

2019 Eagle Trail District Camporee



Scout Commander



Senior Patrol Leader's Guide

March 22 - 24, 2019

Camp James Ray Scout Reservation

Pottsboro, Texas

Event Contacts

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About Camporee

Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year's Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. All events will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete.

The 2019 Camporee theme is "Scout Commander" and is based on the popular Duck Dynasty TV show. The activities and events will reflect this theme. ***The wearing of camouflage and beards is highly encouraged and may play a role in Scout spirit bonus points awarded at some stations.***

About This Guide

This guide is intended to provide you, as the SPL, with the information you need to help lead your Troop through the Camporee event including pre-Camporee planning and preparation. It includes a schedule along with a description of each event. It also includes a checklist to aid you in leading your Troop in the weeks and months leading up to the event.

You should take the necessary time to review all of the information contained in this guide and then work with your PLC to develop a plan to ***Be Prepared*** for Camporee. Should you have questions about anything in this Guide, contact your Scoutmaster to seek clarification.



2019 Eagle Trail District Camporee



Scout Commander Schedule of Events

Friday, March 22, 2019

5:00 pm – 9:30 pm	Check in at Headquarters, Campsite setup
10:00 pm – 10:30 pm	Scoutmaster and SPL Cracker Barrel
10:45 pm – 11:00 pm	Staff meeting
11:00 pm	Lights Out – Scouts in tents and quiet

Saturday, March 23, 2019

6:30 am	Wake up
6:30 – 7:45 am	Breakfast at Campsites
7:45 am	*Camporee Opening & Opening Flags (Class A, Unit and Patrol Flags)
8:00 am – 9:00 am	Duck Blind Building at Campsites
9:00 am – 10:00 am	*Far Buildin' at Sports Field^
10:00 am – 12:30 pm	*Patrol Events
12:00 pm	Patrol Flags and Unit History Displays Due at Activity Center
12:30 pm – 2:00 pm	*Lunch at Activities Center
2:00 pm – 4:00 pm	*Patrol Events
4:00 pm	*Outhouse Races at Sports Field
5:00 pm	Early Departure Check-out at Headquarters
5:00 pm	Dinner at Campsites
6:00 pm	Drop off Cook Off entries
6:30 pm	*Camporee Awards & Closing Flags (Class A, Unit and Patrol Flags)
7:00 pm	*OA Call Out at OA Fire Ring
	*Scout Commander Theater (Campfire skits)
	Brotherhood walk after OA Call Out
10:00 pm	Scoutmaster / SPL Staff Cracker Barrel
	Dutch Oven Award / Campfire Skit Award
11:00 pm	Lights Out – Scouts in tents and quiet

Sunday, March 24, 2019

6:30 am	Wake Up
8:45 am	*Interfaith Worship
10:00 am – 11:00 am	Break Camp & Checkout with OA

SPL attendance is expected at the highlighted items above.

**Designates camp-wide activities which should be attended by all members of all units*

^All Troops will attend and compete together in the Far Buildin' activity at 9:00 am on Saturday morning. Patrols should remember to bring the needed supplies to this event (see checklist on page 10 of this guide). After this activity has concluded, patrols may choose which event to compete in next. If that event is full when they arrive, they must pick a different event and return to that event later in the day.

All events except for the Outhouse Race must be completed by 3:45PM. At 4:00PM the Outhouse Race will begin.

Unit (Troop Level) Competitions

You should work with your PLC to prepare for and actively participate and compete in each of the following Troop events, each of which will need to be worked on during the weeks and months leading up to Camporee weekend.

Patch Design Contest

We are asking Scouts to submit a design for the 2019 Camporee patch based upon the theme, Scout Commander. The submitted rendering need not be artistically perfect but rather just an idea or sketch to be considered. Our patch vendor can take even the crudest of drawings and use the idea behind it to draft a very professional looking patch. Please encourage your Scouts to submit their ideas to [Curtis Mitchell](#) or [Joe Vanek](#) no later than January 15, 2019 for consideration. The person whose design is selected will win a \$50 gift card.

Duck Blind Building Competition

Troops will construct duck blinds instead of gateways in the campsite. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage. See the evaluation form for additional details on the requirements.

Build-It, Bring-It: Outhouse Race

Don't be a party pooper. Let's get this "potty" started by entering your patrol in the outhouse race. Design and build a person powered outhouse capable of withstanding multiple races. How creative can you be using the construction requirements? There will be awards for the most creative design, best decorated and, of course the winners of the races. The painting and decorating of outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to 9:00 am to be eligible for the Party Pooper Award. Judging will occur in the morning, races in the afternoon. See the Official Rules later in this document for more information.

Unit History Display

Each unit is encouraged to have their historian construct a display to tell the story of their unit. This display may take many different forms but should include at least the elements listed on the evaluation form. Displays should be brought to the Activity Center by 12:00 pm on Saturday and picked up at 5:00 pm.

Campsite Inspection

Campsite inspections will be scored as a unit event for Best Overall Unit and will be 20% of the overall unit score. Each unit will be responsible for providing their own fire protection. Troops will share campsites, but should be separated so they may be judged separately. Please designate so judges can distinguish between the two. Units may earn up to 10 extra points if the tent flaps are left open for inspection. Judges will not enter tents, but will look inside for neatness and hazards. Inspections will include youth and adult camping areas. Inspections will follow the attached criteria and will be conducted between 9:00 AM and 11:50 AM on Saturday.

100% Participation Award

Each patrol and each unit should strive to earn the 100% participation award at the Camporee. For a patrol to earn this award, the patrol must compete in all patrol events (for its category of patrol) and enter a patrol flag in the flag contest. For a troop to earn the award, every patrol in the unit must earn the award and the troop must participate in the campsite inspection.

Scout Commander Theater

Every Troop is encouraged to have a skit at the campfire on Saturday night. Most importantly ...EVERY skit must have a Duck Dynasty theme! It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most

original skit with a Duck Dynasty theme. Skits will not be included as part of the final score to determine the Scout Commander Camporee Champions as this event will take place after the overall awards have been presented. Only one skit per troop will be allowed. Your Troop should prepare a skit in advance of Camporee weekend to ensure we have a high-quality program.

Saturday Night Cracker Barrel Cook-off (Duck Dynasty Style)

Saturday night cracker barrel will be an opportunity for all units to demonstrate their special “**Scout Commander**” recipes. Use of a Dutch oven is not required but please submit a dish that goes with the Camporee Theme. [Click here](#) for some recipes from Miss Kay’s kitchen. Feel free to adapt or make substitutions (chicken instead of squirrel, etc.) or come up with your own ideas but items that fit with the theme will be given bonus points.

Your Camporee staff will provide drinks, and their own special treats to compliment this cracker barrel, but it will be up to the Troops to make it memorable! All Units may cook a desert or a main course dish, it is up to you! Those coming to the Cracker Barrel should bring their own mess kits. Submissions should be completed and turned into Camporee HQ by 6:30pm on Saturday to be eligible for prizes.

Awards will be decided in the following manner:

Best Scout Entry

Best Adult Scouter Entry

Patrol Classifications

Each patrol in your troop is strongly encouraged to participate in every patrol competition. In order to allow patrols to compete on their own level, competitions will be judged separately among New Scout Patrols, Experienced Scout Patrols, and Senior Patrols. You should classify patrols for Camporee in advance of the campout. If your troop has mixed age patrols, you will need to create new patrols for Camporee based upon the classifications listed below. These patrols will be only for the purposes of competing in these events. Scouts will revert to their normal patrol for camping, cooking, etc. during the weekend.

- A **New Scout Patrol** may not have any scouts above Tenderfoot rank. This type of patrol is intended for relatively young scouts who have joined the troop recently and are still learning their basic Scout skills.
- An **Experienced Scout Patrol** contains scouts who are first or second class.
- A **Senior Scout Patrol** consists of a majority of older, more experienced scouts, of star rank or above.

In order to give every patrol a fair chance to compete, Scoutmasters and Senior Patrol Leaders are urged to ensure that each patrol in their troop competes in the appropriate category. To compete for awards, a patrol should have a minimum of four Scouts due to the rules of most events.

Each patrol will need a Patrol Leader who will need to ensure that all patrol members compete in some events by alternating scouts between events, and should also ensure that scouts do not participate in activities beyond their abilities.

A description of the events follows. Except where noted, all events are the same for all patrol categories. Scouts may bring and use their Handbooks for all events.

Patrol Events

Patrols will participate in as many of the activities listed below as possible during the Patrol Events time. The more events completed, the more overall points available to be earned by the patrol.

All Tied Up and Batty, Jack!

Knowing your knots will definitely come in handy. But even those Scouts who do will be challenged with this one!

Duck Huntin'

No dogs allowed but do your best at these traditional shootin' sports.

"Duck" Tape First Aid

Tapes of all kinds have been used for fixin' what ails ya, and "duck" tape is the cheapest and most useful of all the tapes. First aid knowledge mixed with some creativity will be the key here.

Far Buildin'

This competition is based on time. Patrols will bring their own fuel along with a fire starter. Charred cloth, lint and other natural materials are acceptable but may not contain petroleum jelly, paraffin, or other types of flammable accelerants. Matches will be provided at the event. Patrols should be prepared to build and light a fire and do a little cooking. Knowing the Scout Oath and Law will be very helpful. If a patrol has less than 7 members, some members will have to complete more than one portion of the contest.

Frisbee Golf

A new twist on a classic game.

Gear 'N Grub

Loading your pack for a long hike isn't always so easy. Keeping your food safe can also be a challenge. This activity will test your *back-packing* skills and your ability to protect your grub from wild varmints.

Mountain Man Machine

Using equipment you will bring with you (See SPL checklist on page 9 of this guide) and some creativity, patrols will be tasked with building a device to solve a problem. Patrols will be scored on teamwork, time, patrol spirit, creativity, and if the problem is solved.

Patrol Flag Competition

Each patrol should enter its flag in a competition to find the best patrol flag at the Camporee. Every patrol which enters a flag will receive a bonus in the Best Overall Patrol competition. Although every flag will receive a bonus, flags that are constructed entirely by Scouts will receive the largest bonus, and flags which have obviously been hastily prepared at camp will receive the smallest bonus. Awards will be given in each category of patrol classification. Flags must be turned in to Camporee staff at the Activity Center by 12:00 pm on Saturday and picked up at 5:00 pm. Be sure the Troop number and patrol classification is noted on the flag.

Redneck Horseshoes

Your horse will have no use for these.

Tent Buildin'

Have you set up a tent in the dark before with no problem? I guess we'll see about that (or maybe you won't)!

Top Shot

Leave your rifle at the Duck Huntin' activity...your gun shootin' skills will do you no good here.

OUTHOUSE RACES

2019 Camporee Build-It, Bring-It Competition

~ Official Rules ~

Don't be a party pooper. Let's get this "potty" started by entering your patrol in the Outhouse Race!

Prior to Camporee, design and build a person powered Outhouse capable of withstanding multiple races. How creative can you be using the construction requirements listed below? There will be an award for the most creative design and an award for the best decorated. The painting and decorating of Outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to the deadline stated in the official Race Rules listed below to be eligible for the *Party Pooper Award*. Judging will occur in the morning and races will take place in the afternoon.



Construction Requirements:

1. Build an Outhouse on a plywood base. Your Outhouse should resemble an actual Outhouse.
2. The Outhouse should have 4 sides, a roof, a floor and a doorway. It may also have a door (optional) but the door must be secured open during the race.
3. The Outhouse may have openings on the sides (windows) as long as they do not exceed 12" by 12" No glass is permitted.
4. The Outhouse must measure a minimum of 9 square feet (3' wide x 3' deep) at its base and at least five but no more than 8 feet in height from the floor to the highest point of the roof (not including decorations, chimney, etc.).
5. The maximum overall width of the Outhouse should not exceed 7 feet, including pushing and pulling devices.
6. There is no minimum or maximum weight requirement.
7. The exterior of the Outhouse may be built from any material (except glass) but must be structurally sound.
8. There is no minimum thickness to the materials which may be used.
9. Outhouses will race multiple times so it should be solid enough to remain intact after each race.
10. Outhouses must be human push and/or pull powered only. Any form of propulsion or mechanical power is not allowed. No motors or bicycle-type parts or devices are allowed. No chains, ropes or pedals may be used.
11. Batteries are not permitted except as to be used for decorating effects, as desired.
12. Outhouses must have four (4) wheels equal in size which are in constant contact with the ground for the duration of the race. The wheels must be mounted no more than 10" outside of the walls.
13. The Outhouse interior must contain a box / seat with a hole, on which one team member will sit during the race. The seat must be attached securely to a frame which is attached to the Outhouse base.
14. The rider must hold on to some type of grasping device which is secured to the frame or base during the race for safety reasons.
15. The interior of the Outhouse must have one roll of toilet paper on a roll holder or hanger and reading material.
16. Each Outhouse must have a name or theme which should be displayed on the exterior of Outhouse. All names and themes must be in good taste.

Team Rules:

1. Each team consists of four pushers / pullers and one rider.
2. A maximum of 5 Scouts may be on each team with one of those 5 riding inside the Outhouse and remain in the Outhouse throughout the race, with the exception of the Pit Stop. The riding team member must weigh at least 100 pounds.
3. All team participants must be registered youth with BSA.
4. ***Adults may not participate as crew members. (However, if at least two adult Scouter patrols build and bring an Outhouse, we will hold a separate race event for an Adult / Scouter league).***
5. During the race the rider must be seated over the hole throughout the entire race.
6. The rider may not participate in the propelling process in any way.
7. The rider must wear a safety helmet during the race (unit provided). Other safety gear is permitted.
8. Clothing and shoes should be chosen for safety but should also reflect the theme of the entry. It may be creative or even outrageous, but not provocative. All participants must wear appropriate footwear. No flip flops, sandals, or other open toed shoes or bare feet will be permitted.
9. The original 5 team members must compete in the entire event including heats, finals and grand finale. However, team members may switch positions with the rider between races. No substitutions of crew members will be allowed and racing team members may not change from race to race. In the event of extenuating circumstances, the Scoutmaster may request to consult with a race official and, if a good reason is provided, an exception may be made to this rule.
10. Each Outhouse will undergo a safety inspection. A patrol may not be allowed to participate if their Outhouse is deemed unsafe.

Race Rules:

1. Outhouses and the accompanying registration form (including crew names) must be submitted to race officials at the designated location no later than 9:00 a.m. Saturday morning. The designated location will be announced during the opening flag ceremony. Once submitted, no changes may be made to the Outhouse or crew.
2. Units may enter and race multiple Outhouses and crews. However, unit entries may not exceed 1 per patrol participating at Camporee.
3. Outhouses must be kept in the designated area while not racing. Changes may not be made after the Outhouse has been submitted on Saturday morning. In the event of damage during a qualifying heat, the racing crew (and only the racing crew, excluding adults or other scouts) may make minor repairs to restore the Outhouse to its pre-race condition. No enhancements or changes that would alter the performance of the Outhouse may be made.
4. Units will race in qualifying "heats" of two at a time.
5. Crews must pull or push their Outhouse from the starting line to the midpoint pit stop, where they will go through a "fire-drill" wherein each crew member must run around the Outhouse three times and the rider must switch places with one of the pushers. Each team member will be required to place a color-coded roll of toilet paper on a corresponding color-coded plunger in order of color scheme provided at race time. Once the fire-drill has been completed and the rider has been replaced, the crew may attempt to proceed to the finish line.
6. The Outhouse must be under the control of *ALL* pushers when crossing the finish line.
7. No Outhouse may collide with another. If an accidental collision occurs, both teams will return to the start line and restart the race. Any intentional contact or interference with another team will be deemed a foul and the offending Crew will be disqualified from the competition.
8. The first Outhouse to cross the finish line will be deemed the winner of that race.
9. The winner of each race will advance within the corresponding bracket.
10. This is a double elimination tournament.
11. Units will continue to advance in the brackets until we have a 3rd, 2nd and 1st place winner.
12. Rules discussed on the day of the race will override any written rules.
13. Any decisions rendered by race officials will be deemed as final.
14. Outhouses must be removed from Camp by the unit which brought it. Units should not plan to leave or dispose of their Outhouse or pieces of it at camp, including placing it in the trash dumpsters.

OUTHOUSE RACES

2019 Camporee Build-It, Bring-It Competition

~ Registration Form ~

This form is to be completed and turned in when delivering the Outhouse to the designated location and no later than 9:00 a.m. on Saturday.

Troop: _____

Patrol: _____

Crew Names:

I, _____, Scoutmaster / Acting Scoutmaster, have read and reviewed the Official Rules of the 2019 Eagle Trail Camporee Build-It, Bring-It competition, as stated in the Leader's Guide and have discussed these rules with the Crew members listed above. I confirm that to the best of my knowledge, the above referenced Outhouse entry and all crew members meet the requirements as listed in the Construction Requirements and Team Rules sections.

Scoutmaster / Acting Scoutmaster

Advance Planning Guide for Senior Patrol Leaders

Senior Patrol Leaders should work with the Patrol Leader's Council to begin the planning and execution process for the items listed below as soon as possible. It is recommended that many positions of responsibility within the PLC be leveraged in working on and completing these items.

- Communicate the **Patch Design Contest** and encourage troop members to participate as soon as possible. Please note that submissions must be received no later than January 15, 2019.
- Design and build **The Outhouse for the Build-It, Bring-It race**. Construction of Outhouses should be mostly completed in advance of Camporee. Some construction may be required after arrival in order to safely transport the unit in multiple pieces. Units may have multiple Outhouse entries (not required) but no more than one per patrol participating in the Camporee activities. See the Official Rules section of this SPL Guide for Construction Requirements and Team and Race Rules.
- Design the **Duck Blind** based upon the requirements listed and using the Evaluation Form (attached). You may want to build a prototype in advance of Camporee to ensure your planning is effective.
- Have your Historian work on the **Unit History Display**. Use the Rating Form (attached) to understand the point system in order to maximize your score.
- Patrols should consider entering the **Patrol flag competition**. Existing flags may be used but those which were recently made for this Camporee event and, in particular, any which incorporate the Scout Commander theme will be looked upon favorably during the judging.
- Review the **Campsite inspection** form and ensure all Scouts / Patrols are aware of the standards that will be reviewed in order to maximize your points. Note that extra points will be awarded for cleanliness and neatness inside of tents.
- Plan a **Cracker Barrel Cook-Off** entry. Those which incorporate the Camporee theme will receive extra consideration in the judging process.
- Develop, write and rehearse a script for your **Scout Commander Theater (Campfire) skit**. These should be ready to go before arriving at Camporee.
- Identify any Scouts who may be able to participate as part of the **Leadership Corps** (see Unit Leader Guide).
- Identify any Scouts who may be able to participate as a **Bugler** during Camporee (see Unit Leader Guide).
- Have scouts brush up on key **Scout skills** including, knot tying, first aid, fire starting / building, lashings as well as camping and cooking skills.
- Build a **Patrol roster** based upon the skill proficiency Classification system outlined in this document and appoint a Patrol Leader for each patrol. Ensure each person attending the campout knows which patrol they will be a part of for the activities.
- Communicate a list of **supplies** each patrol will need in order to participate in the activities and ensure each patrol has them ready to go in advance of Camporee.

SPL Checklist for Items to Bring to Camporee

The Senior Patrol Leader should be sure your unit brings the items listed below to Camporee.

Each Troop should have the following items:

- Roster with patrols already classified per the guidelines provided earlier in this document (This should be turned into Headquarters during check-in on Friday evening). See page 14 of this guide for copy of form.
- Duck blind supplies (staves, adequate rope for lashings, natural covering for camouflage, etc.)
- Pre-constructed Outhouse for Build-It, Bring-It race.
- Skit with written script which has been rehearsed and reviewed / approved by the Scoutmaster / ASM

Each patrol should have the following items:

- Box of supplies for the Mountain Man Machine. Each patrol should have a box that is clearly labeled with the Troop number and patrol name. (The SPL should turn into Headquarters during at check-in on Friday evening). Each box of supplies should include: 3 rubber bands, 4 pencils, ruler, scissors, paper towel roll, masking tape, small cup, duct tape, paper, cardboard, clothes hanger and a plastic spoon.
- Frying Pan
- Spatula
- Fire-starter (non-flammable)
- Fuel for fire (kindling, tinder, etc.) You will need enough fuel to sustain a fire which can be cooked over.
- Gallon jug of water
- 1 bag of mini-marshmallows
- Rope (suggest 25 feet or more)
- Roll of duct tape
- Patrol first aid kit to include at least 3 gauze pads and latex gloves

Each Scout should have the following items:

- Scout handbook for reference
- Energy snacks for morning / afternoon
- Water bottle with water

Evaluation Forms

Campsite Inspection Form

Campsite Inspection Form		Troop # _____
Description	Max. Points	Score
Fire Safety followed: Firefighting equipment available for each fire Source (such as fire extinguishers) for gas stoves and Charcoal / liquid fuel safely and properly stored.	0 – 10	
Troop and American flags properly displayed	0 – 10	
Campsite free of motorized vehicles and hazards (such as wood tools on ground, clotheslines less than six feet above the ground, unattended fires, unmarked tent or tarp lines in major walkways of the campsite)	0 – 20	
First aid kit properly marked, adequately stocked, readily available in a central location	0 – 10	
Cooking area and equipment clean, neat and properly stored and Menu and patrol duty roster posted	0 – 10	
Campsite free of litter and garbage properly stored and off the ground	0 – 15	
Tents and tarps pitched properly and personal gear clean and properly stored	0 – 10	
Unit Site perimeter properly Marked with a Camp gadget present	0 – 10	
No Scouts and no more than one adult in the campsite during activities	0 – 5	
Overall campsite score	0 – 100	
Name of inspector:	Time of inspection:	
Inspector's notes and comments:		

Unit History Display Form

Unit History Display Rating Form	Troop # _____	
Description	Max Points	Score
Unit is easily identified (includes unit number, chartered org., district, council, and pack or troop)	0 – 20	
Includes unit apparel (t-shirts, unit specific patches, hats, etc.)	0 – 10	
Quality construction and workmanship and creativity (overall look)	0 – 20	
Contains pictures, timeline of unit history, Eagle Scouts, etc.	0 – 20	
List of community service projects including Eagle projects	0 – 10	
Display contains awards and recognition the unit has received during the past year	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Patrol Flag Competition Form

Patrol Flag Competition Rating Form	Troop # _____	Patrol Name _____
New Scout___, Experienced___, Senior Patrol___ Category (check one)		
Description	Max Points	Score
Quality of construction and workmanship for flag and pole	0 – 20	
Craftsmanship, proper knots, lashings and tied correctly	0 – 20	
Overall appearance, including Patrol name and unit #	0 – 20	
Camporee theme incorporated into design	0 – 20	
Originality and evidence of Scout only construction	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Duck Blind Form

Duck Blind Rating Form		Troop # _____
Description	Max Points	Score
Unit is easily identified (troop signage, etc.)	0 – 5	
Camouflage made up of all-natural materials	0 – 10	
All structural elements pioneering built, excluding signs and decorations	0 – 15	
Duck Blind of safe and sturdy construction	0 – 20	
Two points for each lashing properly tied as defined at bottom of this document and in BSA Handbook	0 – 30	
Creativity and Originality	0 – 20	
Overall Score	0 – 100	
Name of Judge	Time of judging	

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage. All materials for duck blinds MUST be supplied by the troop, and the duck blinds should be 100% Scout made with only limited assistance from adult leaders. Decision of the Judges is final for all scores.

Knots:

- Clove Hitch: Starts most lashings except diagonal lashing; used to end all lashings
- Timber hitch Starts diagonal lashing

Lashings:

- Square Lashing: Used to fasten two spars or poles together
- Diagonal Lashing: Used to bind poles together that cross each other but do not touch when their ends are lashed in place in a structure
- Round Lashing: Used to bind two poles together for the purpose of increasing the length



2019 Eagle Trail District Camporee



Scout Commander

March 22 – 24, 2019

UNIT REGISTRATION FORM #2

Please type or print all information and bring this form with you to registration / check in.

UNIT _____ DATE _____

UNIT CONTACT NAME _____ PHONE _____

E-MAIL _____

PATROL NAMES

Classification (S,E,N)

S= Senior, E= Experienced, N=New Patrol

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

