



BOY SCOUTS OF AMERICA®

HEART OF NEW ENGLAND COUNCIL

Spring Camporee 2024 - Leader Guide

The Rangers Way



May 10-12, 2024

Townsend Rod and Gun Club

46 Emery Road

Townsend, MA

A combined Scout BSA, Venture, Explorer, Sea Scout Event*

**Hosted by: Troop 10 Townsend
on behalf of the Quinapoxet District**

For any questions, or if you want to volunteer, contact:
Derrick Congdon, Scoutmaster, Troop 10 (troop10trgc@yahoo.com)

* Webelos and Arrow of Lights are not allowed to participate at Scouts BSA District and Council Events.

Camporee Details:

Date: May 10-12, 2024
 Location: Townsend Rod and Gun Club, 46 Emery Road, Townsend, MA
 Contacts: Derrick Congdon (troop10trgc@yahoo.com)

Registration: Please register online at the Heart of New England Website
<https://commerce.hnebsa.org/event/quinapoxet-district-spring-camporee/>

Cost: \$25 per unit
 \$15.00 per Scout (includes Patch)
 \$4.00 per Adult (includes Patch)

Camporee patches will be preordered. It will be a first come first served policy. If more patches are needed, they will be ordered and mailed to Unit Leaders. Additional Patches can be ordered at \$3 a patch.

SCHEDULE:

Friday - 5/10/24		Saturday - 5/11/24		Saturday - 5/11/24 Con't	
5:00-8:00 PM	Check-In (Gate Closes at 10PM)	6:00 AM	Revelle	5:00 PM-6:00 PM	Free time and Troops prepare/finish sides for Community Dinner
8:30 PM	SPL Meeting @ Clubhouse	6:30 AM – 8:00 AM	Check-in	6:00 PM– 7:30 PM	Community Dinner (Class A Uniforms)
9:00 PM	Leader Meeting @ Clubhouse	7:00-7:30 AM	PT (optional)	7:30 PM-7:45 PM	Assist in Clean-up from Dinner
10:00 PM	Quiet Time	7:45 AM	Opening Ceremony	8:00 PM-10:00 PM	Jeopardy Campfire
11:00 PM	Lights Out	8:00 AM-9:00 AM	Range Safety Briefing MANDATORY for all scouts	10:00 PM 10:30 PM	Quiet Time SPL Meeting Leader Meeting
		9:00 AM-12:00 PM	Competition Events and Demonstrations	11:00 PM	Lights Out
		12:00 PM-1:00 PM	Lunch	Sunday - 5/12/24	
		1:15 PM-5:00 PM	Competition Events and Demonstrations	6:30 AM	Revelle and Breakfast
				8:00 AM	Awards and Closing Ceremony

- Please review rules and guidelines (see [Appendix 2](#)). Print these out for your Unit to read.

The Rangers Way

1676 to present day

The 2024 Quinipoxet Camporee theme “The Rangers Way” is to honor the significance that Rangers have provided to the US dating back to their inception in 1676.

The father of American ranging is [Colonel Benjamin Church](#) (c. 1639–1718). He was the captain of the first Ranger force in America (1676) Church was commissioned by the Governor of the Plymouth Colony [Josiah Winslow](#) to form the first ranger company for [King Philip's War](#). Church developed a special full-time unit mixing white colonists selected for frontier skills with friendly Native Americans to carry out offensive strikes against hostile Native Americans in terrain where normal militia units were ineffective. His memoirs *Entertaining Passages relating to Philip's War* is considered the first American military manual, which was published in 1716. During [King George's War](#), [John Gorham](#) established "Gorham's Rangers". Gorham's company fought on the frontier at Acadia and Nova Scotia. Gorham was commissioned a captain in the British Army in recognition of his outstanding service. He was the first of three prominent American rangers—himself, his younger brother [Joseph Gorham](#) and [Robert Rogers](#)—to earn such commissions in the British Army. [Rogers' Rangers](#) was established in 1751 by [Major Robert Rogers](#), who organized nine Ranger companies in the American colonies. Roger's Island, in Modern Day Fort Edward, NY, is considered the "spiritual home" of the [United States Special Operations Forces](#), particularly the United States Army Rangers. These early American light infantry units, organized during the [French and Indian War](#), bore the name "Rangers" and were the forerunners of the modern Army Rangers. Major Rogers drafted the first currently known set of standard orders for rangers. These rules, [Robert Rogers' 28 "Rules of Ranging"](#), are still provided to all new Army Rangers upon graduation from training, and served as one of the first modern manuals for asymmetric warfare.

Rangers have taken part in every American conflict from our fight for independence to the modern-day War on Terror. Rangers to this day trace their heritage back to those early colonial units and the Rules of Ranging that were developed by Robert Rogers. Rangers must be resourceful and self-sufficient whether by them self or in a small unit. They need to be able to provide for themselves in the wilderness, know how to survive with basic skills like fire building, first aid, communication, marksmanship, orienteering/land navigation, semaphore, pioneering, canoeing, fitness, and problem solving to name a few skills.

Rangers also live by a code as set forth in their Creed. This Creed is part of who they are. It is like the Scout Oath and Law that scouts learn and live by throughout their lives.

So in honor of the history, contribution, and sacrifices of Rangers past and present we look to honor them through our camporee by competing in competitions that honor the spirit of the skills that Rangers past and present had to learn and be proficient at to be the elite group that they have been throughout history.

This weekend we honor “The Rangers Way”.

Camporee Events

Some events may be canceled depending on staffing constraints.

Day Events

Archery – Rangers had to be adept at utilizing different weapons for survival in the beginning. Compete to see which Troop/Patrol, Crew, Post, or Ship can score the highest.

Semaphore – Communications is key for Rangers, whether past or present. Demonstrate your skills communicating over distance with an alternate mode of communication, Semaphore. See how accurate you are. The clearer you are in the message the better understood you will be.

Canoe Race – How do you cross a body of water when you come to it. As a Ranger you have to overcome your obstacles in a timely manner in order to complete your mission. How fast can you complete your mission?

First-Aid – Injury is inevitable sometimes. Even the most elite get injured but they never leave a man behind. Treat your wounded teammate and get to the end of your objective.

Crosscut Race – Sometimes you may need a defensive position or firewood. Time is of the essence for a Ranger so the quickest way to accomplish your task is to do it together. Work together with a crosscut saw to finish the race.

Pioneering – Rangers need to be good with ropes. Either jumping out of a plane, repelling down a cliff, or hauling equipment to a higher location. You will need to construct a free standing flagpole demonstrating your skills with rope and how good your team is.

Fire Building Race – Fire building is a basic tool of survival. All Rangers, since the beginning, have been taught how to survive. Can you survive without modern tools? Can you build a fire from the most basic methods the fastest? Test your ability. More bonus points for the most primitive form of fire building, penalties for modern methods.

Shotgun – Rangers are very good at hitting their marks and can track a moving target. Can you hit a moving target?

Rifle – Rangers have always been expert marksman. Tales of their skills can be found in history books. How accurate are you? You get five shots to see.

Tomahawks – Bladed implements are something Rangers always have on them. Scouts do as well in the form of a knife. Colonial Rangers would carry tomahawks as well to use as defense if needed and for friendly competition. Lets see if you can do the same by hitting the target.

Ranger Challenge – Rangers have to be able to complete complex tasks in all conditions as well as when they are physically tired. The mission doesn't stop because they are tired. Your group will be

challenged physically during the Ranger Challenge and will then be tested with a final physical challenge that will require thought and teamwork to complete it.

Orienteering/Land Navigation – Rangers need to know where they are going and how to get there. They know how to navigate with a compass and navigate over distance. They need to know how to calculate distance, so they do not miss their target. Can your team get from point A to the final point accurately? Test your navigation and distance skills by hitting all your targets in heading and distance.

Fly Fishing Demonstration – Scouts will be having a fly -fishing demonstration and will learn about the art of fly-fishing and everything that the sport entails.

MA National Guard Climbing Tower – (TBD) Work with the MA National Guard and practice your climbing skills on the tower.

Black powder/Trapper Demonstration – Scouts will be able to see a black powder shooting demonstration and learn about the sport of black powder shooting as well as the trapper/mountain man lifestyle.

HAM Radio Demonstration – The Leominster HAM Radio group will be providing a HAM radio demonstration and some hands on regarding HAM and how it can be a fun form of communication and is one of the most reliable systems during a disaster.

Dinner

Scout Community Dinner - During this year's camporee instead of units cooking dinner by themselves and eating in their campsites we are going to be holding a family style turkey dinner for the entire camporee. Troop 10 is preparing the turkeys for the event, cooking them using scout methods. Each unit is being asked to prepare a side to share with the camporee (mashed potatoes, vegetables(non-starch), stuffing, rolls, dessert. The size of the side that the unit prepares should be geared toward being able to feed 50 people.

All food should be labeled with any allergy information such as: contains nuts, wheat, dairy, etc...

Please sign up for the side your unit will be preparing for our dinner at the following URL:

<https://forms.gle/tdKJfUa2mqJ79yq5>

Depending on how signups go, the camporee organizers may ask you to bring/prepare something different.

Campfire/Evening Event

Scout Jeopardy Campfire – The final competition of the camporee will be a game of Scout Jeopardy where each unit will compete against the other units. Scout Jeopardy will test your unit's knowledge of scout skills, ranks/requirements, uniforms/patches, famous scouts, quotes, and any number of other categories related to scouts and scouting throughout history. The game will consist of a first round, double jeopardy, and final jeopardy. The team with the highest score at the end is the winner.

Information for Senior Patrol Leaders and Scoutmasters

WHAT IS A CAMPOREE?

A camporee is many things—camping fun for youth, the thumping of hundreds of feet on the way to an evening campfire, and the blue smoke from fires cooking stew or ham and eggs. It's the patter of rain on many tents at night. It's the ripple of wind-blown flags in the morning sun. It's catching the idea of teamwork in a patrol. It's learning to carry out an order to help the team succeed.

A camporee can be a perfect showplace for the Scouting program and, therefore, go far beyond just being a gathering of Scouts.

A camporee starts with the recognition that a patrol is the basic camping unit. The patrol demonstrates its very best camping techniques and shares its experiences with other patrols. The camporee involves the type of equipment that can be carried in a pack by Scouts and can be set up entirely by Scouts, allowing them to be completely self-sufficient for a self-reliant experience over a period of two or three days.

One of the purposes of a Camporee is to utilize the Patrol method during all activities. Scouts should bring all materials required for an overnight adventure in all New England weather conditions. Using this event guide, the Scout Handbook, the Scout Fieldbook, the Senior Patrol Leader Handbook, and Patrol Leader Handbook, a unit will be able to do well in the preparation, acquiring the equipment recommended, and developing a program that a Patrol can use to be competitive.

WHO CAN ATTEND A CAMPOREE?

The Camporee is open to all registered members of **Scouts BSA, Venture, Explorer, and Ships**.

Webelos and AOL's **are not able to attend** District or Council run Scout BSA events. Sorry

HOW DO I REGISTER FOR A CAMPOREE?

We ask that unit leaders register online at the Heart of New England website.

If a unit cannot register online, please contact the event organizers in advance to let us know how many will attend from your unit. We ask this so that we can coordinate the necessary logistical information and better prepare for your unit's arrival. Please include unit number, town, estimated adults and Scouts attending and estimated arrival time and day. Please try to provide as close to an estimate as possible. Units can always add to their numbers at the event registration, but can't subtract from their totals.

HOW DO I CHECK-IN / CHECK-OUT FOR THE CAMPOREE?

Unit Check-In takes place on Friday night from 5:00 PM to 8:00 PM and Saturday morning from 6:30 AM – 7:30 AM with the opening ceremony starting at 7:45 AM and the MANDATORY shooting sports safety briefing starting at 8:00 AM and Events beginning at 9:00 AM. Each Senior Patrol Leader, President, Post Leader, or Boatswain should sign-in their Unit and all Patrols/Crews upon arrival at the Camporee to receive the Instructions and Materials needed for the weekend. Please have the unit roster (Appendix 1) filled out and medical forms ready to speed up the registration process.

All Troops should be under the direct control of a Youth Leader (SPL/PL, President, Boatswain) at all times. All changes to the activity schedule relative to the Camporee schedule and participation routine shall be made only to the Youth Leaders.

There will be a white board outside the Registration Area that will have any schedule changes posted on it.

Health forms will be returned at the end of closing on Sunday about 9:30 and troops, crews, posts, ships are free to depart.

WHO RUNS THE EVENTS AT A CAMPOREE?

Events are led by volunteer event staff. The events for this will be overseen by scouts from Troop 10, and several other youth volunteers. We are asking that **ALL** units should have at least one adult willing to assist in running an event. We ask that those adults go to the registration hall on Friday at 9:00 for instructions. This gives time for any questions to be answered and to know where they will be running their event on Saturday

A 1st, 2nd, and 3rd place ribbon will be given to the best Patrol/Crew of each event, and also to the best over-all.

HOW ARE MEDICAL FORMS AND FIRST AID MANAGED?

BSA medical forms are required for ALL participants as well as the Supplemental Permission for Shooting Sports (Appendix 3). Please make sure your Unit brings a medical form for each and every youth and adult participating in this event and a supplemental form for shooting sports for each scout under 18.

Medical Forms **MUST** be presented at the time of check-in and the Adult Leader for the unit. The Health and Safety officer will file them for the duration of the event. They will be returned on Sunday during the closing ceremony.

Each Troop, Patrol, and/or Unit should be prepared with first aid equipment and supplies (readily identifiable) for caring for cold exposure and small wounds.

In the event a Scout has a serious injury they will be directed to the Health and Safety officer. If a serious injury occurs Unit leaders will then be directed to the nearest care facility.

DO I NEED TO BRING MY CLASS A UNIFORM?

Scout uniforms (Class A) required for all flag ceremonies. Scouts and Scouters should wear clothing appropriate for New England weather and temperatures.

WHAT EQUIPMENT IS NEEDED FOR THE CAMPOREE

Each Troop/Patrol/Unit shall furnish their own equipment and tools to be used. Scouts are encouraged to review the guide of activities and events. Each event is described along with the equipment required - including what must be provided by the Scout/Patrol.

Troops, Crews, Posts, and Ships should bring their Troop, Crew, Post, or Ship Flag, and all Patrols/Dens are encouraged to bring the Patrol/Den flag.

DO WE HAVE TO COOK?

Absolutely! Camporees are a great opportunity to work on some rank requirements related to cooking, and serve as an opportunity to practice Leave-No-Trace cooking methods (can you say easy clean up?).

WHERE ARE WE CAMPING?

Camping will be on a first come first pick of location basis. Primitive 'sites' will be a mix of open space and woods.

CAN WE HAVE A CAMPFIRE AT OUR SITE?

Not at this camporee.

WHAT FACILITIES ARE AVAILABLE AT THE CAMPOREE?

Bathrooms - Porta-Potties are on site for use. Please keep these clean and if there is a problem, let Camporee staff know immediately so that it can be addressed.

Water – Potable water is available on-site outside the clubhouse for scout units. Please ensure that your scouts remain hydrated; hydration is critical to scout and scouter safety.

Trash - Trash in – Trash out. Please remember the Outdoor Code and leave our Camporee site cleaner than you found it.

Appendix 1 - Unit Roster

Scoutmaster: _____

Unit #: _____

Email: _____

Town: _____

Cell #: _____ - _____ - _____

Mailing address (for patches):

Adult 1: _____

Adult 2: _____

Adult 3: _____

SPL: _____

Adult 4: _____

ASPL: _____

Adult 5: _____

Adult 6: _____

Patrol Name: _____

Patrol Name: _____

Patrol Leader: _____

Patrol Leader: _____

Scout: _____

Scout: _____

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Scout: _____

If there are more than six patrols, please print another copy of this page.

Appendix 2-Rules and Guidelines

1. No fires at this camporee
2. Water buckets must be filled and present at every fire
3. Two deep leadership must be obeyed at all times.
4. The Buddy System must be followed with no more than 2 years between two same sex scouts (no mixing of genders) or a triple of same sex scouts can have two scouts within 2 years and one that is not.
5. No use of drones unless permission has been granted by an employee of The Heart of New England Council.
6. Quiet Hours (10:00 PM to 7:00 AM) are to be honored.
7. No cutting through another Unit's campsite
8. All injuries must be reported to the Health and Safety officer.
9. If a Unit must depart before closing on Sunday, they must notify the camporee staff upon arrival (unless it's due to severe weather conditions).
10. No cutting of live trees or vegetation.
11. **Water from the Clubhouse at the Townsend Rod and Gun Club is Potable. Water from the ponds at the club is not drinkable**, it should only be used for extinguishing fires.
12. Campsites should be cleaner than when you arrived, please carry out all trash.
13. No Alcohol, illegal drugs, or smoking is allowed during the camporee. Scouters should be setting a good example for the scouts.
14. Scouts should be setting a good example by living by the Scout Oath and Law.
15. Please no pets unless approved by council.
16. The use of this location is being granted by the Townsend Rod and Gun Club. Please respect the facilities and grounds.

Appendix 3 – Shooting Sports Permission



BOY SCOUTS OF AMERICA
HEART OF NEW ENGLAND COUNCIL

Part D-MA: Supplement Required for all youth participants of all programs at Camp Split Rock and Treasure Valley

Camper's Name: _____

DOB: _____

Shooting Sports - Compliance to State Law : Authorized use of firearms by a minor

The Heart of New England Council adheres to all applicable laws and operates under the governance of BSA National Standards as well as MA State Health Code. As a part of the BSA program, the council operates several safe shooting sports ranges for Scouts to participate in BB shooting (Cub Scouts, BSA), rifle shooting & shotgun (Scouts, BSA & Venturing, BSA), and archery (All Programs). In order to meet the Mass General Laws Chapter 140 section 130 the Council requires parental permission to participate in such activities.

MA General Laws Chapter 140, Section 130 ½ "Lawfully furnishing weapons to minors for hunting, recreation, instruction and participation in shooting sports" stipulates the following:

"Notwithstanding section 130 or any general or special law to the contrary, it shall be lawful to furnish a weapon to a minor for hunting, recreation, instruction and participation in shooting sports while under the supervision of a holder of a valid firearm identification card or license to carry appropriate for the weapon in use; provided, however, that the parent or guardian of the minor granted consent for such activities."

I hereby **AUTHORIZE** my child, named above, to participate in all events during summer camp including (if age appropriate) use of the shooting sports program areas (for rifle and shotgun under supervision of an FID instructor).

I **DO NOT AUTHORIZE** my child, named above, to participate in shooting sports activities. However, my child is authorized to participate in all other events and activities of the camp.

Over-the-Counter Medications

The following over-the-counter medications will be available through the health officer if a Scout becomes ill during camp. Please check the medications your child may be given if needed. Medicine will be administered per package instructions. Please send your child's own supply of over the counter medicine (in the original container) if they are a normal routine or taken daily.



NOTE: Failure to complete this section or to authorize any OTC Medication can result in an uncomfortable experience at camp. If you have any questions regarding administration of medications, please contact camp personnel.

Check all that are authorized:

<input type="checkbox"/> Acetaminophen (Tylenol)	<input type="checkbox"/> Pepto Bismol	<input type="checkbox"/> Bug Spray	<input type="checkbox"/> Sub Burn Cream (Aloe)
<input type="checkbox"/> Ibuprofen (Motrin)	<input type="checkbox"/> Decongestant	<input type="checkbox"/> After Bite	<input type="checkbox"/> Calamine Lotion
<input type="checkbox"/> Benadryl/Antihistamine	<input type="checkbox"/> Antacid	<input type="checkbox"/> Eye Drops	<input type="checkbox"/> Antibiotic Ointment
<input type="checkbox"/> Anti-Diarrhea	<input type="checkbox"/> Swimmer's Ear	<input type="checkbox"/> Sun Block	

Parent/Guardian's Signature: _____

Date: _____