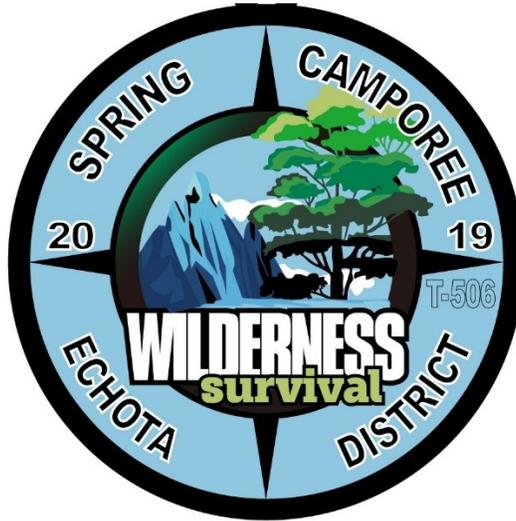


ECHOTA DISTRICT  
2019 SPRING CAMPOREE  
WILDERNESS SURVIVAL



Where: Camp Pellissippi

When: May 3-5

Cost: \$10.00 Youth/\$5.00 Adult

Contact Information:

Host Troop: Troop 506

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Randol Waters: (865) 310-5438

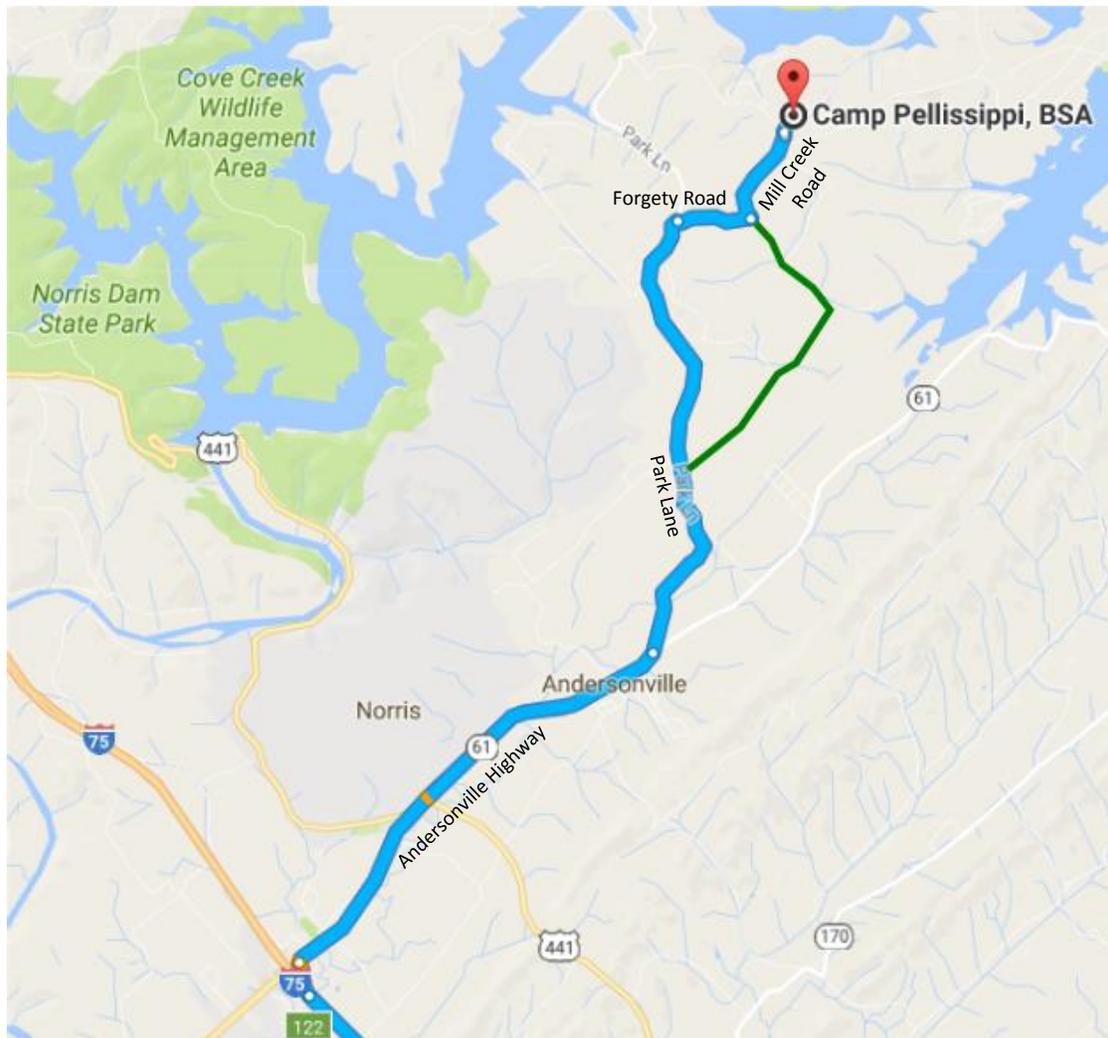
[RGWaters\\_home@yahoo.com](mailto:RGWaters_home@yahoo.com)

# Directions to Camp Pellissippi

Camp Pellissippi  
262 Boy Scout Camp Road  
Andersonville, TN 37705



1. Go I-75 North to the Clinton Norris exit Hwy. 61.
2. Turn right on Andersonville Highway and go 3.8 miles to Park Lane.
3. Veer left onto Park Lane and go toward Anderson County Park.
4. Turn right onto Forgety Road and go 0.8 miles to Mill Creek Road.
5. Turn left onto Mill Creek Road and go 0.8 miles.
6. Turn right at the top of the hill and follow the road down the hill into camp.



## Schedule

### FRIDAY

5:00-8:30	Check-in and Registration
9:00-10:00	Desert Survival (all patrols participate)
10:00-11:00	Cracker Barrel – Scoutmasters and SPLs
11:15	Taps - Lights Out

### SATURDAY

7:00	Reveille
7:00-9:00	Breakfast
9:00	Flag Raising, Announcements, Patrol Flag and Yell, Judging
10:00-Noon	Morning Rotational Events
Noon-2:00	LUNCH
2:00-300	Mountain Survival (Shelter Building)
3:00-5:00	Afternoon Rotational Events
5:00-7:30	DINNER
7:30	Flag Lowering
7:45-10:00	Campfire, Awards, OA Tapouts
11:00	Taps – Lights Out

### SUNDAY

7:00	Reveille
7:00-9:30	Breakfast
9:30 -10:00	Chapel
10:00-Noon	Clean-up, Pack-up, Checkout

## Scouts Can Survive!



Welcome to Troop 2019-BZ, the unluckiest troop in the Echota District. Over the next several days, you and your patrol are going to experience some of the most dangerous troop events and activities you've ever encountered in scouting. Your objective for the weekend is to survive and thrive as the winning troop.

**A few guidelines:** You and your patrol are to act as a team for each event that takes place this weekend. You have some things you need to bring, and some will be provided. You must work together to survive. Each member of your team must contribute throughout all activities. Unless otherwise instructed, you are to assume you are a patrol out on a regular day-hike for all events. Each member of your patrol will have some items he/she can carry on the day-hike. You **must** follow these guidelines closely. Any violation of these guidelines will result in points deducted from your score on the specific activity where the rule is violated.

For event participation, each member of each patrol should bring a daypack containing the following items. No additional items may be used during the events and activities. ***Use of items other than those listed in this packet will result in points deducted during competition.*** Following are the items that you may bring:

**10 Essentials:** Each day-pack should contain the 10 essentials, which include: pocket knife (or multitool), rain gear, trail food, flashlight, extra clothing, first aid kit, sun protection, map (maps of the area will be provided) and compass, fire starter (excluding butane lighters and any

other form of fuel enhanced fire lighting device), water bottle with drinkable water.

**Additional items:** Each patrol member may bring 20 feet of standard paracord, and no more than 10 feet of duct tape wrapped around a water bottle (Nalgene).

**Patrol Leader:** Your patrol leader will also bring one standard zip-locked sandwich bag (not a quart bag) full of fire-starting tinder (dryer lint, paper, charred cloth, waxed egg cartons, etc.) This tinder may **not** be doused with any flame enhancing fluids (liquid fuel) of any kind.

**For Shelter Building:** Each patrol should bring its own “natural materials” to build a shelter. (See the shelter building exercise for specific limitations on what to bring.)

### **Event Organization**

There will be three “static” events and six “rotational events” for this outing. Each of the 9 events will be coordinated and scored by a different troop attending the camporee. The three static events will be conducted at designated times and each patrol will be participating in the same event at the same time. The remaining six events are set up to be conducted during two 2-hour periods (10:00 AM-Noon and 3:00 PM-5:00 PM). In order to keep on schedule, each patrol should complete three rotational events in the morning and three rotational events in the afternoon. Your patrol will be assigned a starting point (event number) and you will progress through the events in numeric order. (Example: If your patrol starts at event 1, you will proceed in order, 1, 2, 3, 4, 5, 6. If your patrol is assigned to start at event 4, you will proceed in order 4, 5, 6, 1, 2, 3. Etc.)

### **Static Events**

Desert Survival will be the only event that will begin on Friday evening. It will begin promptly at 9:00 PM at the shelter in front of the Winter Lodge. Please be on time.

Patrol Flag Judging will begin right after Saturday morning flag ceremony at 9:00 AM in front of the flagpole on the parade field.

Shelter Building will take place on Saturday, from 2:00 PM – 3:00 PM in a designated area near your troop campsites.

Desert Survival  
Static Event A – 9:00 PM Friday Evening  
Shelter in front of Winter Lodge  
Troop Conducting: 506



It's 11:45 A.M. on May 1<sup>st</sup>. Your scout patrol is flying in a twin-engine private aircraft from Acapulco in route home so you can participate in the camporee this weekend. Your last stop was Hermosilo, Mexico, where the pilot refueled, and you had a short break before resuming your flight. As you approach the Mexican border at Nogales, you hear the pilot radio Tucson requesting clearance through the Air Defense Information Zone (ADIZ) and report his location. Soon after crossing the border the right engine misfires and is feathered. Within 15 minutes the left engine encountered the same problem. With both engines now dead you have lost instrumentation and radio as well. The plane begins to lose altitude quickly.

On a rough glide pattern, your plane hits the Sonoran Desert hard and breaks apart into front and rear plane compartments. After recovering from the initial shock, you begin to smell gas. You and your other patrol members quickly observe that the pilot and copilot are both dead. You scramble from the front section of the plane just before it bursts into flames. You have survived the crash unhurt. Now you must survive the desert!

(Participants will watch a video on Friday evening to set the stage for this activity. Each patrol will act as a team to survive the desert plane crash. You should listen and watch the video closely, but you do NOT need to take notes, as you will be given a handout packet which contains all the information needed to complete the tasks of survival.)

## Patrol Flag and Yell Judging

Static Event B – 9:00 AM Saturday Morning

Conducted at the flagpole

Troop Conducting: 505



Those who didn't die in the desert have made it to the camporee. Each patrol should have a flag for review at the Saturday morning opening ceremony and a patrol yell or cheer to perform for the judges. The patrol flag should contain the following elements: representation of the patrol name, district name, patrol name, patrol member names, and some element of the flag design should be related to the camporee theme. (This "theme element" can be a simple addition to your existing patrol flag. You do not need to make a completely new patrol flag for this camporee.) The yell should involve all patrol members, express enthusiasm, and show scout spirit. Judges may ask patrol members questions about your flag and/or yell. Separate scores will be given for flags and patrol yells.

## Mountain Survival

Static Event C – 2:00 PM – 3:00 PM Saturday

Location Near Your Campsite in a wooded area

Troop Conducting: 500



You, and your patrol are on a day-hike in the Great Smoky Mountain National Park. You are approximately 15 miles from your car and you've not made the progress you'd hoped to make on your trip as it has been hampered by downed trees across the trail and high water in streams that you've crossed, as well as a "few accidents along the way". It is apparent that you are not going to make it back to your car by dark. You have no alternative but to spend the night in the mountains. As you crossed the highest peak on the trail earlier, you were successful in getting a text message to your scoutmaster who is at home, telling him that you are safe, but you will likely have to spend the night in the woods. He reminded you of a few safety precautions and said he would notify the park rangers of your situation and approximate location and they would assume things were OK for the evening, but everyone would expect to see you back at the car no later than mid-day tomorrow. The weather forecast for tonight is calling for cool temperatures (mid-to-low 30's) and possible intermittent showers throughout the night. Each scout has his daypack containing the scouting 10 essentials and other items listed earlier in this packet. Your task for now is to build an overnight survival shelter that will protect you from the weather through the night. You may use anything you have in your daypack plus things normally found in a mountain forest. The shelter will be designed for use of ONE scout. (It is assumed that each scout would build his own shelter, but all you need do for this event is to build one per patrol.)

SPECIAL NOTES: Patrols should bring the materials with them that they plan to use for building the shelter. Please note that you cannot use anything to construct the shelter that you would not find in the woods OR in your hiking daypack. You may not bring lumber, large ropes, straw bales or anything other than what is specified here. If you have a question as to whether something is “legal” . . . it probably isn’t. This is a pretty simple guideline for the activity. Find it in a “normal remote mountain woods” or have it in a normal daypack which contains ONLY your 10 essentials and other items listed in this packet. ***Points will be deducted for using items deemed by the judges to be NOT something that would be found in the woods or shouldn’t be in your daypack.*** Your shelter will be constructed in a wooded area near your campsite. You will have one hour to build your shelter. Once it is built, plainly label it with your troop number and patrol name and leave it up for the remainder of the camporee for others to see your handiwork. The judges will be around at some point prior to Saturday evening to judge your shelter.

Prior to breaking camp Sunday, each patrol should disassemble and pack out everything they brought to the camp to use for this event. Do not leave any litter behind that would cause our hosts to not want us to return.

Bears In The Woods!  
Rotational Event 1  
Troop Conducting: Troop 157



You've built your shelters and you're about ready to turn in for the night. However, as you finish eating the snacks you had in your day-pack, someone mentions the black bear you saw earlier in the day while hiking. There is concern about the possibility that the bear may raid your camp and survival shelters looking for food. It's fortunate that your shelters have been built near an established campsite that has a bear bag hoist system for your use. Now you must go through the items in all your day-packs and identify those items that are "smellables" and "non-smellables" and place the smellables in a bear bag and hoist it. You're glad you had that Philmont trek last summer and learned how to prepare and hoist a bear bag properly. Patrols are encouraged to watch the following YouTube video on the Philmont Bear Bag method prior to attending the camporee. It can be found at: <https://youtu.be/DN2y50oUcS8>

Special Notes: This is a timed event that will require you to separate a group of provided items into "smellables" and "non-smellables" and place the smellables in a bear bag (provided) and hoist it using the Philmont method. ***Points will be deducted (time added) for leaving a smellable out of the bag or putting a non-smellable in the bag. Points will also be deducted for not using a lark's-head knot to secure the bag to the rope or not using the proper tie-off method when hoisting the bag.*** An Oops Bag will be provided for those items that may need to go up AFTER you've already hoisted the primary bag. Items included in the Oops bag would be toiletries, and other forgotten items that might be hoisted AFTER hoisting the primary bag. Watch the YouTube video for additional instructions regarding this activity.

## Slippery Rocks in the Stream!

### Rotational Event 2

Troop Conducting: 213



During the day-hike discussed above, one of your older hikers slipped and fell in the water while crossing a stream. While he wasn't hurt, he did get very wet and the temperatures are chilly enough that hypothermia is a serious concern. Your patrol leader discusses options with the hiker, and they decide it will be best to stop and dry his clothing before continuing with the hike. In order to keep warm, the wet hiker strips off his clothing and puts on a set of Frogg Toggs borrowed from another scouter. Now you must build a fire to dry out the wet clothes. You may use any safe method of starting your fire excluding butane lighters or other types of fuel burning torches. (Butane or any other fuel propelled lighters are NOT allowed.) However, you may use matches or ANY other means of lighting the fire (flint and steel, friction bow, etc.) NOTE: Patrols will be given a bonus of "MINUS 2 MINUTES" for using something other than matches to light the fire.

You may use your tinder brought by your patrol leader and any fire-starting mechanism to start your fire, except those excluded above. No liquid fuels (kerosene, lighter fluid, or other flammable accelerants) may be used to build the fire.

**SPECIAL NOTES:** This is a timed event. Your patrol will be timed from when the official time keeper says "begin" until the flame burns through the string 2 feet above the pit. Over the fire pit will be two string lines, one at 1 foot high and the other at 2 feet high. The 1-foot string is the limit of the height of your fuel source (wood pile). There will be dry twigs and a bundle of pine sticks available as fuel for the fire. (Wood and kindling will be

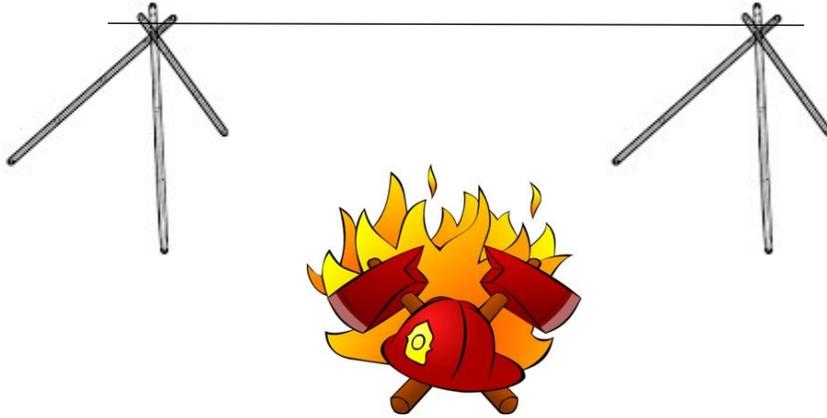
provided.) Everyone will use the same kindling and pine wood to establish their fire.) You will bring your own tinder and fire-starting strategies. (Any method of starting a fire is acceptable EXCEPT those excluded above.) Timing will end when the 2-foot high string burns in two.

(Notes for troop conducting this event. Please provide enough fuel wood and kindling such that each patrol will have the exact same kind of kindling and fuel wood. (Patrols will provide their own tinder.) It is suggested that the fuel wood be one-inch pine boards that have been ripped to be approximately 1-inch by 1-inch pieces approximately 12 inches in length. It is imperative that fuel wood and kindling be of the same size and composite for each patrol for the event to be fair. In order to prevent bottlenecks/backups at this event, it might also be good to have two firepits and two timekeepers available in order to have up to two patrols working on the event at the same time.)

## Don't Burn My Clothes!

### Rotational Event 3

Troop Conducting: 451



You've gotten your fire started to dry your buddy's clothing. Now you need to make sure you don't burn up the clothes over the fire. Using the 7 wooden staves and ropes provided at this event station, build two tripods using correct lashings. Lay the final staff in the apex of each tripod so you may hang the wet clothes over the fire pit. To assure the tripod mechanism is strong enough to hold your clothing, hang a 5-gallon bucket (about half full of rocks) in the center of the horizontal staff using a rope. Secure the bucket with two half hitches at the staff and a taught-line hitch at the bucket handle allowing the bucket to be at least a few inches above the ground (not touching the ground).

ALSO, while the patrol leader and some scouts are assisting the wet scout in drying his clothes, the rest of the scouts are off gathering wood to keep the fire going. Unfortunately, while gathering wood, one of the scouts slid down a ravine and over a 15-foot cliff. While unhurt, he cannot climb back up the cliff on his own. Throw him a line and have him tie a bowline around his waist in order to drag him back up the cliff. (To complete this part of the activity, two scouts from the patrol will position themselves 30 feet apart and may not move from their appointed positions. One scout will be handed the rope and he/she will toss one end to the stranded scout. The stranded scout will then tie the rope around his/her waist using a bowline knot.)

Scoring this event is based upon time and the patrol's ability to tie the proper knots and lashings. ***Points will be deducted (time added) for tying the wrong knots and lashings and sloppiness in tying, even if they are tied correctly.*** Completing the tasks with the best time with the fewest points deducted, wins the event. Tying the bowline and the other activities may be done simultaneously as long as all requirements are completed before the time clock stops.

Wilderness First Aid  
Rotational Event 4  
Troop Conducting: 448



You're beginning to think this day-hike will never end. After drying out the wet clothing, and rescuing the scout who fell over the cliff, you hike down the trail approximately two miles and another scout slips on a wet rock and takes a hard fall. When she hits the rocks, you hear a snapping sound and the scout cries out in pain. Upon examination, the lower leg is painful to the touch, has a marked deformity and she is unable to put any weight on the leg. Using only the materials found in your day pack and the items found within this general area, support the leg to prevent further injury such that she could be safely transported out by the rest of the patrol. (Note: You do not have to transport the scout out of the woods. Only prepare her properly for if/when she was to be transported. This is a timed event. ***Points will be deducted (time added) for each first aid practice that is overlooked or improperly administered.***

Notes for the judges' consideration: Is the leg splinted properly to prevent further injury? (1 to 5 seconds added if not); is the leg immobilized properly? (1-5 seconds added if not); and, is there still a pulse/feeling in the foot? (5 seconds added if not).

## Out of Water!

### Rotational Event 5

Troop Conducting: 55



Well, all the extra things that have happened on the hike thus far have caused most of the hikers to run out of drinking water. There are plenty of streams around and your scouts have several water treatment options among them, but you want to know which ones are the “best” to use. At this stop, there will be a short educational program on the various methods of water purification available for use when in the wilderness. Some of the techniques discussed and/or demonstrated might be filtration pumps, gravity bag filters, water boiling, Steripens, chlorine tablets, water bottle filters, etc. The pros and cons of each method will be shared with each patrol. After the discussion, there will be a 20-item objective quiz on the content covered to see what you’ve learned. Listen carefully. Each member of your patrol will take the quiz and all patrol scores will be averaged to come up with your patrol score.

Note for troop conducting this event. Watch the approaching patrols and make the decision how many may be participating at once. At the instructor’s discretion, if two patrols are ready and waiting, it is possible to allow both to participate in the same class as long as they can hear and see well. If a patrol approaches the area after a class has started, keep them far enough away that they do not get the opportunity to listen to the class discussion twice.

## A Lost Hiker!

### Rotational Event 6

Troop Conducting: 401



At the last trail junction, it appears that one of your scouts took the wrong turn and got separated from the rest of the patrol. Obviously, he didn't follow troop safety policy, or he would have waited at the junction until someone with the map came along to specify which way to go. None-the-less, you now have a lost hiker on your hands. At this stop, you will be given map coordinates and a "general area" to search for the lost hiker. (Event judges will provide you with a map and identify your current location on that map. They will then give you a compass bearing and approximate distance to where they believe the hiker can be found.) Your patrol will head to the area on the map and search for your lost buddy. Once you find him, you should be prepared for the unexpected. For a hint as to what you may need to do, I'd suggest you review your first aid techniques on how to build a stretcher in the wilderness with whatever you have in your daypacks and whatever you can find in the woods. (All materials you need for this event, other than a compass, will be provided.) Your patrol score will be based upon how long it takes you to complete the activity and how well you construct and use the items you are supposed to construct and use to finish the event.

There are additional special instructions that will also be provided for the members of the troop who conduct this event that are unknown to participants. However, all the information each patrol needs to complete the event is provided above.

## The End Of The Trail!!!!

After getting your lost hiker back to the trail you and your patrol are finally able to walk the rest of the way to your car and end this wonderful day-hike. CONGRATULATIONS! You've SURVIVED! As you approach the trailhead and your car, you note that you have a flat tire on the right rear axle . . . and the driver's side car door is open. In the driver's seat is the black bear that couldn't get any of your trail food out of the bear bag last night. He looks a bit hungry. This time, you're on your own. Have a safe trip home!



### Merit Badge Requirements and Advancement Considerations

Ms. Amy Heatherly, our District Camping Committee Chair, has provided the following list of merit badge requirements that will have been met if scouts successfully complete all the events in this camporee. While attending the camporee doesn't necessarily mean that each scout successfully completed each of these merit badge requirements, those who participated in all events at least had the "opportunity" to complete each of the following:

- First Aid Merit Badge – 10d and 23 b
- Orienteering Merit Badge – 4e, 4f and 7a (only one of three)
- Wilderness Survival Merit Badge – 1b, 5, 6 (only one), 8 and 10

There are also some rank advancement requirements that are addressed in the activities, but they may be up to some interpretation/negotiation between the scout and scoutmaster.

# 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.
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

## Camporee Attendance Roster

Troop:	SPL:	No. of Adults:	No. of Youth:	Total:
<b>Adults</b>		<b>Patrol Name</b>		
SM		1 PL		
ASM		2		
ASM		3		
ASM		4		
ASM		5		
ASM		6		
ASM		7		
ASM		8		
ASM		9		
<b>Patrol Name</b>		<b>Patrol Name</b>		
1 PL		1 PL		
2		2		
3		3		
4		4		
5		5		
6		6		
7		7		
8		8		
9		9		
<b>Patrol Name</b>		<b>Patrol Name</b>		
1 PL		1 PL		
2		2		
3		3		
4		4		
5		5		
6		6		
7		7		
8		8		
9		9		

# Campsite Inspection

## Echota District Camporee

Troop # : \_\_\_\_\_

Inspection Categories:

Potential    Awarded

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	30
10. General appearance of campsite clean and orderly.	30	
11. U.S., State, and Troop flag properly displayed.	30	
12. Tour plan 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	
<b>Total Possible Points = 420</b>	<b>420</b>	

Scoring Range: 0-299 = Yellow

300-400 = Red

400+ = Blue

