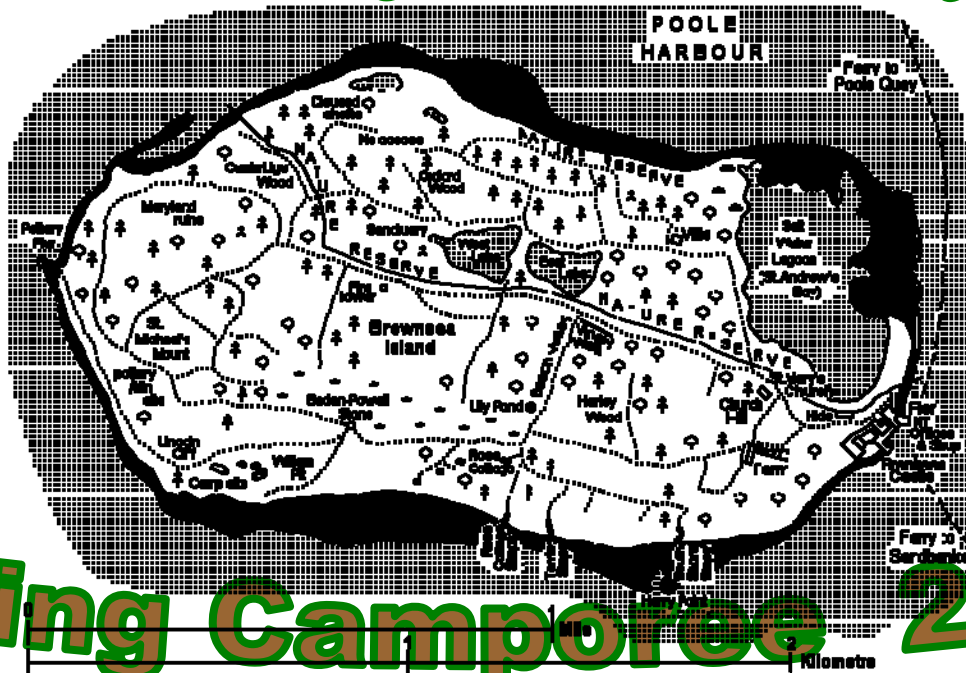


Long Beach Area Council Boy Scouts of
America

Brownsea Island Adventure



Spring Camporee 2010

APRIL 30-MAY 2, 2010

EMERALD BAY

CATALINA ISLAND

Brownsea Island

It should be remembered that the camp on Brownsea Island was an experimental one; we must not expect to find there all the characteristics that now distinguish a Boy Scout camp from other types of camp. It is surprising, however, how many of the fully developed activities and methods are to be found in use at that first camp.

Brownsea Island is in Poole Harbour, about twenty miles west of the isle of Wight, off

the south coast of England. The island is about a mile and a half in length and some three quarters of a mile wide. It is well wooded, with healthy clearings towards the center.

B-P decided that he wanted a mixed company of boys to see how they would get on together; so he formed his party out of sons of his own friends and some boys selected by the Boy's Brigade officers of Poole and Bournemouth.

B-P described the scheme of training he proposed to follow at the camp: this was under the headings of Woodcraft, Observation, Discipline, Health and Endurance, Chivalry, Saving Life, and Patriotism.

The tents were bell tents; which was almost the only type available at that time. Scouting and the rising interest in camping helped to make the ridge tent know.

Each patrol had its own tent. Each Patrol Leader had a flag with the animal represented on it.

The daily programme was as follows:

6:00 a.m.	Turn out, air bedding, milk and biscuits
6:30 a.m.	Exercises
7:00 a.m.	Notices of day's activities with demonstrations
7:30 a.m.	Clean camp
7:55 a.m.	Parade. Flag break followed by Prayers. Breakfast
9:00 a.m.	Scouting practices
12 noon	Bathing
12:30 p.m.	Lunch
1-2:15 p.m.	Rest
2:30 p.m.	Scouting practices
5:00 p.m.	Tea
6:00 p.m.	Camp games
7:15 p.m.	Rub down and change
8:00 p.m.	Supper
8:15 p.m.	Campfire yarns. Short exercises (breathing, etc.)
9:15 p.m.	Prayers

9:30 p.m. Turn in. Lights out.

B-P used the Koodoo horn (captured in Mataberland in 1896) to rouse the camp and for signals; several short notes meant "Rally"; a long call meant "Ready".

The exercises used morning and evening were simple ones rather on the lines of those given in Scouting for Boys.

Bathing included water games and the use of two boats.

The rest after lunch was strictly enforced.

The campfire yarns were mostly of B-P's own adventures, many of them were incorporated in Scouting for Boys.

B-P was very keen on getting the boys accustomed to night conditions; hence the night picket, when B-P himself might try to get into the camp from outside the boundaries. One day he told the boys that he was going to "invade" the island and they were to stop him. As he passed under a big tree, a command "Halt" came from above, and there was Donald B-P, who thus had the distinction of capturing his uncle. B-P used this incident as a good example of the wisdom of looking up as well as around.

There were various competitions, some between the Patrols and some for an individual prize. Thus a prize was given for the best collection of leaves of trees with their names. Another was given for observation tests. Many different practices and competitions in observation were carried out; indeed B-P seems to have put most stress in the training on observation, tracking, stalking and similar forms of Scouting.

B-P said: "The troop of boys was divided up into "Patrols" of five, the senior boy in each being Patrol Leader. This organization was the secret of our success. Each patrol Leader was given full responsibility for the behavior of his Patrol at all times, in camp and in the field. The Patrol was the unit to work or play, and each patrol was camped in a separate spot. The boys were put "on their honour" to carry out orders. Responsibility and competitive rivalry were thus at once established, and a good standard of development was ensured throughout the Troop from day to day. The troop was trained progressively in the subjects of Scouting.

The practice was then carried out in competitions and schemes.

Discipline was very satisfactory indeed. A "court of honour" was instituted to try any

offenders against discipline, but it was never needed. In the first place the boys were put 'On their honour' to do their best; in the second place, the seniors boys were made responsible for the behaviour of the boys forming their patrol. And this working perfectly well."

In his draft report he noted how easily boys of such contrasted social conditions had mixed. This experience impressed him deeply; out of it grew the basic idea of the fourth Scout Law.

Each day had a different theme camping, observation, wood craft and so on. Under camping such things as how to make a natural shelter out of branches, twigs and leaves, knotting, fire lighting and cooking were undertaken

Below is an outline of the programme which BP produced for the camp.

Preliminary

DAY 1

After settling into camp, formation of patrols and distribution of duties, orders etc each subject of the camp was explained with demonstrations. Patrol Leaders received a special course of instruction in the field for them to impart subsequently to their Patrols

Camping

DAY 2

Camp resourcefulness. Hut and mat making. Knots, Fire-lighting, cooking, health and sanitation. Endurance. Finding way in strange country. Boat management

Observation

DAY 3

Noting and memorizing details near and far. Landmarks etc. Tracking. Deducing meaning from tracks and signs. Training eyesight, etc

Woodcraft

DAY 4

Study of animals and birds, plants, stars, etc, stalking animals. Noticing details of people. Reading their character and condition

Chivalry

DAY 5

Honour, code of the knights. Unselfishness. Courage. Charity and Thrift. Loyal to King and to Employers or Officers. Practical chivalry to women. Obligation to do a "Good Turn" daily and how to do it

DAY 6

Saving a Life

From fire, drowning, sewer, gas, runaway horses, panic, street accidents etc. Improvised apparatus. First Aid etc

Patriotism

DAY 7 Colonial Geography. History and deeds that won the empire. Our Navy and Army. Flags, medals. Duties as citizens. Marksmanship. Helping Police etc.

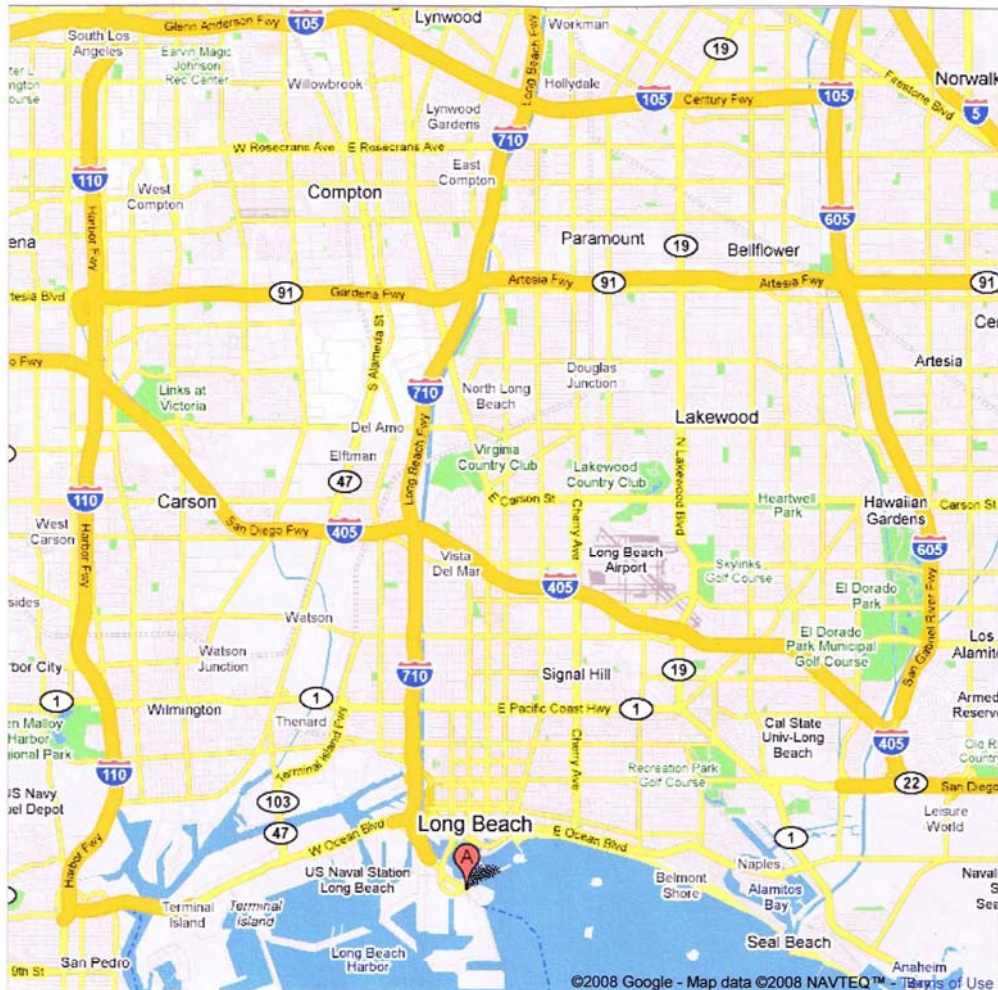
Games

DAY 8 Sports comprising games or competitive practices in all subjects of the camp

Directions & Map to Camporee

Catalina Classic Cruises

Located at the Queen Mary
in the
Catalina Express Terminal



1046 Queens Highway, Long Beach, CA 90802

Directions: Take the 710 Fwy South into Long Beach. Stay in right lane, follow all signs to Queen Mary which will lead you to the Catalina Express terminal at the Queen Mary.

Parking rates:

0 – 29 minutes: Free

30 – 59 minutes: \$3

60 min and after: \$12

Overnight: \$15/night

PATROL COMPETITIONS

Saturday

PIONEERING

Scout Teams have to build a pioneering tower that will support an object. In order to produce a good model, the scout has to tie lashings that are tidy, tight, and clean. This is a challenging contest which is used to determine patience, lashing skills, and innovation.

POOLE HARBOUR RELAY

Each scout in the patrol will kayak one leg, or lap of the competition. Up to six scouts can be accommodated. Larger patrols will chose which scouts will compete. In patrols with fewer than 6 scouts, one or more scout will do more than one lap.

INJURIES

A Scout patrol member crosses Yorkshire County and encounters a stampede of wild horses in a dell and is knocked down. The patrol member lays down unconscious, is bleeding, has a broken bone, but must be moved quickly to a safer area away from the wild horses. The patrol must perform first aid in the proper way and order and move the victim to a safe area. Timed and graded for correct 1st aid treatment.

LIFELINE THROWING CONTEST

Short lengths of rope are in a pile. They must be tied together with the correct knots and coiled and thrown to reach your buddy who must then be pulled in. A member of the patrol will place the lifeline around the buddy so that the rest of the team can pull it to “shore”. Time to see how long it takes each patrol. No points if the line fails when they pull the victim in.

WOOD SPLITTING CONTEST

Relay race, 1st member steps up and splits board in half. Then puts ax into chopping block and runs back and touches the second member of the patrol. That member runs up and splits a half. Then he runs back and touches the 3rd member, etc. Up to 8

patrol members (smaller patrols can run twice through). **Scouts MUST have Totin' Chip card on them to participate.**

WATER BOILING CONTEST

Patrols are provided with a supplies for boiling water. Patrols may make a fuzz stick for starting the fire. Scouts may lay any fire they chose. One match is allowed for lighting the fire. Each additional match used adds 5 seconds to the time. The event is timed from the starting signal until the water boils.

COMPASS COURSE

The patrol is on a desert hike in Africa in the middle of the day where the temperature is 105 degrees. The scouts need to get the message to the Troops that the enemy is approaching. While hiking, the scouts run low on water; mouths and bodies are drying out and the early stages of heat exhaustion are setting in. The only chance they have to deliver their message and save the troops is to find water as quickly as they can. Each member of the patrol receives a ticket with a compass bearing on it, where they must find their way through a maze of letters in the correct order, to find water to be able to continue on their journey.

KIM'S GAME

Observation contest. The Patrols will get to view 30 objects for 2 minutes. At the end of the time, the objects will be covered with a tarp, and the Patrol will have 15 minutes to list as many of the items as they can remember.

MEASURE IT AND TELL IT

This event will test a Patrol's ability to pace off distances, determine the height of structures and trees and the perimeter of an area without measuring tools. The second part of the contest will be to transmit a message given by the judges from one half of the patrol to the other half correctly. The patrol will use cards with dots and dashes on them.

WATER TRANSPORT

The Patrol must transport potable water from an "underground spring" back to their camp. The quality of the spring water is in doubt. In order to prevent contaminating their own equipment, the Patrols will only be allowed to use the items they find near the spring to transport the water. The transported water will be purified at a later time. This will test the Patrols ability to demonstrate the following points of the Scout Law: Helpful, Thrifty, and Clean. The Patrol must work together to transfer the most water in the allotted amount of time.

TROOP COMPETITION

SATURDAY 4-5 PM

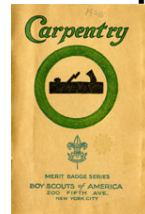
COMMUNIQUE TO BADEN-POWELL

This is a relay race between all the Troops which will include multiple legs of Kayaking, Canoeing, Knots, Running and various Scout Skills that will challenge all aspects of the Troop. Winners will be judged on time and message delivery accuracy. There will be special awards for 1st, 2nd, and 3rd place winners.

EVENTS/MERIT BADGES

Sunday

The 2010 Historical Merit Badges and their requirements are:



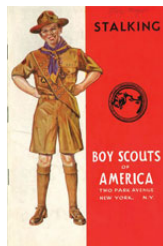
Carpentry — First offered in 1911. Discontinued in 1952.

1. Demonstrate the use of the rule, square, level, plumb-line, mitre, chalk-line and bevel.
2. Demonstrate the proper way to drive, set, and clinch a nail, draw a spike with a clawhammer, and to join two pieces of wood with screws.
3. Show correct use of the cross-cut saw and of the rip-saw.
4. Show how to plane the edge, end and the broad surface of a board.
5. Demonstrate how to lay shingles.
6. Make a simple article of furniture for practical use in the home or on the home grounds, finished in a workmanlike manner, all work to be done without assistance.



Signaling — First offered in 1910. Discontinued in 1992.

1. Make an electric buzzer outfit, wireless, blinker, or other signaling device.
2. Send and receive in the International Morse Code, by buzzer or other sound device, a complete message of not less than 35 words, at a rate of not less than 35 letters per minute.
3. Demonstrate an ability to send and receive a message in the International Morse Code by wigwag and by blinker or other light signaling device at a rate of not less than 20 letters per minute.
4. Send and receive by Semaphore Code at the rate of not less than 30 letters per minute.
5. Know the proper application of the International Morse Code and Semaphore Codes; when, where, and how they can be used to best advantage.
6. Discuss briefly various other codes and methods of signaling which are in common use.



Tracking—First offered in 1911 as Stalker. Discontinued in 1952.

1. Demonstrate by means of a tracking game or otherwise, ability to track skillfully in shelter and wind, etc, showing how to proceed noiselessly and “freeze” when occasion demands.

2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic. That does NOT mean a pet, but could be a cow or goat.

3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust or mud, far enough to determine the direction in which they were going, and their gait or speed. Give names of animals or birds trailed, their direction of travel, and describe gait and speed.

4. Submit evidence the he has scored at least 30 points from the following groups: **[Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c)].**

Make (take) a clear photograph of:

- (a) Live bird away from nest.....4 points
- (b) Live woodchuck or smaller wild animal3 points
- (c) Live wild animal larger than woodchuck 4 points
- (d) Live bird on nest 3 points
- (e) Tracks of live wild animal or bird2 points
- (f) Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back or each..... 2 points

**NO PETS
QUALIFY**

You may take more than one photo of different wild animals to have a score of 30 total points.

To be able to complete this Merit Badge at Camporee, you will need to take pictures and bring copies to the Camporee to show the Merit Badge Counselor.

Make a Plaster cast _____ **2 pts.** _____

Group A

Take a photo of a bird away from the nest _____ **4 pts.** _____

Group B

Take a photo of a small wild animal _____ **3 pts. *** _____

Group C

Take a photo of a larger wild animal _____ **4 pts. **** _____

Group D

Take a photo of a live bird on a nest _____ **3 pts.** _____

Group E

Take a photo of a live wild animal or bird _____ **2 pts.** _____

Group F

Total

* Squirrel, opossum, raccoon, skunk, rabbit

Must be at least 30 Points

** Coyote, bison, fox, wolf, bobcat, mountain lion, etc.

For all 3 Merit Badges, the portions of the Merit Badge that can be completed at Camporee are **highlighted in yellow**.

You will be able to earn partial for Carpentry, and make the final item at home, then show your item to a Carpentry Merit Badge Counselor for final signoff.

You will be able to complete 2 parts of the Signaling at Camporee. After being instructed in use of Morse code, Wigwan, and Semaphore, you can go back to your Troops and practice to complete the other items which have a time component to them.

IF, you take photos of wild animals per the above requirements, you may bring them with you, and you can complete the Tracking Merit Badge at Camporee.

There will be signup sheets for all three Merit Badges, when the sheet is filled up, the class is full. You will be able to sign up on Saturday for the Sunday Merit Badges.

COURAGE/TRUST ACTIVITIES

BLINDFOLDED HIKE

Other Activities as available

BROWNSEA ISLAND GAMES

OBSERVATION SKILLS - OLD SPOTTY FACE

PREPARE SQUARES OF CARDBOARD DIVIDED INTO A DOZEN SMALL SQUARES. EACH SCOUT TAKES ONE AND A PENCIL AND GOES OFF A FEW HUNDRED YARDS. THE UMPIRE TAKES A 3" BY 4" SQUARE OF CARDBOARD DIVIDED INTO 12 SQUARES. HE STICKS ON 6 HALF INCH DIA. CIRCLES. HOLDING UP THE CARD HE ADVANCES SLOWLY TOWARDS THE SCOUTS. THEY DRAW ON THEIR PAPER WHERE THE DOTS ARE AS SOON AS THEY CAN SEE THEM. THE ONE WHO IS THE FURTHEST DISTANCE WHO GETS IT RIGHT WINS. TEACHES LONG SIGHT OBSERVATION.

A WHALE HUNT

A WHALE IS MADE OF A LARGE PIECE OF WOOD. PATROLS TRY TO HARPOON THE WHALE.

CHIVALRY

Jousting on platforms.

CAMPFIRE

Story of Baden-Powell to open campfire.

Brownsea Island Adventure

Camporee Schedule

FRIDAY, April 30th

4:00 P.M.	Check in at Catalina Cruise Lines, Long Beach
5:00 P.M.	Boat Departs Long Beach
7:30 P.M.	Boat arrives in Emerald Bay
8:00 P.M.-10:00 P.M.	Friday Welcoming Campfire
10:30 P.M.	Cracker Barrel - Scoutmaster and SPL
11:00 P.M.	Lights out

SATURDAY, May 1st

6:30 A.M.	Reveille
7:00 A.M. - 8:30 A.M.	Raise Colors/Breakfast - assemble Parade Ground
8:30 A.M.	Leaders meeting
9:00 A.M.	Opening Ceremony - Announcements for the Day
9:30 A.M. - 3:00 P.M.	Campsite Inspection
9:30 A.M. - 12:30 P.M.	Morning Patrol Competitions
12:30 P.M.-1:30 P.M.	Lunch
2:00 P.M. - 4:00 P.M.	Afternoon Patrol Competitions
4:00 P.M. - 5:30 P.M.	Troop Competition
6:00 P.M. - 7:30 P.M.	Strike Colors/Dinner Assemble Parade Ground
7:30 P.M. - 8:00 P.M.	Serpentine
8:00 - 10:00 P.M.	Campfire and Awards
10:30 P.M.	Cracker Barrel - Adult Leaders & Staff
11:00 P.M.	Lights out

SUNDAY, May 2nd

6:30 A.M.	Reveille
7:00 - 7:45 A.M.	Raise Colors/Breakfast - Assemble Parade Ground
7:45- 8:30 A.M.	Scout's Own
9:00 A.M. - 12:00	Morning Games and Merit Badge work
12:00 - 1:00 P.M.	Lunch
1:00 - 2:00 P.M.	Clean up and Inspection
3:00 P.M.	Proceed to Parade Ground
3:00-4:00 P.M.	Strike Colors/Closing Ceremony
4:00 P.M.	Load the Boat
5:00 P.M.	Depart Emerald Bay
7:00 P.M.	Boat arrives in Long Beach

INFORMED CONSENT AGREEMENT

I understand that participation in the _____ offered through the
(Activity)

_____ Council, Boy Scouts of America, involves a certain degree of risk. I have

carefully considered the risk involved and have given _____, my (son/daughter),
(Name)

my consent to participate in _____ on _____
(Activity) (Dates)

This form must have both parent/guardian signature(s):

Name (Please print.)

Name (Please print.)

Signature

Signature

Date

Date

Telephone number(s) (area code included) _____

This completed form must be submitted by the Unit Leader to Long Beach Area Council prior to 21 April 2010. These will be submitted with the Patrol/Troop Rosters. At Check-in all Scouts and Scouters will be checked in using the provided roster. If a Scout or Scouter is not on the roster, they will

NOT BE ALLOWED TO BOARD THE SHIP!

Please indicate on telephone numbers if it's a cell, home, work, etc.

Unit Leaders should carry copies of all completed forms for their use. Unit Leaders should also have copies of the Scouts current Medical Forms.

Brownsea Island Adventure Information

Check-In Early

All units shall check in at least one hour prior to departure. That will be no later than 4:00 P.M. for 5:00 P.M. departure. Tickets will be provided to you at time of check in. **ABSOLUTELY NO SIGNUPS WILL BE DONE AT THIS TIME. IF YOU HAVE NOT SIGNED UP AND PAID BY APRIL 9TH, YOU WILL BE UNABLE TO ATTEND THE CAMPOREE.**

Proper Dress

Troops must wear the National Official Scout Field uniform (Class A) when arriving and departing the Camporee, and at meals opening ceremony, campfire, and Scout's Own. Scouts may wear appropriate Activity (Class B) uniforms for Saturday activities in a manner that is appropriate for the activity and weather. There will be inspections given by Eagle Scouts at check-in, Opening Ceremony, Breakfasts, Dinners, Campfire, and all Colors raising and striking, Scout's Own, and departure. Activity (Class B0 uniforms can be worn for all program events and lunches. Points will be taken away from event scores for units not wearing correct uniforms.

National Official Scout Field (Class A) Uniform is:

**BSA tan shirt, long or short sleeve
BSA olive green shorts or pants
BSA olive socks with green or olive top
Red or green shoulder tabs
BSA belt (unless belt is included in pants)**

Activity (Class B) Uniform is:

**Appropriate Troop T-Shirt
BSA Olive green shorts or pants, or swimsuit for water competitions
BSA Belt with BSA pants (unless belt is included in pants)
BSA Scout socks**

Submit Final Roster

Please submit a final Roster of all Scouts, by Patrol and Adults **no later than April 21st**. Please note which people are Scouts and which are Scouters (i.e. Adults). Forms are included with this package in the back. These rosters will determine what platform tents your Troop will be assigned.

Carpool & Parking Information

Parking is available in the Queen Mary Parking area. **It is recommended that you carpool to the Queen Mary Parking lot. The parking fee is \$12.00 per day; however this is not included in your Camporee fee.** You might want to have the Troop and equipment dropped off and have drivers come back on Sunday night to pick them up.

Troop and Patrol Flags

All units shall attend colors with their Troop Flag, and Patrol Flags. Patrols shall bring their Patrol Flags to all competitions.

All Units be Self-Contained

All units should be self contained (i.e. all equipment, clothing, etc.). No food, tents, cooking equipment is needed or allowed. The trading post will be open for snacks and other items.

No Open Flames

No open flame type light (candles, propane, etc.) will be allowed in any tent. Flashlight or battery lanterns are recommended.

No Fuel on Cruise Ship – Federal Law

No fuel or flammable liquids will be allowed on the Catalina Cruise Ship. It is expected that battery operated lights will be used.

Check Out:

Check out is scheduled to begin at approximately 3:00 pm Sunday.

Your campsite must be inspected prior to your departure by a member of the Camporee staff. Leave No Trace principles are in effect camp wide all weekend. As with any Scouting activity, it should be left in as good or better condition than when you found it. Upon checking out you will receive your patches.

Scoutmaster's Corner



All Leaders will be responsible for their Scouts from departure to their return home. Buddy system must be followed at all times. Please reinforce this with your unit in the weeks leading up to the Camporee. Patrol Leaders will be responsible for their Patrols during the events, competitions and activities. During Competitions any Scoutmasters observed instructing, helping, or leading will earn their Patrol a deduction of points for that competition.

Tour permits must be filed with the Long Beach Area Council Scout Office. A copy of tour permit must accompany the final Roster by April 21st.

Informed Consent Form copies must be in the possession of each Scout Leader and the original must be turned in with the roster by April 21st.

Patrol Rosters are due April 21, 2010 by 5:00 P.M.

Scoutmasters should have their Patrol/Leaders rosters to Brian Morrissey by 5:00 P.M on April 21, 2010. There is one roster due for each Patrol, and a separate one for Adult Leaders. **You will be unable to come to the dock on April 30th and sign up then.** The Rosters will be used to determine what platform tents your Troop will be assigned to. At registration you will be given your assigned camping area.

**Any Questions or Comments about the
2010 Spring Long Beach Area Council Camporee?**

*Long Beach Area Council
Spring 2010 - Camporee Contacts*

<i>Roger Olson</i> <i>Camporee Chair</i>	<i>Brian Morrissey</i> <i>District Executive</i>	<i>Mara Childers</i> <i>Program Chair</i>
(562) 421-9563	(562) 427-0911 x243	562-492-6245
<u>scoutmanroger@verizon.net</u>	<u>Brian.Morrissey@lflmail.org</u>	<u>Maranaz11@yahoo.com</u>

Notes:

On behalf of the 2010 Camporee Committee, we are looking forward to your involvement. Thank you for all that you do for scouting.



LBAC District Spring Camporee 2010 ADULT ROSTER

Troop Number _____ Contact Name _____

Address _____

Phone Number _____ E-mail _____

<u>Adult's Name</u>	<u>Area or Competition they would like to work</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Tour Permit number _____ LDS Unit Checking out Y N

This roster MUST be to Brian Morrisey by 5:00 p.m. on Wednesday, April 21st, 2010. We will use it at the boat to check you in. If a name is not on the roster, the person will not be allowed to board the boat. If you do not have a tour permit, they will NOT be allowed to board. Have your paperwork done before you arrive.

LBAC District Spring Camporee 2010

Troop Number _____ Contact Name _____

Address _____

Phone Number _____ E-mail _____

Patrol Name: _____

<u>Scout's Name</u>	<u>Scout's Age</u>	<u>Scout's Rank</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Tour Permit number _____ Scout's Permission slips attached _____

LDS Unit Checking out Y N

This roster MUST be to Brian Morrissey by 5:00 p.m. on Wednesday, April 21st, 2010. We will use it at the boat to check you in. If a name is not on the roster, the person will not be allowed to board the boat. If you do not have a tour permit, or a Scout's permission slip is missing, they will NOT be allowed to board. Have your paperwork done before you arrive.