



Lake Minnetonka Fall Camporee 2019 INFORMATION PACKET

Reach for the Moon

Celebrating the 50th Anniversary of the Moon Landing

Friday through Sunday, October 11-13, 2019

Sibley County Fairgrounds, 801 W Chandler St, Arlington, MN 55307.

Neil Armstrong was an astronaut and aeronautical engineer who was the first person to walk on the Moon. He was also a naval aviator, test pilot, and university professor. But first, he was a Scout.

Neil Armstrong didn't stop at the 21 merit badges required for Eagle – he finished with 26—including the Scholarship, Aviation, Pathfinding, and Pioneering Merit Badges. Unfortunately for Neil though, the Space Exploration merit badge wasn't created until 1965—the year he turned 35.

Join us for a great camporee with a focus on exploring aerospace and outer space! There will be competitions, merit badges and more! Plus, we'll have a dessert cook-off featuring astronaut's favorite flavoring... TANG!! More details will be coming soon.

Thank you for your efforts to date and your commitment to putting on a great event for the youth in our district!

Price per Person – \$15 (One price - all day Saturday or stay the weekend).

Check-in starts at 6:00PM Friday and the event runs through 9:00AM Sunday morning. All Scouts and their guests are invited.

Many thanks to our host units Troops 3337, 3424, 5424, 5569 and the District Activities Staff for planning this event.

Activities Include:

- Orienteering (including night orienteering)
- Rocket Build & Launch Contest
- Launch your Custom Rocket
- Styrofoam Glider Competition
- Paper Airplane races
- Merit Badges (all are partial)
 - Astronomy
 - Orienteering
 - Space Exploration
- Scout Skills Stations
- Tang Dessert Competition
- Campfire
- Camporee Patch!

Sibley County Fairgrounds Arlington, MN

Camporee Description

Come join your fellow Scouts BSA, Venturers, Webelos Scouts and their parents from the Lake Minnetonka District for our Fall 2019 Camporee at the Sibley County Fairgrounds.

In 1969, Eagle Scout Neil Armstrong landed on the moon. This year, we commemorate his accomplishment with a Reach for the Moon! Camporee. This is a great camporee with a focus on exploring aerospace and outer space!

There will be competitions, merit badges and more! Scouts, Venturers, and Webelos will have the chance to learn about aeronautics, space, and get hand's-on experience. Attendees will also have the chance to build Scout Skills needed to earn First Class. Plus, we'll have a dessert cook-off featuring every astronaut's favorite flavoring... TANG!!

Location and Directions

Sibley County Fairgrounds, 801 W Chandler St, Arlington, MN 55307. Entrance to the Camporee is located at the corner of 9th Ave NW and W Chandler St in Arlington. Please see the maps and directions located on the camporee resource page http://www.lakeminnetonkadistrict.org/fall-camporee-2019-reach_for_the_moon-oct-11-13-2019/

In July of 1885 the Sibley County Fair directors met to select a location to hold the fair for the next 5 years. The village of Arlington was selected and the fair was held there September 24-26. Prior to that it was in Henderson.

The City of Arlington donated \$1,700 and grounds to keep the fair for the next 5 years. On the grounds, west of the Catholic Church, a half-mile track was built and buildings were constructed to house exhibits. The grounds were to be used for both the fair and also as a park.

Cost Per Person

\$15.00 **Saturday Activities only** (no overnight)

\$15.00 **Tent Overnight + Saturday Activities** - over night tent camping either Friday or Saturday, or both nights. includes Saturday Activities

General Information

Attendance All Lake Minnetonka ScoutsBSA , Venturer, and Webelos Scouts and their parents, are invited to participate.

Check-in Friday evening beginning at 5:00PM, or Saturday morning 8:00-8:45AM see the 'Schedule of Events' below. Registration must be made online. No on-site registrations will be available.

Tent campsites are assigned at check-in. Tent campsites do not have fire rings or picnic tables.

One adult leader (i.e., Scoutmaster) and one youth leader (i.e., SPL) should check-in

your entire unit at one time.

At check-in, you will be asked to provide:

- o **The Unit Attendance Form** (attached to this Informational Packet) with the names of all Scouts and adults planning to participate in the program and your patrols.
 - o **All medical forms** for each participant must be kept on-site, secure, and accessible.
 - o **A list and time of visitors** (non-Scouters) visiting camp.
 - o **The time you plan to check out**, so we can inspect your campsite.
- Tent campsites are assigned at check-in. Tent campsites do not have fire rings or picnic tables. Every effort will be made to assign your unit to a campsite appropriate for the size of your unit. We ask that you set up your campsite in the area designated for you. We have planned the locations of our program areas to minimize the amount of traffic through your camping areas and to avoid having distractions too near to the program areas.

Camp Fees	Included in the base fee.
Parking Fees	Included in the base fee.
Meals	Bring your own food and cooking equipment for all meals. Camping areas do <u>not</u> have fire rings or picnic tables. Water is available at the Headquarters. Propane stoves and charcoal grills are allowed. Fire safety rules apply.
ONLINE Registration Deadline	Wednesday, October 9, 2019 @ 10am
Merit Badges	<p>Scouts can earn <u>partial credit</u> for the Astronomy, Orienteering, and Space Exploration. Bring Scoutmaster signed BLUE CARD.</p> <ol style="list-style-type: none">1. Print the Astronomy Merit Badge worksheet http://www.lakeminnetonkadistrict.org/wp-content/uploads/2017/11/Astronomy.pdf2. Print the Orienteering Merit Badge worksheet http://www.lakeminnetonkadistrict.org/wp-content/uploads/2017/11/Fishing.pdf3. Print the Space Exploration Badge worksheet http://www.lakeminnetonkadistrict.org/wp-content/uploads/2017/11/Nature.pdf

Activities & Competitions Offered During Rotation

- Astronomy Merit Badge (Rotation 3)
- Space Exploration Merit Badge (Rotation 2)
- Orienteering Merit Badge (Rotation 2)
- Orienteering Course
- Scout Skills – work on skills for Tenderfoot through 1st Class (Rotation 2)
- Styrofoam Glider – each unit will be provided one Styrofoam glider to complete for longest flight time (Rotation 1)
- Paper Airplane Contest (Rotation 1)
- 2-Liter Rocket Contest (Rotation 1)
- Build & Launch Contest – rockets will be provided for all Youth to build and compete on-site in a timed competition (Rotation 1)
- Launch your Custom Rocket – Patrols or Units can build their own custom rocket to be launched (Rotation 1)
- Drones: Mighty Drones demonstration & races. (Rotation 3)

Gateway Competition	Decorate your campsite entrance! Show you Scout Spirit and Unit Pride. Sites will be judged on Saturday afternoon and winners announced during Campfire Program and Awards.
Dessert Competition	We are looking for the best troop/crew/team Dutch oven dessert. See below for additional information, rules, and the judges' form
Campfire program	Your troop/ patrol/ crew is encouraged to do a skit or song at the Saturday night campfire program. Skits need to be submitted by Noon on Saturday to Brian Klein at HQ (Heritage Building).
1st Aid	Please have the proper medical forms and permission slips handy for every Scout when you check in. The medical form is found on the camporee resources page. Onsite 1 st Aid can be found at HQ (Heritage Building).
Fires	No campfires or cooking fires are permitted at the campsite. Units should plan on using propane, white gas, or other similar fuel stove for cooking. The only fire permitted will be the Saturday evening Camporee Campfire.
ScoutBSA Medical	http://www.lmdbsa.org/wintercamporee
Webelos Medical	http://www.lmdbsa.org/wintercamporee
Uniforms	Scouts and leaders are expected to be in full Class A uniform for Saturday opening event and evening campfire programs.
Bring	<ol style="list-style-type: none"> 1. Bring your tents, shelters, sleeping bags, pads, food, stoves, cooking utensils, insulated containers, beverages, cups and silverware. Water bottles, flashlights, rain gear, compass. Remember – there are no tables or chairs. Camp chairs recommended. 2. Bring your Dutch oven for the dessert cooking contest. See the “Dessert Cooking Contest” rules found below. 3. Bring your own rocket for the Launch your Custom Rocket 4. Bring 2-Liter Bottles and materials for your Bottle Rocket Launch
Parking	Parking for your vehicle and trailer is available. See the “Map of Sibley Fairgrounds” for parking locations on the camporee resources page

Patch



Camporee Policies

The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that Scouts know and understand these rules. Anyone violating them may be asked to leave the camp.

Behavior: Scout Oath and Scout Law – applies to all Scouts and Scouters. Please emphasize the “good sport” and “do your best” aspects of Scouting. First and foremost, we’re here to have fun.

Vehicles: Speed limit is 15 mph. No passengers in back of truck or trailer. Vehicles are limited to main roads and parking areas only. Trailers, if brought, must stay with vehicle parking in designated parking areas.

Firearms: Personal firearms, ammunition (live or expended), explosives, fireworks and toy weaponry are prohibited.

Conservation: Please conserve our natural resources. No cutting of brush or standing timber is allowed.

Adults: At least one responsible adult (21 or older) must be in camp at all times.

Knives: NO straight-bladed knives are allowed in camp.

Lights out: Scouts are not allowed out of their site after lights-out with the exception of to-and-from the latrines. Please respect others during lights-out. Scouters are asked to bring roaming Scouts HQ (Heritage Building) after lights-out.

Radios: No radios, stereos, tape players, headsets, Game boys or related electronics, etc. are allowed in camp. Cell phone use by youth should be kept to a minimum.

Registration of Units Outside of Lake Minnetonka District: Registration is open to units outside Lake Minnetonka District.

Refund Policy: Refunds will be made at the discretion of the event chairman.

Schedule of Events

Friday

5:00 - 8:00	Check-in and set-up camp
8:30 – 9:00	Cracker-barrel for Staff, SPLs and SMs at HQ (Heritage Building)
	Get Schedule changes and details
9:00 – 11:00	Movie Night: “First Man” at HQ (Heritage Building)
11:00	Taps/Lights-out

Saturday

7:00	Reveille
7:00 - 9:00	Breakfast and clean-up
8:00 - 8:45	Check-in for Saturday-only participants
8:30	Staff Briefing in HQ (Staff & Host Unit SPLs)
9:00	Flag raising at HQ
9:00 - 11:00	Activity & competition rotation (rotation 1)
11:00 - 1:00	Lunch – (Troops turn in skits and songs to the OA team for campfire program at HQ)
1:00 - 3:00	Activity & competition rotation (rotation 2)
3:00 - 5:30	Activity & competition rotation (rotation 3)
5:30	Colors retired
5:30 - 6:30	Meal Preparation
6:30 - 8:00	Dinner and Clean-up
7:00 - 7:30	Dessert competition judging in HQ
8:00 - 9:00	Campfire Program and Awards
9:00	Troop reflections
9:00 – 11:00	Astronomy merit badge - Sky Watch/Orienteering
11:00	Taps/Lights-out

Sunday

7:00	Reveille
7:00 - 8:00	Breakfast and clean-up
8:30 - 9:30	Break camp, clean-up and checkout with Commissioner camp site sign off

Registration online: <https://scoutingevent.com/250-lm2019fallcamporee>

Camporee Scholarships

Scholarships are available for Scout families in need. Unit leaders, please contact
Your requests will remain confidential.

**REMEMBER THE BUDDY SYSTEM AND BE SAFE AT ALL TIMES.
HAVE FUN! “SCOUTING IS A GAME WITH A PURPOSE.”**

Evaluation for the Youth to turn in at checkout

Question 1: Please evaluate. (Circle one)

	Much better Than expected	somewhat better than expected	Expected	somewhat worse Than expected	Worse then expected
Info available before event	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Program	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Facility	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Comments

Question 2: Things we liked about this camporee _____

Question 3: Things we didn't like about this camporee _____

Questions 4: If your unit was a **host troop/unit** please rate your experience? (Circle one)

	Much better Than expected	somewhat better than expected	Expected	somewhat worse Than expected	Worse then expected
Meetings and Info available <u>before</u> event	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tasks assigned to us	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Expectations of our unit the weekend of the event	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Communications from district	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

What could be done to enhance the Host Troop experience? _____

Question 5: Do you have any ideas for future camporees? _____

Please turn in at checkout. Thanks for your comments.

Dessert Cooking Competition

Your dessert must be prepared on-site on Saturday, October 12
You may any other outdoor preparation method. Good Luck!

Grading Criteria

I. Plate Presentation

A. Overall Taste (flavor)	____/25
B. Texture*	____/20
C. Plate Layout / Space Ingredient*	____/20
Total	____/65

II. Scout Presentation

A. Clean Hands/Fingernails	____/10
B. Uniform*	____/10
C. Pride/Scout Spirit / Story*	____/10
D. Recipes (typed neatly/easy to read)	____/5
Total	____/35

Grand Total ____/100

Comments:

***Definitions:**

Texture – Mouth feel. Is it mushy when it should be firm (for example, in a stew a carrot should be “al dente” or firm to the bite and the carrot should not be mushy).

Plate Layout – Eye appeal. Are there a variety of different colors or is there one color that overpowers all the other colors on the plate? There should be a variety of different colors. Does it look appetizing? How does it use the TANG ingredient (be creative!)

Your Uniform – Is it tucked in (neatly), CLEAN, Neck wear (neckerchief/bolo tie).

MUST USE DUTCH OVEN TO QUALIFY

Campsite Inspection Form Troop _____

An organized and safe campsite is the key in surviving the outdoors. Troop campsites will be judged on the following criteria:

I. Campsite Identification (15 points)

- _____ American Flag
- _____ Troop Flag
- _____ Gateway with troop sign

II. Campsite and sleeping arrangements (20 points)

- _____ Tents pitched by patrol
- _____ Campsite neat and orderly

III. Health, safety and sanitation (30 points)

- _____ Cooking area clean
- _____ Dishes washed and put away
- _____ Food properly stored
- _____ Garbage picked up
- _____ First aid kit easily seen
- _____ Fire plan posted
- _____ Fuels properly stored
- _____ Wood tools properly stored

IV. Menu planning, Duty roster (15 points)

- _____ Menu for all meals
- _____ Duty roster posted

V. Campsite Improvement (5 pts each)

- _____ Campsite improvements made by Scouts (lashings, etc). Examples include a built utensil rack, pack rack, table, seat, fire bucket holder, wash bin holder,

VI. Camporee Theme (up to 20 pts)

- _____ Campsite and/or Scouts are tied to the Camporee Theme. Examples includes: custom gateway, Scouts in costume, patrol camping area names, Menu names, duty roster names

Competition Rules

Rocket Build & Launch Contest – Rockets will be provided to each youth participant. Rockets must be built using the materials (tube, fins, etc) that are provided in the work area. No extra fins, motors, etc may be used in building the rocket. Participants will have exactly 15 minutes to build the rocket from the starting whistle – late arrivals will not have additional time.

Launching – participants will be launched at one of the launching stations provided by the camporee staff

Judging – contestants will be judged based on total flight time, as observed by the launch staff. Total flight time is from ignition to ground hit /visible loss of sight. In the event a rocket does not launch, explodes, or otherwise does not sustain flight, the participant is disqualified

Styrofoam Glider Competition – 1 Styrofoam Glider of (xxxx model) will be provided to each unit for competition. Gliders will be provided Saturday morning. Participants can modify the Glider in any safe manner other than adding powered flight (no motors, rockets, etc). Winners will be judged on greatest flight time.

Paper Airplane races – Participants must use an 8.5”x11” sheet of 20lb paper (provided). Any method of folding, etc is permitted. Airplanes must be launched by hand and cannot be powered (no motors, rockets, etc). Winners will be judged on greatest flight time.

Launch your Custom Rocket

Have you ever build, launched, and recovered a model rocket? Rocketry is a fun, exciting activity for Patrols and Troops. At Fall Camporee, your Patrol can compete for the **BEST CUSTOM ROCKET!**

Patrols or Units who will to compete in the Custom Rock Launch will be able to build and enter a custom rocket (C or smaller motor). Rockets should be prepared prior to the Camporee. Participants should bring their own rocket launch pad/system (unless you decide not to launch).

The rocket should be built prior to arrival at the launch site and Scouts must provide their own appropriate class A, B, or C rocket engine.

Judging Criteria

I. Rocket Presentation

A. Overall Rocket Appearance _____/20

B. Innovation Design / Complexity _____/20

C. Total Flight Time _____/35

1 pt for each second of flight above 45 seconds

Total _____/75

II. Scout Presentation

A. Clean Hands/Fingernails _____/10

B. Uniform* _____/10

C. Pride/Scout Spirit / Story* _____/10

D. Photos/Display(typed neatly/easy to read) _____/5



Rocket Launch Safety Rules

Remember that only adults are allowed to handle the engines. Ensure that you review the rocket kit instructions and select the recommended engine size. Watch this video for a very good briefing on prepping rockets prior to launch: <https://youtu.be/hC6evC1N05c>.

Rocket Launch Safety The safety of our youth, volunteers, staff, and employees is an important part of the Scouting experience. Only adults are allowed to handle or load rocket motors. Adults should always closely supervise ALL rocketry building, launching, and recovery activities.

[National Association of Rocketry \(NAR\) Safety Code](#) and other safety guidelines will be followed:

- Launch safety – countdowns, 15-foot safety circle
- Launchers – End of launch rod must be above eye level.
- **Motors.** I will use only certified, commercially-made model rocket motors, and will not tamper with these motors or use them for any purposes except those recommended by the manufacturer.
- Launch site – 400-foot open area required for a type C engine; monitor wind and dry grass conditions
- Every rocket should be safety inspected prior to launch.
- If a rocket misfires or does not launch, be sure to wait a minimum of 60 seconds before approaching it.
- Lightning, winds, or any adverse weather should immediately stop the launch.
- Recovery safety – Do not attempt recovery from power lines, tall trees, etc.
- In case of inclement weather, the launch will be rescheduled. BSA Guide to Safe Scouting policies must be followed.



Main areas for Camporee use are outlined in Red.

Troop Trailer Parking available in parking lot.

Campsites in Midway area.

Heritage Building next to campsites will serve as HQ, First Aid, Movie Theatre & activity site.

Rocket Launches, Gliders/Planes & Drones will be at Race Track and Horse Arena areas.

Blue squares are restrooms.