



North Star Spring Camporee
Disability Awareness



April 4th – 6th, 2007
Beaumont Scout Reservation

CAMP RULES AND REGULATIONS

Camp Code	The Scout Oath, Law, and Outdoor Code
Ground Fires	Will be permitted.
Roster	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.
Generators	Generators will be permitted, but they must be turned off between 10:30pm and 7:30am.
Cooking Fuels	All flammable liquids must be under adult control and supervision.
Pressurized Fuels	They also must be locked away safely when not in use. Refer to the Guide to Safe Scouting and your pressurized fuel training.
Use of Water	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.
Tent Ditching	Digging ditches around your tents is prohibited.
Garbage	Each unit is responsible for the disposal of the garbage.
Tobacco	No person under 18 is allowed to use or possess tobacco. Violators will be asked to leave.
Speeding	Drivers are to obey the speed limits of the camp.
Fireworks and Firearms	Neither are allowed. Violators will be asked to leave.
Sheath Knives	Are not permitted.
Alcohol and Drugs	Alcoholic beverages and drugs other than medically prescribed are not allowed at council or district events. Violators will be asked to leave.
Early Arrivals	Any person not on staff who arrives before 4:00pm will be asked to not set up camp.
School vs. Scouts	Scouts should finish the regular Friday school schedule before coming to camp.
Parking	As you arrive, parking will be directed by the staff. Please follow what they say.
Check Out	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 and merit badge cards.
Accidents and Injuries	All serious accidents and injuries must be reported to HQ.

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2008 Spring Camporee
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Beaumont

Its time for another Spring Camporee!!!

I am truly honored to invite and welcome all scouts and scouters to the 2008 North Star Spring Camporee! This camporee's theme is 'Disability Awareness' At each of the camporee's several stations, patrols will be challenged to accomplish a certain task as one with a disability would and they will receive a score.

Although competing at these events is fun, it is not what this encampment is about. Instead, it is about recognizing the different disabilities and the difficulties people with these disabilities must overcome. In addition to getting a score at every station, patrols must prove to the staffers that they are fully participating in the event. Patrols will get a participation grade ranging from one point to five points, and it will be this participating grade which will go towards your ribbon.

Patrols should range from five to nine guys. Of course if your troop has fewer than five guys, you can still participate. Patrols are reminded to bring their scorecards with them to all stations. Scorecards are to be turned in at religious services Saturday night.

Please make the extra effort to keep the camp extremely clean of all trash. Lastly, each troop must register at Headquarters when they arrive. They must also have a staffer check them out before they leave. Feel free to contact any of the below people for any comments or questions. This year's camporee will cover the requirements for the Disability Awareness merit badge.

Sam Kost
Boy Scout Camp Master
(314)838-0187

Andrew Yarbrough
Webelos Camp Master
(314) 868-1003

Butch Hammond
Boy Scout Camp Master Advisor
1(573)438-8688

Paul Kessler
Webelos Camp Master Advisor
(314) 574-5199

A very special thanks are expressed to Don Dotson for designing our patch!
Special Thanks also to Chris Dick for help on program

Activities

Blind Folded Obstacle Course

Each Scout will individually go through a Course designed by Camp Staff. Going with the Theme they will be required to go through the Course Blind Folded. The scouts must use a cane to navigate through the course. After each scout has gone their times will be recorded and that will be the final score for the patrol. The Patrol with the best time will receive an Award at the Closing Campfire.

Wheel Chair Race

The Patrol will individually go through the race in wheelchairs. The times for the patrol Will be recorded and that will be the patrols final score. There will be an Award At the Closing Campfire for the Patrol with the best time.

Crutch Relay

Each member of the Patrol will use a pair of crutches to go to a set location and back.
This is not a race.

Ships in the Fog

Every Member of the Patrol will be blind folded except the Patrol leader. The Patrol Leader will give directions in a code provided by the staff. The time will be averaged and that will be the time for the patrol, there will be an Award based on the best Time given at the Closing Campfire.

Memory Game

A number of Items are placed under a blanket. Scouts are shown the items for a given time interval. Scouts must remember the items they saw and write them down. The patrol with the most correct items will receive an award at the closing campfire.

Sign Language

Each Patrol will have to communicate the scout law together to the staff member correctly in sign language to receive credit. Scouts will be given a set amount of time at this station to memorize the sign language sheet

One Handed Knot Tying

Two or more members of the patrol will use one hand each to tie a knot. Sheet with all the knots will be handed out Friday at Registration. They have to complete the 3 knots. Once the 3 knots are completed the staff will record the time and the patrol with the best time will receive an award at the closing campfire.

Charades

Scouts are required to guess the elements of scouting that their fellow scouts must act out. The elements will be randomly pulled from a hat. The patrol with the most correct within the time

limit will be awarded a prize at the closing campfire.

Disability Dodge Ball

Each patrol member must pull a disability out of a hat; the patrols will be pitted against one another in a game of dodge ball. During play, each member of the patrol must play with the disability that they have pulled from the hat.

Hoops and Wheels

Scouts will shoot as many baskets through a hoop from a wheelchair as they can within the time limit. The total amount of baskets will be averaged and the patrol with the best average will win a trophy awarded at the closing campfire. Another award will be given to the individual scout with the most baskets.

Dealing with Disability

A speaker will give a brief explanation of what it is like to deal with someone with a disability in everyday life. It will be a short talk and points will be given to all who attend.

Scooter Store Presentation

A presentation by the scooter store on there revolutionary technology

***Campsite will be inspected for general cleanliness, accessibility, preparedness, and Disability Utility. For an example of the inspection sheet see attached inspection sheet.**

Date: _____

CAMPSITE INSPECTIONS

Patrol A:	Patrol C:
Patrol B:	Patrol D:

		A	B	C	D
CAMPSITE	Pts. Possible				
Site selection	20				
Accessibility	25				
Fire Bucket / Fire Extinguisher	10				
Patrol area (Clean=5, Neat=5, Safe=5)	15				
Camp gadgets (5 pts per lashing, 3 max)	15				
Boundary and gate	15				
SECTION TOTAL	100				

PATROL EQUIPMENT

Duty roster	5				
Patrol flag	5				
Cooking utensils & equipment clean	15				
Dishwashing equipment clean & dry	15				
Patrol yell	25				
SECTION TOTAL	65				

SANITATION

Water bottles have lids on	10				
Food stored properly & protected	25				
Garbage container available and in use	10				
SECTION TOTAL	40				

PERSONAL EQUIPMENT

Dry sleeping area for each Scout	15				
Sleeping bags neat and dry	15				
Clothes and gear stowed in packs	15				
SECTION TOTAL	45				

GRAND TOTAL	250				
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