

# Gold Rush

## District Camporee 2014

Hosted by Chinook District, OTC

### Leaders Guide

Camp Towanka May 16 - 18

#### Directions to camp:

Camp Towanka is located 2 miles up Middle Creek Road, from the Coos Bay - Roseburg Wagon Road. From Coquille, head out Fairview Road to 4-corners, turn right at 4-corners and proceed to Middle Creek Road. Make a left turn onto Middle Creek Road and go 2 miles. The camp is on your right.

#### Registration Information:

Please pre-register by filling out the registration form and returning it to Jay Schaefer. (541-297-0207). It is important to pre-register so that we know how many Scouts and Scouters to expect and can prepare for everyone.

A registration booth will be set up at the entrance to camp. Everyone will and sign in. All fees will be collected at the registration booth. All camp sites will be assigned on a first come, first served bases.

Please do not send any registration fees with your pre-registration form. We only want to know if your troop is coming to Camporee and how many plan to attend. Your fees can be paid at the registration table at Camporee.

#### Patrol Events:

##### Axe Throwing Miners:

Miners of the Gold Rush era came from all walks of life. Many did not survive the gold fever and the harsh environment that a miner lived in. Those that did considered themselves the toughest around. If you don't believe me just ask one, the only thing tougher, "to swallow that is", is their tall tales of how they survived. But that will be covered later tonight.

Axe throwing is an event in most lumberjack competitions. If a lumberjack can do it, a gold miner can do it better.

##### Rules:

The target consists of five rings. The outside ring is worth one point, the next one in is worth two, then three, then four and finally the bullseye is worth five points. The axe is scored for the value of the outer most ring that it is touching. Each player gets five throws in a game for a maximum score of 25. This perfect score is common in practice, but rare in competitions. Players throw from a line usually placed 6 meters (20 feet) back, but at least one association conducts competitions from 15 and 30 foot distances. **Each scout will need to have a Totin' Chip in order to participate. You will be asked to present it.**

#### Signaling

Patrols will divide themselves into "senders" and "receivers". Each set will be given a laminated page showing the Semaphore Flags alphabet. The 'senders' will be given a card with a message to send. Examples: Scout Law, Scout Oath, etc... 'Senders will use Semaphore Flags to relay their message to the 'receivers'. The 'receivers' write down the message and bring it back to the Station Leader for verification.

(No verbal communication will be allowed once the game is explained.) A bonus point will be given if the patrol can then recite (from memory) the Scout Law, Oath of whatever their card was.

## First Aid

Three to five scenarios can be used. Scout 1 draws a card with a scenario on it. The rest of the patrol must then see what they have in their first aid kits and/or demonstrate how they would handle the situation. Scout 2 would draw the next card and the remaining patrol would handle the situation and so on. Scenarios could be: twisted ankle, large cut, broken arm, hypothermia, heat exhaustion.

The 'victim' would not be allowed to 'help themselves'. It will be up to the rest of the patrol to take care of the victim. (This should show teamwork and not allow just one scout to handle all of the situations.)

## Fire Building & Cooking

Prospectors lived most of the time in the wild, being able to build a fire is a very important skill. Fire is used for both warmth and cooking. At this station patrols will be asked to build a fire and cook out meal. Fire wood, oatmeal and water will be available. Patrols will need to have a pot to cook in, fire starting kit as well as Totin' Chip and Firem'n Chit, for each scout participating. **You will be asked to present them.** Patrols will be scored on team work, preparedness, time, and quality of the fire and oatmeal.

## Gold Panning

Every Prospector had to know how to pan for gold. Panning is used as a way to quickly search an area for color (sign that gold is present), it is also used as a final clean up in many operations. We will be panning for gold, each patrol will be given a sample of dirt to clean and pan out. Each sample will have a certain number of gold pieces present, point will be given for finding all of the gold as well as for team work.

## Prospectors Shelter & Lashing

Every gold miner needs a dry place to get some rest while searching for the best location to stake his claim. Long before building a cabin, a basic shelter may keep you alive during the long wet winters of the Oregon coast. You have managed to acquire a tarp and rope from a mercantile in Coos Bay and have found a nice assortment of short poles suitable for lashing.

You must construct a temporary structure that can withstand the wind and rain while providing cover for several days. Five points will be given for each functional lashing properly completed. Five points will be given for each functional knot properly tied. An additional ten points will be given for using three different lashings. An additional ten points will be given for the use of four different knots. Ten points are available for durability and passing the testing of the station judge.

### LASHINGS (Please look in your BSA handbook for pictures of Lashings)

For the purposes of the Camporee, the following lashings are deemed acceptable:

#### Square Lashing

**Use:** Used to fasten two spars or poles together. The use of the Japanese variant of the Square Lashing is specifically PROHIBITED.

**Diagonal Lashing Use:** Diagonal lashing is used to bind poles together that cross each other but do not touch when their ends are lashed in place in a structure. The use of the Filipino variant of the Diagonal Lashing is specifically PROHIBITED.

## Tripod Lashing

**Description:** A shear lashing around 3 poles.

**Use:** To bind three poles together, for the construction of a tripod. To bind three poles together that contact at the same point in a structure.

## Round Lashing

**Use:** To bind two poles together for the purpose of increasing the length

**Knots (Please look in your BSA handbook for knots. All knots in your hand book are worth points).**

**Clove Hitch** - Should start most lashings except Diagonal Lashing. To end all lashings

**Timber hitch** can also be used to start most lashings.

## Staking Your Claim

All gold miners need to be able to accurately layout and mark the corners of their claims. Each group of Miners (scouts patrols) is responsible to find and locate the corners for their gold claims, accurately or face the possibility of "jumping" somebody else's claim.

\*Care must be taken to insure that magnetic influences are not present.

## Heat for the Camp

As a pioneer and a gold miner you have a responsibility to keep the camp in wood for heat and cooking. This event will test your miner's metal in a test of teamwork and stamina as you will wield a double buck saw to create firewood for the camp. The event will be scored on time and teamwork needed to complete the task.

## Packing a pack saddle

Many Prospectors use pack animals to get to remote locations. Being able to load a pack and balance it is very important as it can mean the difference between getting to where you are going and injuring your pack animal. It is also important to know what you need to take.

Each patrol will be asked to load a pack saddle, using gear provided. They will be scored based on balance of the load, items selected and team work.

**Remember, Scouts should carry their "10 essentials" at all times (you never know when you may need them).**

All Scouts will need to have a Totin' Chip in order to have & use a knife or axe.

All Scouts will need to have a fireman's chit in order to build fires or light a stove.

Totin' chips & Fireman's chits need to be carried on each Scout and presented to any Scouter requesting to see them. *(You will have to have them in order to participate in fire building, cooking & axe throwing.)*

## Troop Challenge :

All Troops are hereby challenged to build & bring a sluice box for the sluice box race during lunch on Saturday. We will set up sluice boxes & race to see which Troop can collect the most gold in a predetermined amount of time.

## Camp sites:

Water is not available at Camp Towanka. Please be sure to bring enough water for your unit for the entire weekend.

Campfire rings are not available. Please bring a fire barrel or other container to have your camp fires in. Remember, leave no trace. **No Unattended Camp fires will be allowed.**

Porta- potties will be provided, two sets for youth and one set for adults. **Please help to keep them clean.**

A camp site inspection will happen sometime on Saturday. Inspectors will be looking for overall appearance & neatness of troop & patrol sites, care of personal & troop equipment, health & sanitation, food handling, cooking area, camp gadgets & gateways

## Campfire Program:

Each unit will be requested to present a song or skit for the campfire on Saturday night. Please submit to the Camp directors what your unit is planning on doing. Extra points will be awarded for quality performances.

## Cracker Barrel:

A leader's Cracker Barrel will be held Friday night for all Senior Patrol Leaders & Scoutmasters. It is important to have your unit represented here as we will be giving instructions on how Saturday's events will be run, as well as a time of fellowship between unit leaders.

## Check-in Times:

The registration table will be available for check-in on Friday, May 16 beginning at 4:30 pm and will stay open until 9:00 pm.

Anyone arriving after 9:00 pm or on Saturday should check in with the Headquarters Camp (Behind the flag pole).

## Schedule:

### Friday May 16, 2014

3:00 pm - 4:30 pm ..... staff prep  
4:30 pm - 9:00 pm ..... Reg / Unit set up  
9:00 pm - 9:30 pm ..... Cracker Barrel at  
..... Headquarters camp  
11:00 pm ..... Lights out

### Saturday May 17, 2014

7:00 am ..... Reveille  
7:00 am - 8:30 am ..... Breakfast in camps  
8:45 am .....Flags, Morning announcements  
9:30 am - 12:30 pm .....Patrols events

12:30 pm - 1:30 pm ..... Lunch in camps  
1:00 pm..... Troop Sluice box race  
2:00 pm - 5:00 pm ..... Patrol events  
5:00 pm - 7:00 pm .....Dinner in Camps  
7:30 pm..... Camp Fire & awards O A call out  
11:00 pm .....Lights out

### Sunday May 18, 2014

7:00 am..... Reveille  
7:00 am - 9:30 am ..... Breakfast & Clean ups  
9:30 am..... Scouts own service  
10:00 am - 12:00 .....Strike camp & go home

## Leaders Performance

As with all Scout events, the object of this event is to give the youth in the district the opportunity to use the Scout & Leadership skills we teach them. So as leaders, we are asking you to let them do just that. We are asking you to let them participate in the events without interference. Please understand that the leaders that are scoring the events are volunteers & human beings just like yourself, subject to human conflict & they deserve the respect of their appointed tasks. The Camporee committee has worked hard at making the

events fair & equitable for all participants. If you have a problem with an event leader, we ask that you bring it to the attention of the District Executive (Jay Schaefer) & not start a conflict with the event leader.

The Camporee committee is asking all the leaders of the Chinook District at Camporee to stake the following Leader's Pledge of Performance:

- \* We will use trucks only for transporting equipment - no passengers except in the cab.
- \* We agree to enforce reasonable travel speed (in accordance with State & local laws) in all vehicles en route & in camp.
- \* We will at all times be a credit to the Boy Scouts of America, & will not tolerate rowdy behavior, horseplay or un- Scout-like conduct, keeping a constant check on all members of our party.
- \* We will respect the property of others & not trespass.
- \* We will maintain high standards of personal cleanliness & orderliness & will operate a clean & sanitary camp, leaving it in better condition than we found it.
- \* We will not bury any trash, garbage or recyclables. All rubbish will be placed in a trash bag & taken to the nearest recognized trash disposal or all the way home if necessary.
- \* We will be certain that all fires are attended at all times.
- \* We will not cut trees or shrubs without specific permission from the land owner.
  
- \* We will not expect any special concessions.
- \* **We will follow all of the Youth Protection Guide Lines including two- deep leadership at all times.**
- \* **We will live by example by adhering to the Scout Oath, Law & Outdoor Code.**

#### List of Volunteer Jobs:

Station leaders for:

Axe Throwing

Signaling

First Aid

Fire building & Cooking

Gold Panning

Jack Rowe

Prospectors Shelter & Lashing

Staking your Claim (Orienteering)

Heat for the Camp

Packing a Pack Saddle

Each Station will need two adults & could use an additional helper or two as well

Camp Staff:

Troop 314 Scouters will man the registration table and assign camp sites.

We need volunteers to lead the campfire on Saturday night.

We need volunteer Judges for the Sluice box Race.