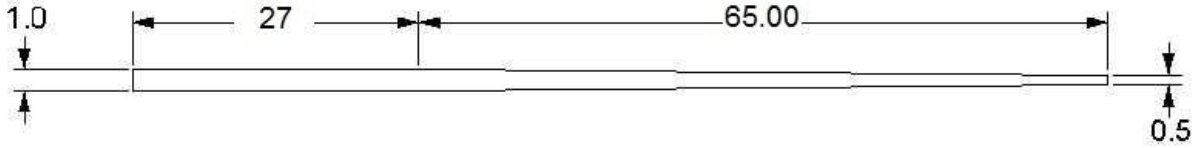


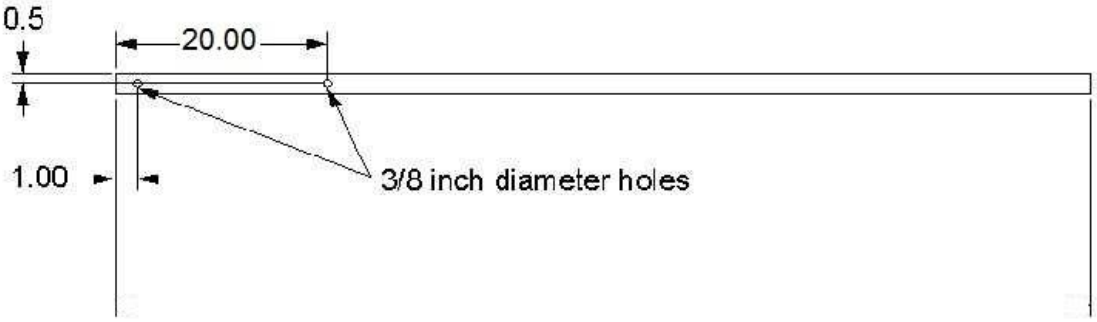

A-Frame
Frame Cap
Outrigger Brace
Leg 'B'
Leg 'A'
Long Beam

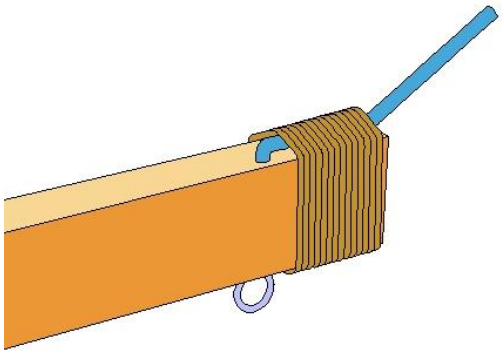


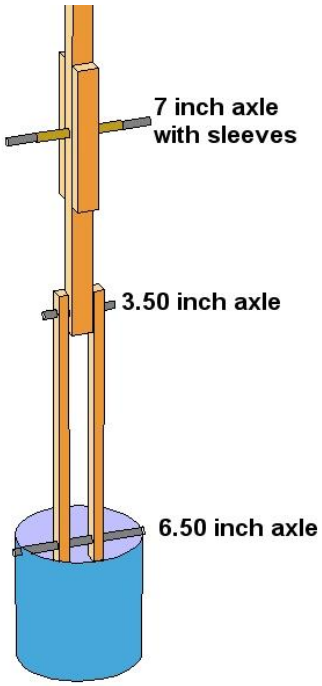
Throwing Arm
1 Each





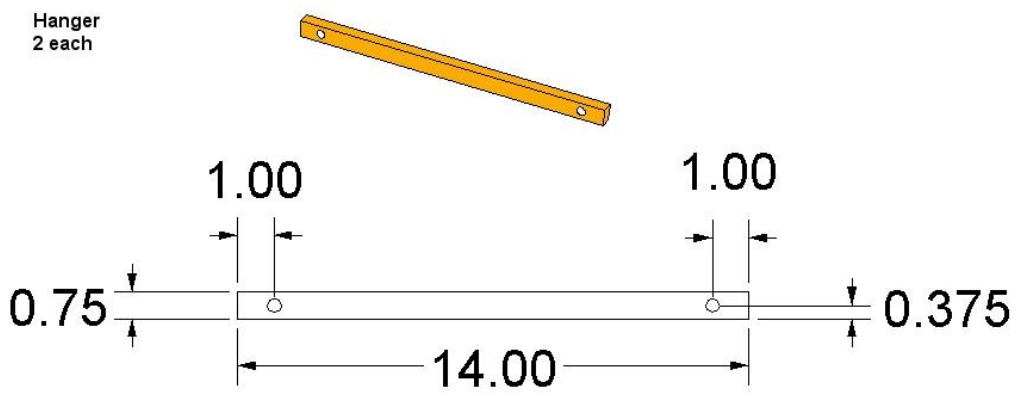






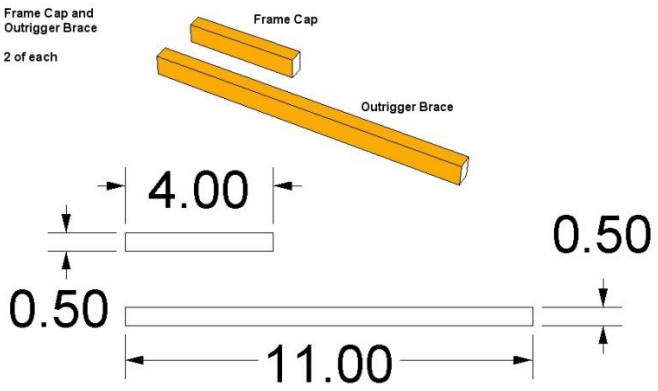
Hangers

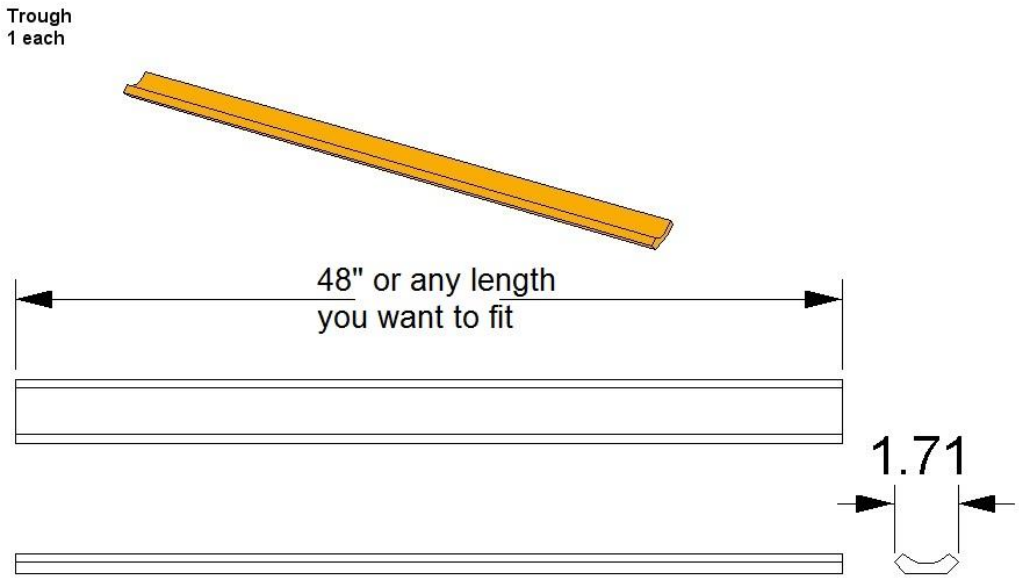
Two please. Hey, no more cutting odd angles, Yay! Two holes drilled as indicated, 3/8-inch. These are what hold the CW to the short end of the throwing arm.



Frame Cap and Outrigger Brace

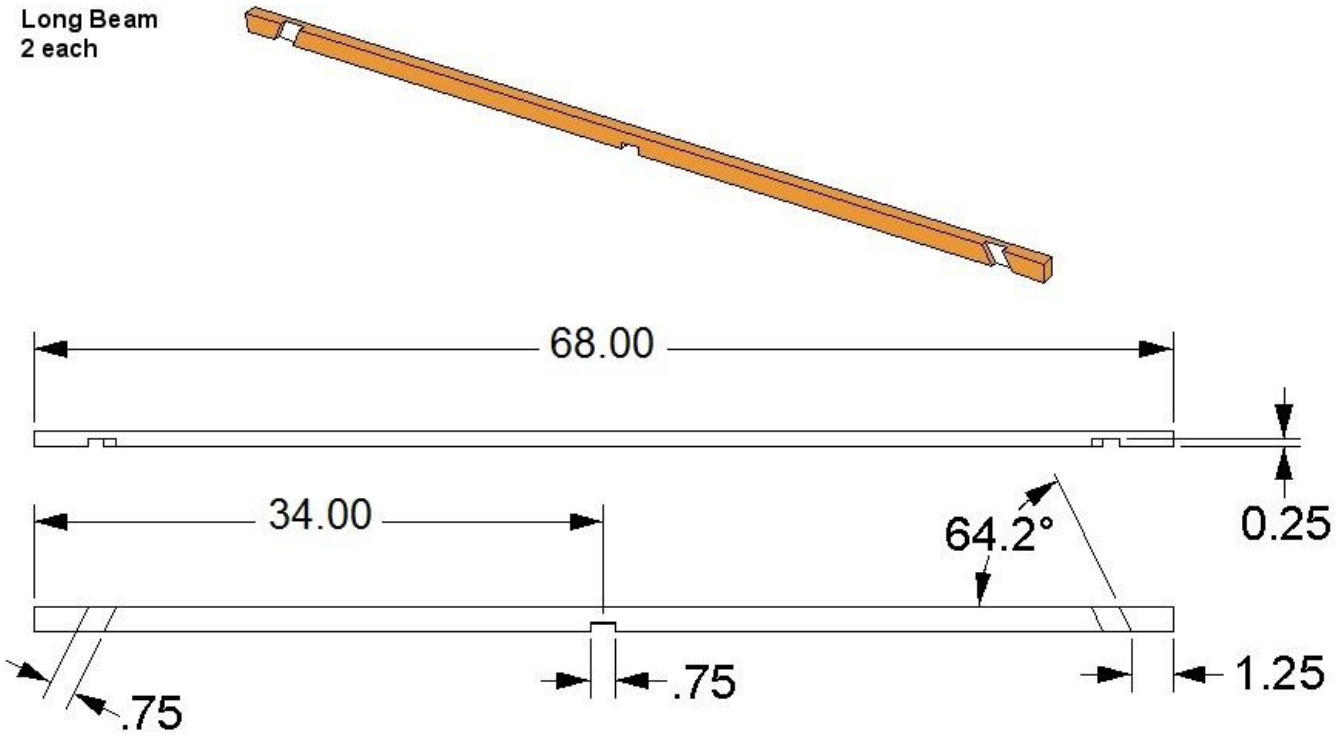
No holes, no angles, what could be simpler? So I gave them both to you at once. 2 of each please.

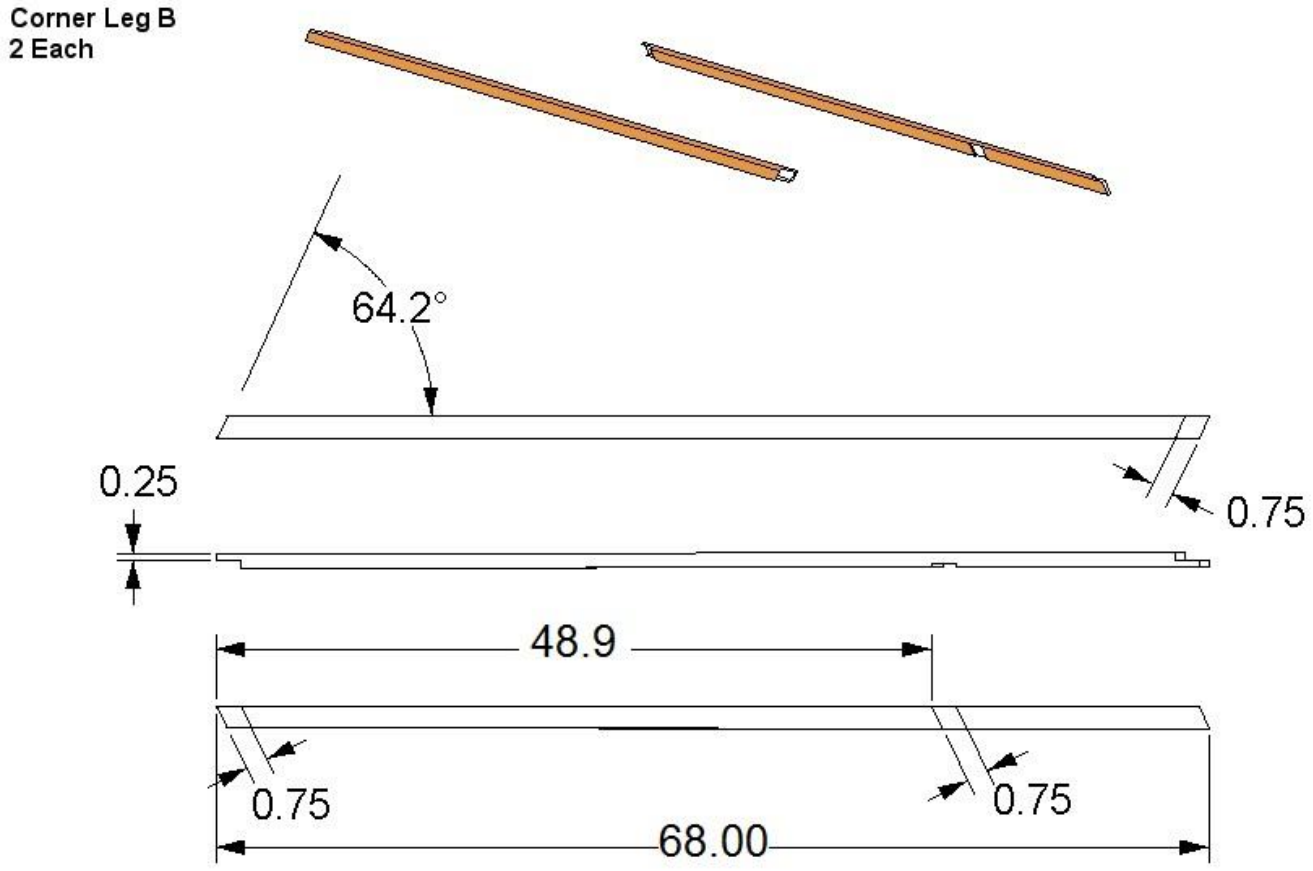




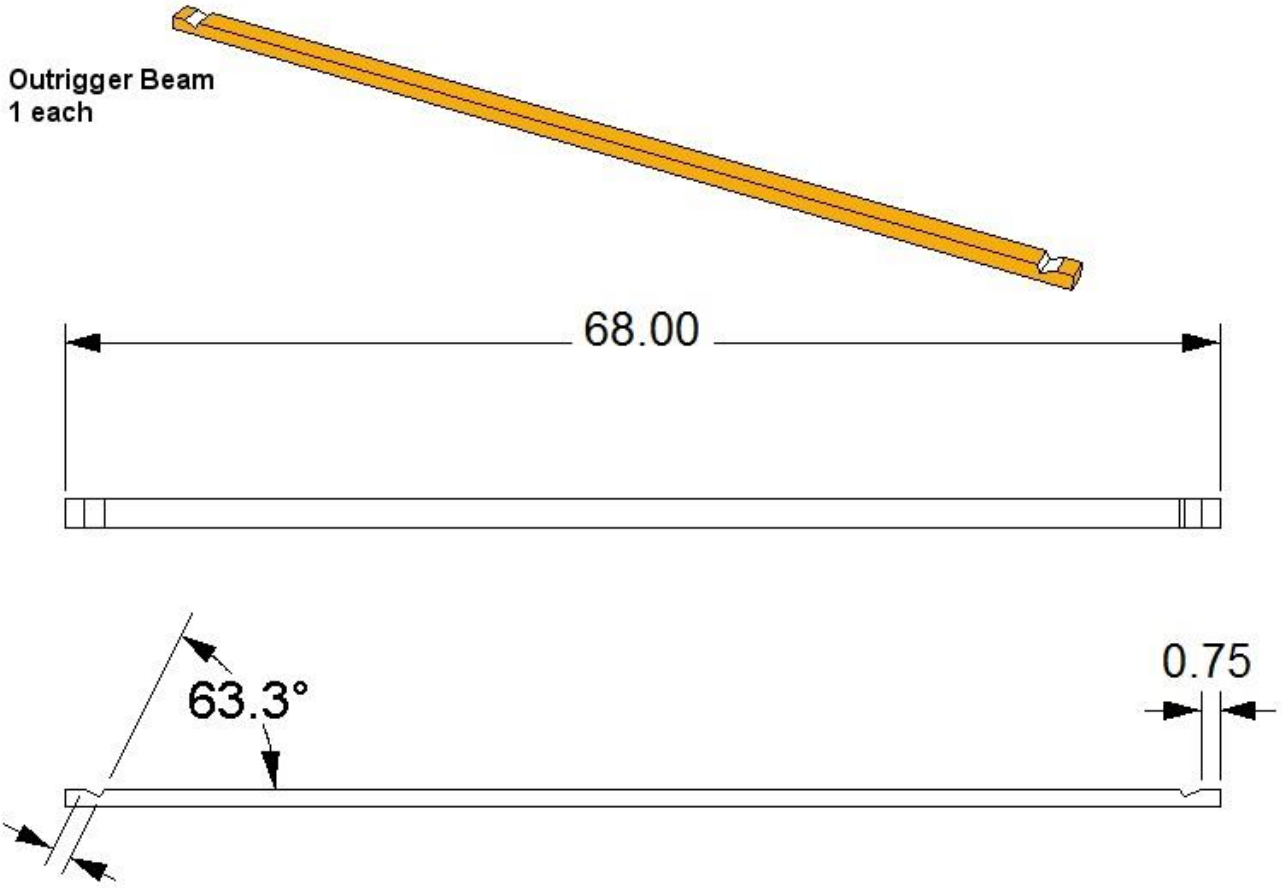
Long Beam

There are two of these also, but no mirror image pieces needed.

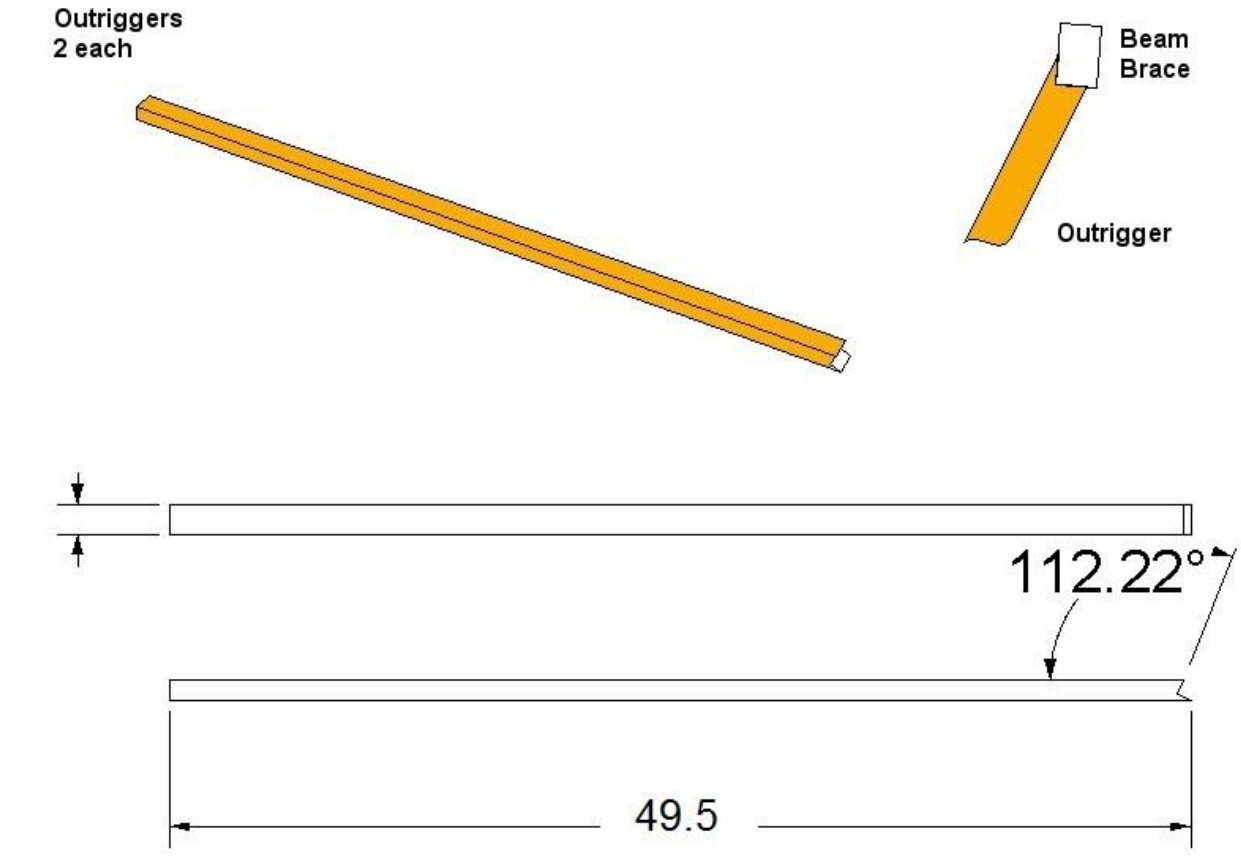




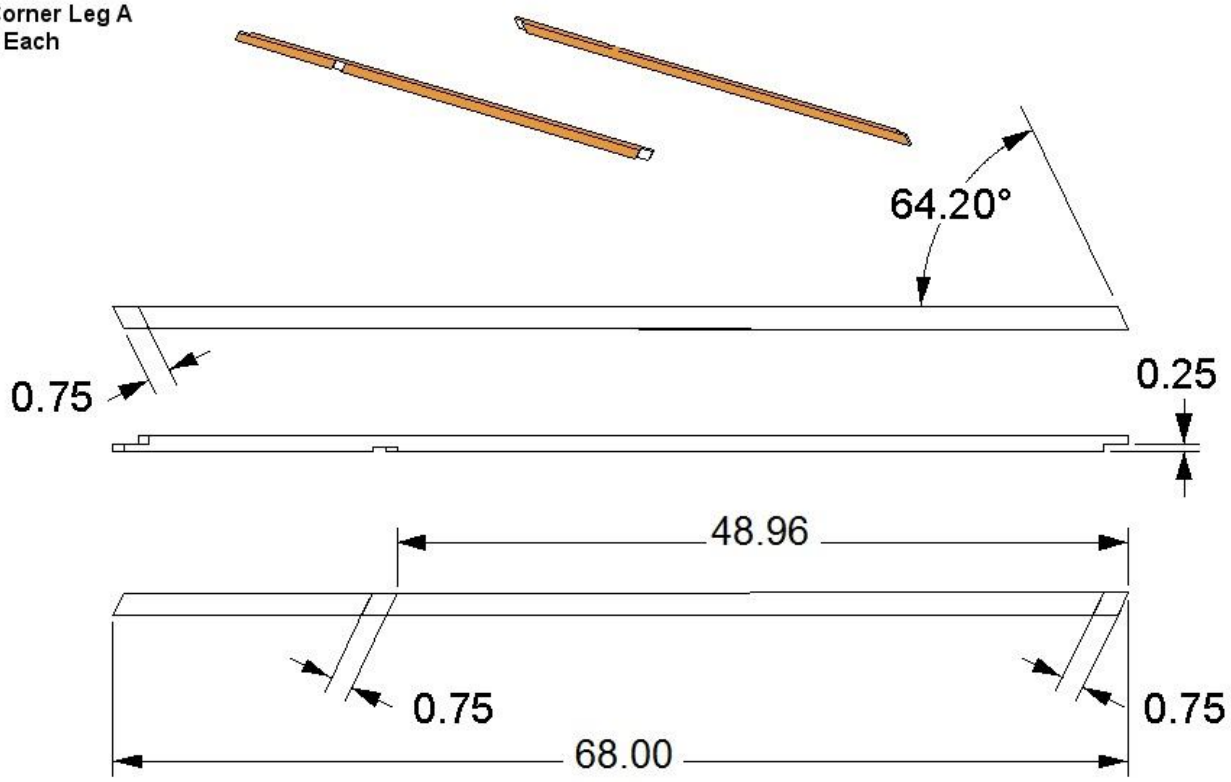
Outrigger Beam
1 each



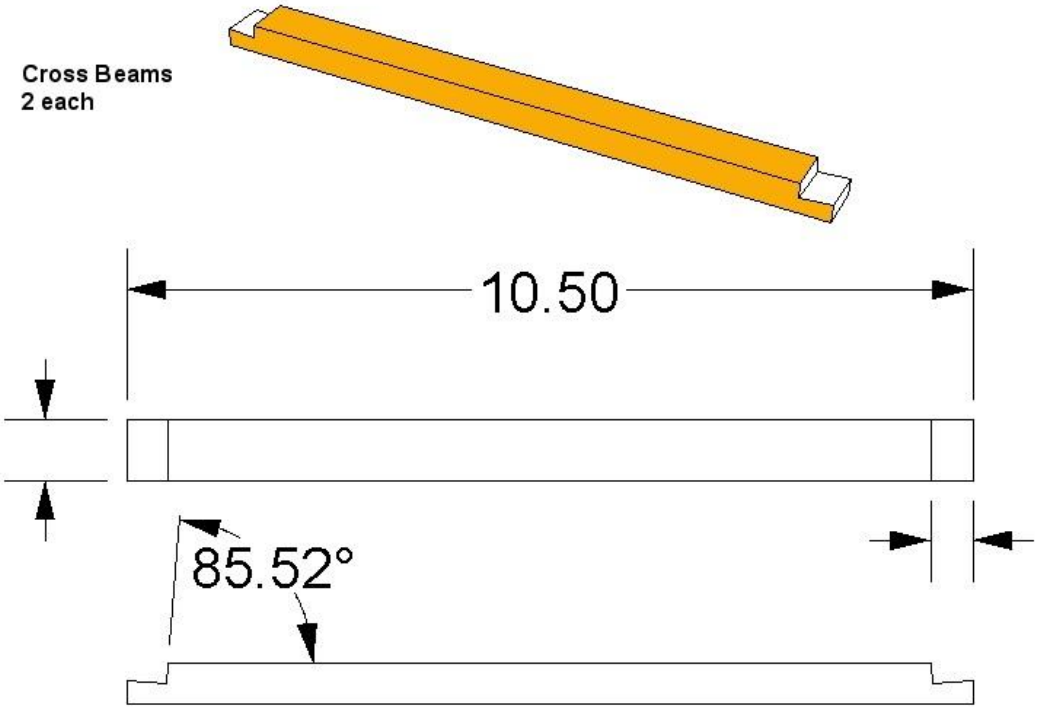
Outriggers
2 each



Corner Leg A
2 Each

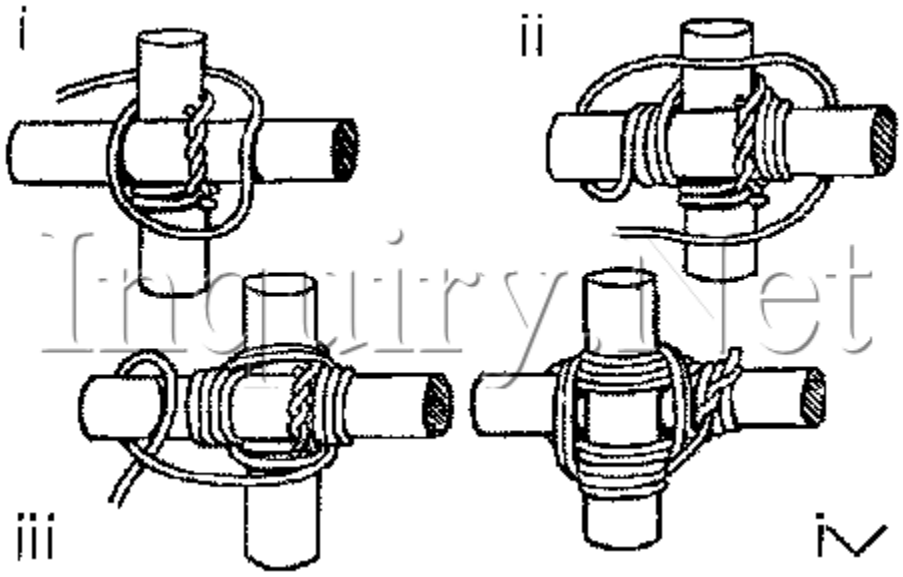


Cross Beams
2 each



Knots: Lashings

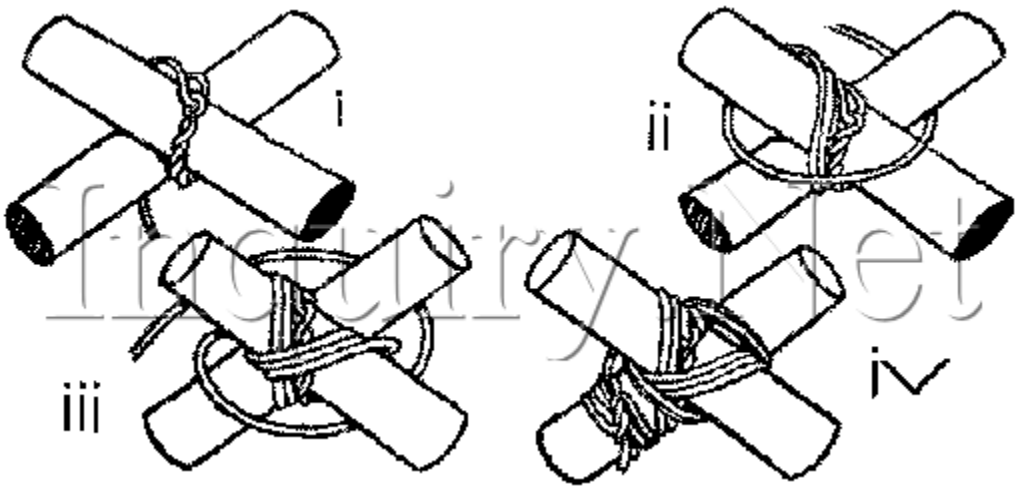
Square Lashing



Square lashings are used to bind together two spars that are at right angles with one another.

i) Place the poles on the ground in the shape of a cross. Tie a clove hitch around the bottom pole near the crosspiece. Twist the free end of the rope around its standing part and tuck it out of the way.
ii) Make three or four wraps around the spars, keeping the rope very tight. As you form the wraps, lay the rope on the outside of each previous turn around the crosspiece, and on the inside of each previous turn around the bottom pole.
iii) Then wind three or four frapping turns around the wrapping to tighten the lashing as much as you can.
iv) Finish it off with another clove hitch.

Diagonal Lashing

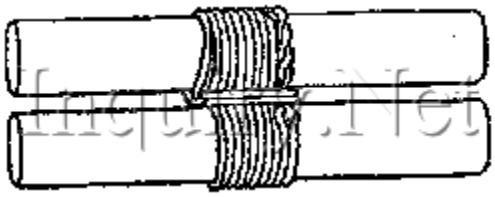


Diagonal lashings are used to lash to spars together other than at a right angle.

i) Start by tying a timber hitch around both poles and pulling it snug.
ii) Make four tight wraps around the spars, laying each wrap neatly alongside the timber hitch.

iii) Make four more tight wraps across the first three.
iv) Frap it three or four times and finish it off with a clove hitch.

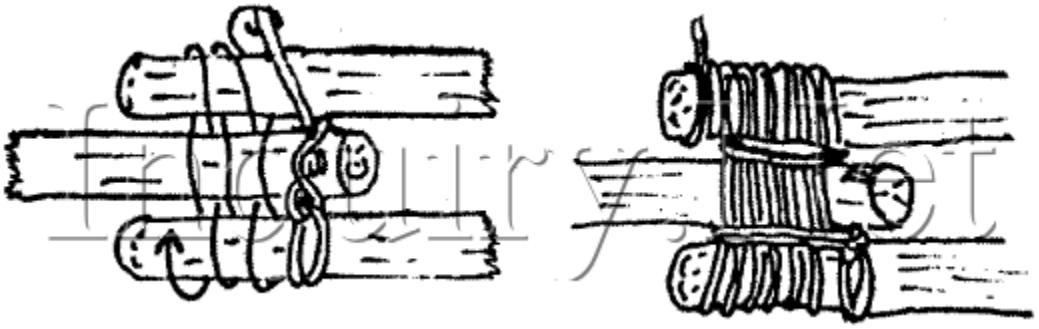
Sheer (or Shear) Lashing



Sheer lashing is used two lash two spars together.

i) Lay two spars side by side.
ii) Tie a clove hitch to one spar.
iii) Make four loose wraps around the spars and four frapping turns between them.
iv) Finish with a clove hitch.

Tripod Lashing

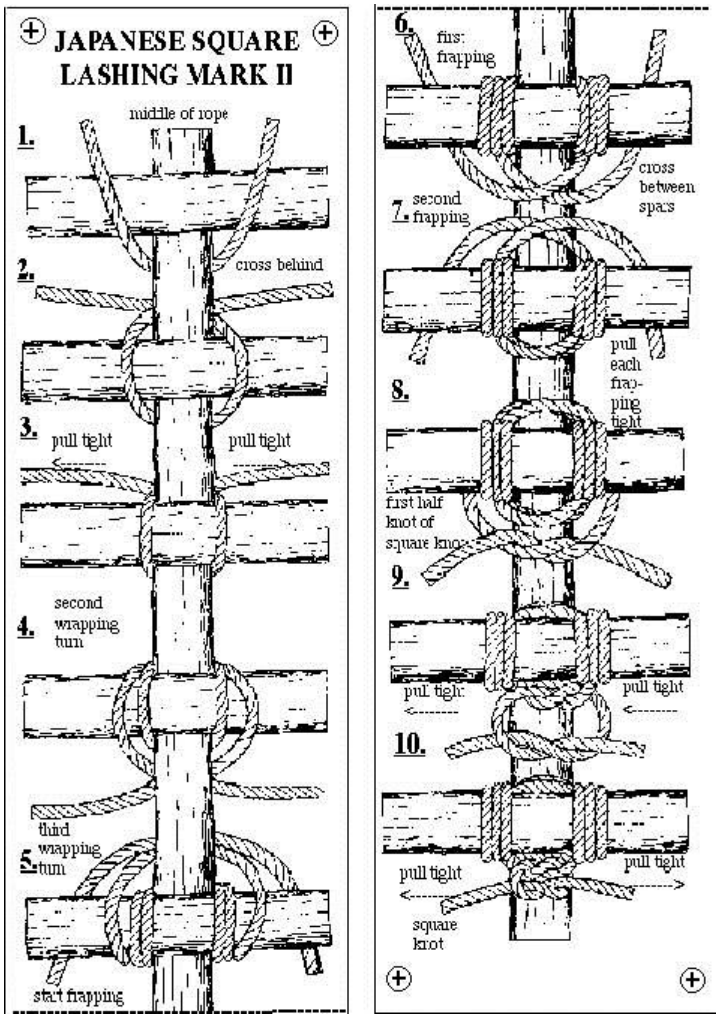


A Tripod lashing is made by laying three spars alongside each other, with the center spare pointing in the opposite direction to that of the outside spars.

i) Tie a clove hitch around one outside pole.
ii) Loosely wrap the spars five or six times, then make the frapping on either side of the center spar.
iii) Finish the lashing with a clove hitch around the outside spar.

Japanese Square Lashing

The Japanese square lashings have found their way into Scouting in the United States through Wood Badge training in England. The Japanese Square Lashings, straightforward approaches to the task of lashing 2 spars together, are a group of similar lashings that are all tied in a similar manner. The main difference is in the way each lashing is started. Here we provide a description of the Mark II version:



(1) Start the lashing by tying the center of the rope around the vertical spar with a clove hitch so that the clove hitch is under the horizontal spar. (2) Make the first wrapping turn by leading the ends up over the front of the horizontal spar and then in opposite directions behind the vertical spar. (3) Pull the strands tight but do not allow them to cross each other. (4) Add the second wrapping turn by leading the ends of the rope down over the front of the horizontal spar and then in opposite directions behind the vertical spar. (5) Complete the frapping turns by leading the ends of the rope up over the front of the horizontal spar and then in opposite directions behind the vertical spar. Position the strands of rope for starting the frapping turns by leading them behind the horizontal spar. When pulled tight the strands will cross behind the vertical spar. (6) Lead the frapping strands in opposite directions below and in front of the vertical spar and then behind the horizontal spar. (7) Make the second frapping turn by leading the ends above and in front of the vertical spar and then behind the horizontal spar; pull each turn tight as it is made. (8) End the second frapping turn by tying the first half-knot of the ending square knot. (9) Complete the ending square knot by adding a second half-knot. (10) Pull the square knot tight. For safety add half hitches around the horizontal spar to either side of the square knot; the half hitches prevent the square knot from upsetting.

Evening Campfire

The campfire program will consist of Awards, Skits, and the presentation of the coveted Echota District Trophy.

Not later than 6:00 PM on Saturday the Troop Senior Patrol Leader will present the skit or song idea to the Camping Committee Chairman who will decide if the presentation will be suitable and appropriate. The time limit for each skit is three minutes. Ribbons will be awarded for the first 3 places and will contribute to the overall award as an additional event.

Echota District

General Camporee Rules

1. All units must have at least 2 adult leaders (SM, ASM, or other registered trained adults) present at all times during the Camporee.
2. All troops must register/check-in at the Camporee Headquarters upon arrival. In order to register/check-in you must provide:
   - A copy of Patrol/Troop roster(s),
   - Camporee fees for the number of Scouts/Leaders present.
   - A copy of your BSA Local Tour Permit.
3. The unit leaders are responsible for the conduct of their Scouts at all times.
4. Safety – All travel and Camporee activities are to be conducted according to Guide for Safe Scouting. Each Troop must have a suitable first aid kit in camp in a readily accessible and visible location.
5. Campsite selection is on a first come first served basis.
6. Garbage – Each troop must carry all unburned garbage away upon leaving the Camporee. DO NOT BURY GARBAGE OF ANY KIND.
7. Cutting of live trees is prohibited
8. Campsite inspection will be done on Saturday afternoon. OTHER CAMPSITE INSPECTIONS MAY BE CONDUCTED PERIODICALLY THROUGHOUT THE REMAINDER OF THE WEEKEND.
9. Any Scout entering or running through another Troop's campsite may have points deducted from their Troop's campsite inspection score and may be asked to leave the Camporee. Likewise, any Scouts found running around or making excessive noise after Taps may have points deducted from their Troop's campsite inspection score and may be asked to leave the Camporee.
10. Troop campsites should be roped off using cord, twine, or marking tape. The rope should be between 2.5 and 3 feet above the ground.
11. TROOPS ARE RESPONSIBLE FOR THE CONDITION IN WHICH THEIR CAMPSITE IS LEFT. NO TROOP WILL BE ALLOWED TO LEAVE UNTIL A MEMBER OF THE CAMPOREE STAFF HAS INSPECTED THEIR CAMPSITE.

Be Prepared!

All activities are subject to some modification without notification to adjust for staff, equipment, and other program adjustments.

Troop Camporee Roster

Echota District, Great Smoky Mountain Council

Troop Number: _____ Scoutmaster: _____

Senior Patrol Leader: _____

Total Youth: _____Total Adults: _____ Total Youth + Adults: _____

Patrol Name:	**Patrol Name:**
1. (PL)	**1. (PL)**
2.	**2.**
3.	**3.**
4.	**4.**
5.	**5.**
6.	**6.**
7.	**7.**
8.	**8.**
9.	**9.**
Patrol Name:	**Patrol Name:**
1. (PL)	**1. (PL)**
2.	**2.**
3.	**3.**
4.	**4.**
5.	**5.**
6.	**6.**
7.	**7.**
8.	**8.**
9.	**9.**
Patrol Name:	**Adult Leaders**
1. (PL)	**1.**
2.	**2.**
3.	**3.**
4.	**4.**
5.	**5.**
6.	**6.**
7.	**7.**
8.	**8.**
9.	**9.**

Campsite Inspection

Troop # _____

Echota District Camporee

Inspection Categories:	**Potential**	**Awarded**
1. Troop/patrol cooking and dining area well established and organized, duty roster and menu posted in campsite.	**30**	
2. Troop/patrol first aid kit visible and in central location.	**30**	
3. Troop/patrol cooking equipment, food and water supply properly stored.	**30**	
4. All troop/patrol camping gear arranged and stored in orderly fashion.	**30**	
5. Established area for hand and dish washing located within campsite.	**30**	
6. Plastic garbage bag or trash container set up and being used.	**30**	
7. FIRE SAFETY (a) Campfire area, if present, cleared (sod removed in block and protected from damage for later replacement upon leaving). (b) Fire area safely located away from tents and trees and with leaves cleared to at least 10 feet radius around fire pit. Two fire buckets filled with water at fire area. (d) Fuel stored in acceptable BSA manner. (e) Stoves clean and neat. (f) Stoves secured and stored in safe manner.	**30**	
8. Ax yard outlined with cord or rope 3 feet off ground and area established in safe manner.	**20**	
9. Troop latrine prepared and screened to 6 feet high, with toilet paper protected and with shovel in site.	**30**	
10. General appearance of campsite clean and orderly.	**30**	
11. U.S., State, and Troop flag properly displayed.	**30**	
12. Local tour permit posted at campsite.	**50**	
13. Campsite improvement camp-craft item made by SCOUTS (not adult leaders), i.e. gateway, lashed flag pole, stool tripod, or other woodcraft item.	**60**	
Total Possible Points = 420	**420**	

Scoring Range: 0-299 = Yellow 300-400 = Red 400+ = Blue

Patrol Flag

Place	Patrol Name	Troop #
1.		
2.		
3.		

Notes:

Catapult Accuracy

Troop #	Distance from Target	Place

Catapult Distance (non-scoring)

Troop #	Distance from firing	Place

Campfire Skits (List Troop #)

1.
2.
3.

Notes: