

St. Clair District 2002 Fall Camporee

Patrol Leader Guide

Welcome to the 2002 Fall Camporee! The staff hopes that you and your Patrol have fun participating in all of the activities and events, that you learn something about the Lewis and Clark Expedition, and perhaps learn some Scouting skills along the way.

All of the activities during the weekend are patrol-based, which makes your job a very important one. Below are some guidelines for you to follow:

- There is a score-card attached to this guide. Do not lose this card! It is your patrol's admission ticket to each event. *Your patrol cannot participate in the events without a score-card!* Your troop number and patrol name have been written at the top of this card. *Any changes to troop number or patrol name will result in your patrol being disqualified from the competition* and you will not be able to participate in any more events.

The score-card must be returned to Camporee Headquarters no later than 5:30 PM Saturday for your scores to count!

- The Lewis and Clark Expedition travelled roughly 3800 miles from present day Wood River, Illinois to the Pacific Ocean. Your patrol's goal on Saturday is to earn enough miles in the events to travel that same distance. There are "bonus" events where you can make up some miles that you may have lost in the regular events, so it is important for your patrol to get to as many events as possible to earn the maximum number of miles.
- At every event your patrol will also be judged on patrol spirit: using your patrol yell, having your patrol flag, having maximum patrol member participation, teamwork, etc. This will be judged on a scale of 1-10. These patrol spirit scores will be added up for a total spirit score at the end of the day and will be used to decide ties in individual events. If you and another patrol are tied to win a certain event, the staff will look at the total spirit score; the patrol with the highest overall spirit will be the winner.
- There will be one winning patrol in each event and over-all first, second, and third-place awards.
- Adult participation in the events is strictly prohibited! If one or more adults accompanies your patrol, each time one of them does something to "help" your patrol you will lose 50 miles. You need to remind them (nicely, please) to butt out and let you and your patrol do their jobs. If they have a problem with that tell them to go to Camporee Headquarters and the problem will disappear.
- You have been assigned a starting event which is indicated on your score-card. You must start the competition there, but once you have completed that event you may go to any other event in any order you decide. You are encouraged to find events with the least waiting time.
- At each event you (the Patrol Leader) need to do the following:
 1. Have your patrol wait out of the way of any action.
 2. Find the Event Leader and hand him or her your score-card. This registers your patrol at the event.
 3. If necessary, go back to your patrol and wait to be called.
 4. After completing the event, the Event Leader or a judge will give the score-card back to you with that event's score entered.

Have fun and good luck!