

2008

Back to the Future



October 17-19

Welcome fellow scouts and scouters,

As many of you know, this year we are putting on a very different type of fall encampment. Instead of having a large staff put on stations for each troop to go around and complete, we have asked each troop and pack to put on a station to show off their scout skills from past to present creating our theme “*Back to the Future.*” We will have stations that will show how scouts years ago might have completed skills, as well we will have the newer way scouts are completing the same tasks today.

Troops’ putting on their own activities is going to be great because instead of walking around all day to get to every station, they will host a station for part of the day while walking around to other stations the other part(s) of the day. This will give every troop some down time as well as some time to show off the skills they have come up with.

We will also be inviting the public out for the day as another great way for you show off your skills. Show parents and other guest the ideas of scouting. So invite your friends, family, and teachers.

The stations for the Fall Encampment will be put on by groups of 2-3 troops working together. We would like to ask that SPL’s come up with an idea that somehow teaches scout skills, or something that might be the newer way of doing a task. If troops would like to work with a specific troop talk before making plans and let us know when time comes. We would like to have your idea **by** the September roundtable. You can let us know before as well.

We are planning on using the North star website [northstar.ods.org](http://northstar.ods.org) to keep every up to date, as well there is a forum for you to keep in touch with us, and each other on ideas. You will have to ask around if you don’t know the address, Mr. Wilbur has asked to keep it off the internet.

We look forward to seeing you all at the Fall Encampment, October 17-19.

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### **CAMP RULES AND REGULATIONS**

<b>Camp Code</b>	The Scout Oath, Law, and Outdoor Code
<b>Ground Fires</b>	Will not be permitted.
<b>Roster</b>	The troop roster form, enclosed in this manual will need to be filled out and turned into HQ upon registration. Make copies if needed for troop use. Patrols should have five to nine people.
<b>Generators</b>	Generators will be permitted, but they must be turned off between 10:30pm and 7:30am.
<b>Cooking Fuels</b>	All flammable liquids must be under adult control and supervision.
<b>Pressurized Fuels</b>	They also must be locked away safely when not in use. Refer to the Guide to Safe Scouting and your pressurized fuel training.
<b>Use of Water</b>	Water sources are to be used only to fill up water containers. They are not to be used for personal hygiene or to wash clothing or dishes.
<b>Tent Ditching</b>	Digging ditches around your tents is prohibited.
<b>Garbage</b>	Each unit is responsible for the disposal of the garbage.
<b>Tobacco</b>	No person under 18 is allowed to use or possess tobacco. Violators will be asked to leave.
<b>Speeding</b>	Drivers are to obey the speed limits of the camp.
<b>Fireworks and Firearms</b>	Neither are allowed. Violators will be asked to leave.
<b>Sheath Knives</b>	Are not permitted.
<b>Alcohol and Drugs</b>	Alcoholic beverages and drugs other than medically prescribed are not allowed at council or district events. Violators will be asked to leave.
<b>Early Arrivals</b>	Any person not on staff who arrives before 4:00pm will be asked to not set up camp.
<b>School vs. Scouts</b>	Scouts should finish the regular Friday school schedule before coming to camp.
<b>Parking</b>	As you arrive, parking will be directed by the staff. Please follow what they say.
<b>Check Out</b>	On Sunday when your Unit is ready to check out, you must go to HQ and get a Staff member to inspect your camp. After he says it's ok, you will then receive an envelope with your patches.
<b>Accidents and Injuries</b>	All serious accidents and injuries must be reported to HQ.
<b>Mall is off limits to all scouts</b>	The Mall has asked that we do not allow the scouts to enter the mall. The mall will decide what the consequence will be

## **Activities**

The stations for the Fall Encampment will be put on by groups of 2-3 troops working together. Here is a small list of some examples of activities that can be put on. We would like to ask that SPL's come up with an idea that somehow teaches scout skills, or something that might be the newer way of doing a task. If troops would like to work with a specific troop talk before making plans and let us know when time comes. We would like to have your idea **by** the September roundtable. You can let us know before as well.

### **Leatherworking**

Here troops will make, and stamp a small leather object for fun.

### **Ice cream**

Here the host troop can set up homemade Ice cream drums, as well have a small way of making ice cream for the visitors to try their hand at making ice cream.

### **Cobbler**

Here the host troop will have the steps set up for making cobbler and visitors will help in the process as well enjoy some cobbler made by previous groups.

### **GPS**

Here a host troop will man a GPS station with 2 staffers with GPSs they will teach how to use the GPS, and have a course for the GPS.

### **Map and Compass**

Here a host troop will teacher how to us map and compass, and then will let a group go through a course

### **Old tents**

Here a troop will set up tents that are made of canvas, but are designed to be portable.

### **New Tents**

Here a troop will have newer tents set up ranging from tents with lighting from solar panels, to popups.

## **Tipis**

Any troop that has a tipi is invited to bring it and set it up.

## **Rope Making**

Here a troop will take binders twine and help visitors make rope out of it.

## **Ballista**

Here troops will take the rope they made, and newer nylon rope, and use it to make a ballista to shoot pool balls at a target.

## **Communications**

### **Radio (10 code)**

Here a troop will teach proper radio communication using 10 codes and other techniques

### **Semaphore**

Here a troop will teach how to transmit a message using semaphore

### **Computers**

Here a troop will teach/ let patrols send messages using computers

## **Patrol Flags**

Here patrols will design and make patrol flags to carry with them

## **Candle making**

Here a troop will set up a station to design and make candles for light

## **Air band competition**

Here a troop will provide music to have air guitar, air drums, air singing, and then pick the best patrol in different categories and present and award at the campfire.

## **Patches (old and new)**

Here scouts and scouters can loan patches to display (not trade) to show the differences in the times

## **Games**

Here troops will set up games, old and new for patrols to have fun playing around.

## **OA**

Here scouts can bring out their current regalia and scouters can bring out their older regalia. Or anything that deals with the OA, handbooks, and news articles. A troop will host this, and can invite anyone to help them.

## **Bottle Rockets**

Here a host troop will have hand pumps set up, and will have supplies to make bottle rockets.

## **Schedule**

### **Friday**

4:00pm	Earliest arrival/check-in
7:00pm	Movie
9:30pm	Scoutmaster and Senior Patrol Leader Meeting @ HQ. OA Rep Meeting*
11:00pm	Lights out

### **Saturday**

8:00am	Flags
9:00am	setup for activities
9:30am	stations open
10:00am	open to public
11:45am	stations close for the morning
12:00pm	Lunch
1:30pm	Stations reopen
5:00pm	Stations close/ Dinner
6:00pm	Evening Flags
6:30pm	Closed to public
7:00pm	Religious Services
8:30pm	Campfire
11:00pm	Lights out

### **Sunday**

9:00am	Closing Flags
11:00am	Last departures

For the OA rep meeting, please have one the OA rep for the troop (or any member) meet the OA troop rep chairman at HQ for a brief meeting. They will get the same "treat" as the SPL/SM. The OA troop rep is a very important part of the chapter.