

**BUFFALO TRAIL COUNCIL  
BOY SCOUTS OF AMERICA  
COMANCHE TRAILS DISTRICT  
SPRING 2003 CAMPOREE**

**John Gillian**  
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**ANDREWS COUNTY PARK—  
OLD FLOREY  
MAY 2, 3, and 4, 2003**



The Andrews County “Old Florey” Park, approximately 10 miles North of Andrews on Highway 385, is the site of the 2003 Comanche Trails District Camporee called “Survivor Andrews.” To get to the park just drive to the grove of trees about 1 mile east of Highway 385 (the only grove of trees near Highway 385 between Andrews and Seminole!).

Boy Scouts, Webelos, Cub Scouts, and their Leaders and parents will come together from the Comanche Trails and Sand Hills Districts of the Buffalo Trail Council, and others from the Quanah Parker District of the South Plains Council and the Oil Patch District of the Conquistador Council.

Please mail your Unit Registration Form with \$5 for each Boy Scout, Webelos Scout, Webelos Scout parent, and Leader who will stay two nights and \$1 for each Cub Scout, Cub Parent, and Leader who will be visiting only on Saturday at the camporee to the Odessa council office, Buffalo Trail Council; Boy Scouts of America; 204 N. Grant; Odessa, Texas 79761. Please have your paid registration into the council office by April 25, 2003, so that we will have plenty of lunch for all participants. The Saturday lunch will be provided for all paid participants.

Each Scout and adult leader must have either a completed CLASS I, PERSONAL HEALTH AND MEDICAL RECORD or an up-to-date MEDICAL HISTORY FORM to leave on file with the camp medic at the time of check-in. The forms will be returned before you depart the camporee.

Only Saturday’s lunch is provided by the camporee staff—all other meals must be furnished by the unit or individual.

Please plan to attend the 2003 Survivor Andrews Camporee with your Scouts. Come ready to have a great time with exciting, fun-filled events, and time for new friendships and associations to begin. This will be a truly memorable event you will not want to miss!

Please contact John Gillian by phone or e-mail (see above) if you have any questions concerning the 2003 Survivor Andrews Camporee.



# 2003 Comanche Trails District Spring Camporee Schedule

*May 2, 3, and 4, 2003*

*Andrews County Park*

## **Friday, May 2, 2003**

6:00-9:00 PM Check in time (follow signs)  
9:15 PM Scoutmaster, other Adult Leaders, and Senior Patrol Leader meeting  
11:00 PM Taps

## **Saturday, May 3, 2003**

7:00 AM Reveille  
7:00-9:00 AM Breakfast with your unit  
9:00 AM Flag ceremony (in activity [class "B"] uniforms)  
9:30 AM-Noon Events start  
Noon-1:00 PM Lunch (provided by Andrews supporters of Scouting)  
1:00-4:00 PM Resume events  
5:00 PM Retreat at flags in class "A" uniforms with Flag Ceremony event winners  
5:00-7:00 PM Dinner with your unit  
7:30-9:30 PM Camporee Campfire with skit competition  
9:30-10:15 Camporee Awards  
11:00 PM Taps

## **Sunday, May 4, 2003**

7:00 AM Reveille  
7:00-8:45 AM Breakfast with your unit  
8:45-9:00 AM Flag ceremony in class "B" uniforms with Flag Ceremony event winners  
9:00 AM Sunday Worship  
9:30 AM Break camp—please leave the camp cleaner than when you found it!

**Have a safe trip home!**

**Thank you for attending the Camporee!!**

### **RIBBONS AWARDED**

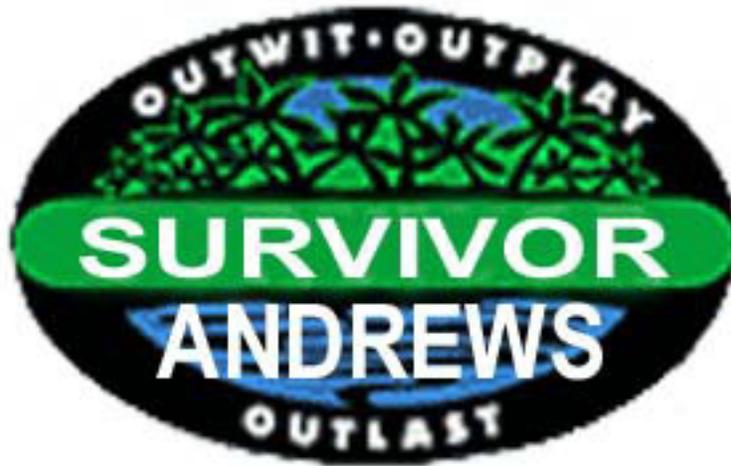
***Presidential Ribbon for Troop with highest average points per boy.***

***First Place ribbon for patrol with highest point total.***

***Second Place ribbon for patrol with second highest point total.***

***Third Place ribbon for patrol with third highest point total.***

Patrols with highest points for each event will be verbally recognized at campfire.



**Survivor Andrews**  
**(Comanche Trails District)**  
**2003 Spring Camporee Events at the**  
**Andrews County Park—Old Florey**  
*\*-Events marked with an asterisk will be*  
*available (perhaps modified) for Cub*  
*Scouts. Boys Scouts may participate in all*  
*14 events.*

- \* 1. Fire building contest:** The most basic survival element—FIRE! For this timed event, each patrol will gather wood, build a fire lay, start the fire with either matches, flint and steel, or with friction.

Patrol equipment needed: A sharpened pocket knife.

Each match used after the second match adds 2 minutes to the patrol's total time. The clock stops when a string 3 feet above the fire lay is burned in two by fire from the fire lay. No preliminary preparation of wood is permitted. Suitable firewood will be available in the immediate area.

Scoring:	Completion in 5 minutes	40 points
	Completion in 7 minutes	30 points
	Completion in 9 minutes	20 points
	Participation	10 points



- |                                             |           |
|---------------------------------------------|-----------|
| Extra points: Start fire by flint and steel | 20 points |
| Start fire by friction                      | 40 points |

**\* 2. Compass course and tree measurement:** If you are lost in the Old Florey jungle, life can be hard and even dangerous. Being able to determine the height of a tree can be helpful when planning for your “dream shelter.”

Patrol equipment needed: compass and patrol flag

Each patrol will be given a three leg compass course to follow. The patrol will follow the course to completion and mark their final location with their patrol flag. After completing the compass course, the patrol will estimate the height of a mature elm tree using whatever methods the scouts may know (climbing the tree will not be permitted!). The judge will measure the distance between the patrol flag and the official compass course spotting, and calculate the difference between the patrols estimated height and the actual height of the tree. The measurements will be combined for a sum total measurement. Time limit for this event is 15 minutes. Various compass courses will be used throughout the day.

- |                                         |           |
|-----------------------------------------|-----------|
| Scoring: Distance correct within 5 feet | 40 points |
| Distance correct within 10 feet         | 30 points |
| Distance correct within 15 feet         | 20 points |
| Participation                           | 10 points |

**\* 3. Bridge building:** The swamp at Old Florey park is filled with dangerous aquatic life. To protect our scouts, the staff has laid out 10 cinder blocks at about 10-foot intervals in the swamp to help scouts traverse the swamp. Two planks (ten-foot long 2” X 6” boards) will allow the scouts to bridge the swamp. Each patrol must get across the swamp with all of its members. Each patrol member who falls into the swamp may get back on the bridge and one minute will be added to the patrol’s time for each fall into the swamp. No planks may be moved while a patrol member is in the swamp—planks may only be moved while all patrol members are safely out of the swamp.

- |                                   |           |
|-----------------------------------|-----------|
| Scoring: Completion in 10 minutes | 40 points |
| Completion in 12 minutes          | 30 points |
| Completion in 14 minutes          | 20 points |
| Participation                     | 10 points |

**4. Two-man logging saw:** The Old Florey forest is full of wood that can be used for firewood—unfortunately, most of the timber is massive. To assist with cutting the timber into pieces small enough to handle, a two-man logging saw has been provided. After safety instruction has been provided, two members of the patrol will start sawing through the log in this timed event. The patrol leader must rotate each of the members, including himself, to one of the saw handles at least once



while the log is being sawed. When the cut has been completed, the clock will stop.

Scoring:	Completion in 10 minutes	40 points
	Completion in 12 minutes	30 points
	Completion in 14 minutes	20 points
	Participation	10 points

**5. Knot tying:** Whether you are assembling your “dream shelter” or just trying to stay alive on the edge of one of Old Florey’s rocky cliffs, being able to tie basic knots correctly is important!

Equipment needed: each patrol member must have one 6’ length of rope with which to tie knots.

Each member in each patrol will stand at a starting line about 25 feet from the judge. Each patrol member must tie all of the following knots correctly: square knot, two half hitches, taut line hitch, clove hitch, timber hitch, and bowline (a hiking staff will be available for those knots that need to be tied onto one). No more than 30 seconds per knot per scout will be allowed. The maximum time per boy will be 3 minutes for all 6 knots. The average time for all patrol members will determine scoring, e.g. the total time for 8 patrol members is 20 minutes so the average time each patrol member is 150 seconds each.

Scoring:	Average time is 60 seconds	40 points
	Average time is 90 seconds	30 points
	Average time is 120 seconds	20 points
	Participation	<b>10 points</b>

**\* 6. Tug of war:** Let’s face it—brute strength is one attribute of a survivor. May the strongest patrols win! Two competing patrols will take opposite ends of the rope with an equal number of participants on each side (4, 6, or 8 members). At the judge’s signal, patrols will pull until the center marker passes the finish line of one of the patrols. Pulling ends with the judge’s winner signal. Each category, (4, 6, and 8 man patrols), will have a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winner. Small patrols may wish to combine with other members of the troop for this event if necessary; however, no scout may be on more than one team during the day for the purposes of competition. Each category will have a single elimination tournament.

Scoring:	First place (in a category)	40 points
	Second place (in a category)	30 points
	Third place (in a category)	20 points
	Participation (in a category)	10 points

**\* 7. First aid preparedness:** If a member of your patrol is injured in the wilds of Old Florey, knowing some basic first aid is essential to your survival!



Patrol equipment needed: Boy Scout Handbook, Boy Scout Neckerchiefs

Each member of the patrol must attempt to perform at least one of the following first aid skills: one arm sling, head bandage, bandage for sprained ankle, one person carry 20 feet, stretcher carry 20 feet (2 scouts), splint on forearm, bandage for severe wound on forearm, treatment for shock. For each problem, a different patrol member will act as the patient, and one scout (or 2 for the stretcher carry) will be the rescuer(s).

Scoring:	Completing within 10 minutes	40 points
	Completing within 12 minutes	30 points
	Completing within 14 minutes	20 points
	Participating	10 points

**\* 8. Let's go fly a kite:** You've got to have a little fun and recreation to survive your stay at Old Florey. You will be given the materials to build a kite and written directions on how to build a kite with the materials provided. This is a timed event. After the judge signals you to start, the clock will stop when your patrol's kite is airborne for at least 30 seconds at a height of at least 20 feet.

Equipment needed: A sharpened pocketknife

Scoring:	Completing within 20 minutes	40 points
	Completing within 25 minutes	30 points
	Completing within 30 minutes	20 points
	Participating	10 points

Extra points:	Highest flying kite at end of time	10 points
	Most decorative kite	10 points
	Most unique kite	10 points
	Judge's favorite	10 points

**\* 9. Volleyball:** Yeah, that's right, volleyball! Sure, being able to play volleyball is a survival skill. What if one of the elm trees at Old Florey suddenly released a coconut from one of its branches and you are standing in gravity's path? Being able to divert the coconut away from your body is quite important!

Each patrol that competes will play in a single elimination tournament to determine first, second, and third places. The first patrol to score 15 points with a minimum of a 2 point lead wins. There will be no other ways to win a game. Points are only scored by the serving patrol. The first patrol to serve will be determined by a coin toss. One point is scored for the serving patrol if the serving patrol wins a rally. If the serving patrol does not win a rally, then neither team scores on that rally, and the service changes to the other patrol. If a patrol has 6 or more members, standard rotation rules must be used by that patrol. With fewer than 6 members,



just do your best to cover the court. Wouldn't an adult leader's game or two be fun?

Scoring:	First place	40 points
	Second place	30 points
	Third place	20 points
	Participation	10 points

**\* 10. Tent pitch and strike:** Having adequate shelter is of utmost importance. While you are working on that "dream shelter," a tent will get you through the nights while you are completing it.

Each patrol will set up a wall tent properly using all approved knots. Neatness and uniformity will be required before the judge signals the patrol to strike. When the tent is neatly folded, and all stakes, poles, mallets, ropes, etc. properly stored, the judge will stop the official time.

Scoring:	Completed in 10 minutes	40 points
	Completed in 12 minutes	30 points
	Completed in 14 minutes	20 points
	Participation	10 points

**\* 11. Flag posting and retreat ceremonies:** Paying respect to our colors is vital for the survival of our nation! Each participating patrol will conduct flag posting and retreat ceremonies of their choice. The patrol judged to have the best, most dignified ceremony will retire the colors Saturday night, and will present the colors Sunday morning. Flags, poles, and bases will be furnished. A qualified bugler could add some real sparkle to the ceremony. Class "A" uniforms would be most impressive. A patriotic meditation would certainly not be inappropriate.

Scoring:	First place	80 points
	Second place	70 points
	Third place	60 points
	Dignified participation	50 points

**12. Campfire skit:** At the council fire Saturday night, no torches will be extinguished, and no one will be asked to leave the park. Instead, each patrol that presents an appropriate skit may earn points for competition. The judge will look for the following in assigning points for the skits: 2-5 minutes in length, evidence that the skit is well rehearsed, material is appropriate and suitable for a Scout audience, all spoken lines are clearly heard, skit is entertaining and effective, and skit uses all members of the patrol.

Scoring:	All 6 criteria met	60 points
	5 criteria met	50 points
	4 criteria met	40 points



3 criteria met	30 points
2 criteria met	20 points
Patrol performs a basic skit	10 points

\* **13. Frisbee golf:** Just like the boomerang is an Aboriginal survival tool, the Frisbee thrown competently can assist you in the Old Florey rain forest.

Personal equipment needed: each scout in a competing Patrol needs his own Frisbee

Patrols competing must have an adult score keeper accompany them. Each of the nine “holes” will be an area marked on one of the elm trees. A “stroke” is counted for each throw of the Frisbee. An average score is computed for each patrol, e.g., a 6-man patrol throws a total of 180 times to complete all nine holes equals an average score of 30.

Scoring:	Average score of 27.0 or less	40 points
	Average score of 27.1 to 29.0	30 points
	Average score of 29.1 to 31.0	20 points
	Average score higher than 31.0	10 points

\* **14. Ameba race:** An ameba in your drinking water can cause severe health problems for a survivor. Fortunately, the amebas at Old Florey are sometimes trainable.

For this patrol event, each patrol must form an ameba by selecting a “nucleus,” two scouts, one of whom rides piggy-back, who are in the middle of the rest of the patrol. The remaining patrol members make up the “body” of the ameba by forming a circle with their backs to the center of the circle. The “nucleus” must stay inside the “body” of the ameba. The race is timed. The body of the ameba must rotate the whole time that the ameba moves from the starting line around a tree, which will be approximately 100 feet away, and back to the finish line. If the body of the ameba breaks or stops rotating at any time during the race, the ameba must restart the race while the clock continues to run. Patrols with fewer than 8 boys may wish to select two adult leaders to be their “nucleus.” No adults may make up the body of the ameba. The ameba must be formed before the judge gives the signal to go and starts the clock.

Scoring:	Completed in 5 minutes	40 points
	Completed in 7 minutes	30 points
	Completed in 9 minutes	20 points
	Participation	10 points



2003 Comanche Trails  
District Spring Camporee  
Unit Entry Form

May 2, 3, and 4, 2003

Andrews County Park

Please have completed form in the Odessa council office by April 25, 2003. Mail to:

Buffalo Trail Council  
Attn: 2003 Spring Camporee  
204 N. Grant  
Odessa, Texas 79761

PLEASE INCLUDE YOUR UNIT'S FEES WITH THIS FORM:

Troop or Pack Number: \_\_\_\_\_ City: \_\_\_\_\_  
(Circle one)

Number of Boy Scouts and Leaders paid for: \_\_\_\_\_ x \$5.00= \$ \_\_\_\_\_

Number of Webelos Scouts and Leaders/Parents paid for: \_\_\_\_\_ x \$5.00= \$ \_\_\_\_\_

Number of Cub Scouts and Leaders/Parents paid for: \_\_\_\_\_ x \$1.00= \$ \_\_\_\_\_

**Total participants registered:** \_\_\_\_\_ **Total fees enclosed:** \$ \_\_\_\_\_

Name of Adult Leader who will be in charge of unit and present throughout the camporee: \_\_\_\_\_

Our unit will arrive at : \_\_\_\_\_ PM May 2 or \_\_\_\_\_ AM on May 3

Please have your roster(s) and fees for additional participants ready to turn in at the camporee headquarters when you arrive. The first 100 Boy Scouts and Webelos Scouts to check in will be guaranteed a camporee patch. All pre-paid registrants will be guaranteed lunch on Saturday.

Unit Leader signature: \_\_\_\_\_

Home phone: \_\_\_\_\_ Other phone: \_\_\_\_\_

E-mail address: \_\_\_\_\_

For troop leaders only, Pack number that will attend with your troop: \_\_\_\_\_



**2003 Comanche Trails  
District Spring Camporee  
Events Entry Form**

**May 2, 3, and 4, 2003**

**Andrews County Park**

Troop/Pack # \_\_\_\_\_ of \_\_\_\_\_, TX or NM, hereby officially enters this camporee with the following Dens or Patrols. circle one

Senior Patrol Leader \_\_\_\_\_

Patrol Name or Den #	
1.	P.L.
2.	A.P.L.
3.	
4.	
5.	
6.	
7.	
8.	

Patrol Name or Den #	
1.	P.L.
2.	A.P.L.
3.	
4.	
5.	
6.	
7.	
8.	

Patrol Name or Den #	
1.	P.L.
2.	A.P.L.
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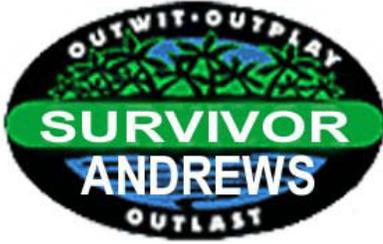
Patrol Name or Den #	
1.	P.L.
2.	A.P.L.
3.	
4.	
5.	
6.	
7.	
8.	

Junior Leaders: 1. \_\_\_\_\_ 2. \_\_\_\_\_

Adult Leaders: 1. \_\_\_\_\_ 2. \_\_\_\_\_

3. \_\_\_\_\_ 4. \_\_\_\_\_

**Note: This form is to be turned in upon arrival at the Camporee headquarters.**



# 2003 Comanche Trails District Spring Camporee Webelos Entry Form

May 2, 3, and 4, 2003

Pack # \_\_\_\_\_ Den # \_\_\_\_\_ or Patrol Name \_\_\_\_\_

Webelos Leader: \_\_\_\_\_ Home phone: \_\_\_\_\_

Address: \_\_\_\_\_ Work phone: \_\_\_\_\_

Other leaders: \_\_\_\_\_

**Webelos Name**

**Adult Partner**

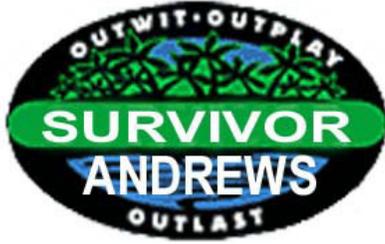
1.	
2.	
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12.	

Adult Leaders with outdoor training: \_\_\_\_\_

We will attend with Troop #: \_\_\_\_\_

Circle One

We will need a troop to attend with: Yes or No



# 2003 Comanche Trails District Spring Camporee Cub Scout Entry Form

May 2, 3, and 4, 2003

Pack # \_\_\_\_\_ Den # \_\_\_\_\_

Cub Scout Leader: \_\_\_\_\_ Home phone: \_\_\_\_\_

Address: \_\_\_\_\_ Work phone: \_\_\_\_\_

Other leaders: \_\_\_\_\_

Cub Scout Name	Adult Partner
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	

Adult Leaders with outdoor training: \_\_\_\_\_

We will attend with Troop #: \_\_\_\_\_

We will need a troop to attend with: Yes or No  
Circle One