

2012 Fall Camporee

NAVIGATION



October 12-14, 2012
Sprague Brook Park
9674 Foote Road
Glenwood, New York

Long/Lat: N 42° 35.096 W 78° 38.307
UTM: 17T E 693781 N 4717427

Hosted by the Polaris District
Activities and Civic Service Committee



General Information

Fees and Registration

- We require advance registration. This will help us plan campsite layout, determine staffing and supplies needed for the events. An advance registration form is available on-line at <http://www.polarisdistrict.org/camporee> . Participation fee is \$15.00 per person if paid by September 28, 2012. The fee goes up to \$20.00 if paid after that date. Registration ends October 5, 2012
- Lunch on Saturday includes roast beef sliders, chips, cookies and fruit. (PB&J will also be available)
- Registration in the Sunday orienteering event is also included. Please complete the attached waiver form before arrival.

BSA Registration

- Each boy must be a registered Scout to participate in the Camporee. If you have prospective members as guests of your unit who is not currently registered, you must have a completed Boy Scout registration form (including parental information and signatures) at sign in.
- A minimum of two adult leaders per unit must be present at all times. **Current BSA Youth Protection Training is required for all adults.**

Check-in Procedure

- Troops may check-in at any time between 4:00pm and 9:00pm on October 12th at the Camporee Headquarters located in the Sprague Brook Park Casino. A completed Troop Roster is required at check-in (included in this booklet and on-line).
- Campsites will be assigned on a first registered/first located basis. Site locations will be provided at check-in. All Campsites will be located in the open areas from the northwest to the southwest of the park casino.
- Vehicles will be allowed to drop off equipment at the Casino parking area which is near the campsites. After unloading, vehicles must be parked in the designated parking area for the remainder of the weekend.

First Aid

- An emergency medical team will be on duty at or near the park casino. All injuries should be reported to the medical service team immediately.
- The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian.

Security

- Unit leaders are responsible for the security of their campsites, please be aware that you will be camping in a public park. Visitors to a campsite should present themselves to the adult in charge immediately upon entering.
- There will be no defacing or damaging of buildings or park equipment. Cutting or hacking of live trees is prohibited.
- Alcoholic beverages, illegal drugs, firearms, flares, sheath knives, axes, bows and arrows, and pets are not permitted anywhere at the Camporee. Any violators will be removed from the Camporee and the Erie County Sheriffs will be notified.
- Smoking is not permitted in the program or camping areas. Erie County has implemented a "smoke-free policy" in its parks, beaches and forestry areas.

Cooking, Campfires and Restrooms

- We recommend that cooking be done on charcoal or propane on an approved appliance. An adult currently trained in liquid fuels must be present if liquid fuels are to be used.
- A fire extinguisher must be available in each campsite.
- Above ground fires will be permitted (depending on the New York State Department of Environmental Conservation fire watch conditions posted at: <http://www.dec.ny.gov/lands/68329.html>). Downed dead wood may be collected in the park for fires. Firewood transported into the park must follow the New York State Department of Environmental Conservation regulations. Details are available at: <http://www.dec.ny.gov/animals/28722.html>. There will be an ash barrel available to place hot and cold ashes in.
- All Scouts will use the Port-A-Johns provided or the restrooms located between Shelters 2 and 3. All units will be expected to assist in keeping the park restrooms clean.
- Only Adult Leaders will be allowed to use the Park Casino restrooms.

Recycling

- Because all Scouters should be stewards for the earth and the environment, a Recycling Station will be located near the park casino. A list of materials that the center will accept will be available in the registration packet.
- All un-recyclable trash should be placed in the provided dumpster.

Religious Services

- Protestant, Interfaith and Catholic Services will be offered Saturday evening at 7:00 pm.

Awards and Recognition

- Events will be held Saturday morning and afternoon. Patrols will be judged on a combined point system for teamwork, speed and accuracy. The orienteering event on Sunday will be run as a separate event.
- Awards and recognitions will be given out at the Saturday campfire to the winning patrols of each event. Patrols are encouraged to provide a skit, cheer, or song.
- Camporee patches and ribbons will be distributed Sunday morning at checkout.

Venture and Explorer Patrols

- Venture crews and Explorer posts are invited to participate in the camporee. They may be placed in their own division depending on the number of entrants.

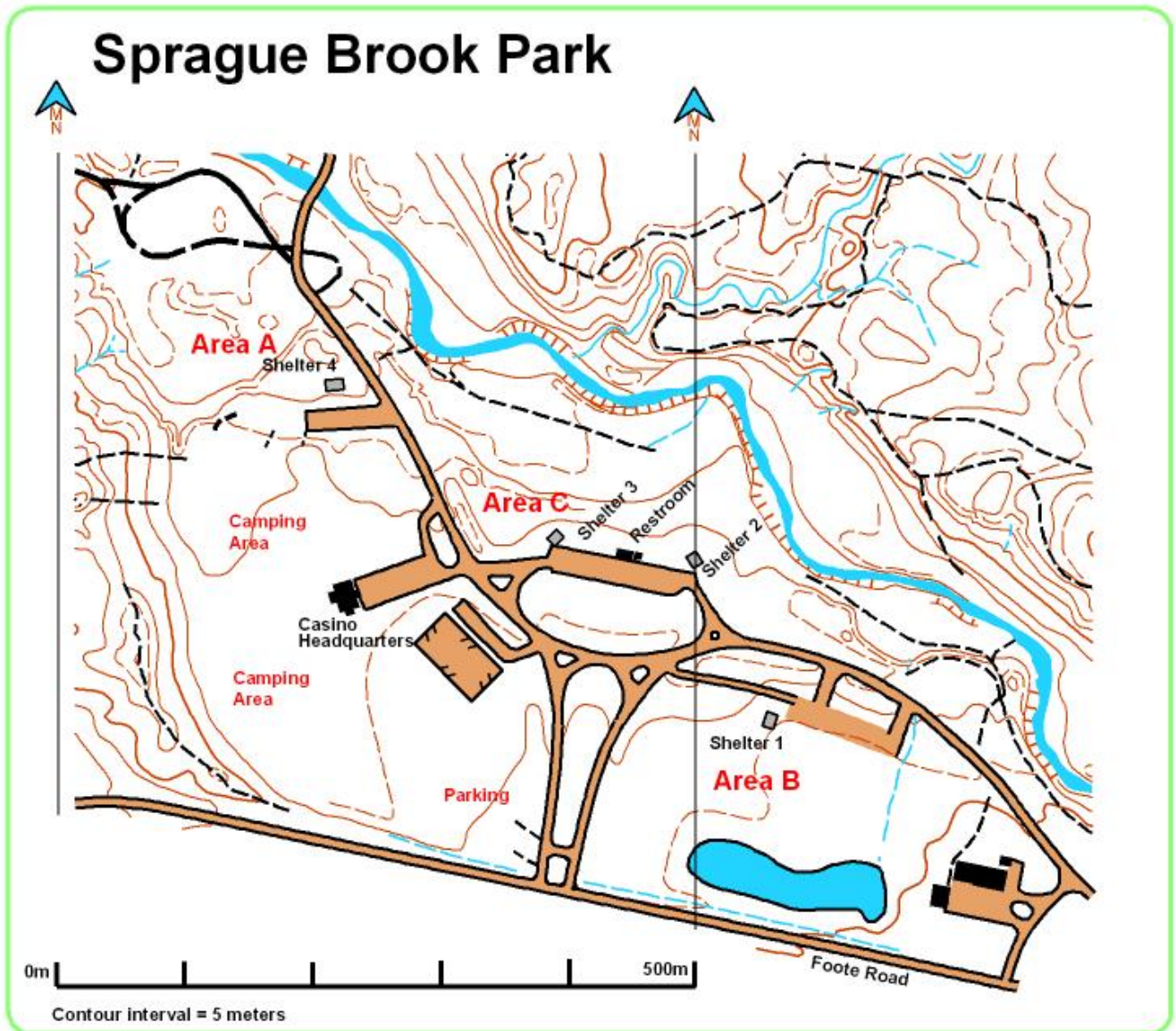
Webelos 2 Participation

- There will not be a separate registration or program for Webelos 2. It is encouraged that they register with their troop and spend the weekend as part of the patrol unit.
- If a Webelos 2 group does not have an associated troop attending, considerations may be made to group them with another patrol.

Survival Packs

- Each patrol is to bring a survival pack with the following supplies:
 - Patrol Flag
 - Small backpack
 - Boy Scout Handbook
 - Compass - liquid filled
 - Whistle
 - Frisbee with patrol name/troop no. on it
 - A clipboard
 - 2 pens or pencils
 - GPS unit (recommended)
 - 3 ropes - minimum length 20 ft each
 - Bandanna
 - Large leaf bag
 - Duct tape
 - Rescue blanket

Park Map and Program Areas



Merit Badge Requirements

- The events offered for each of the groups will cover some of the requirements for the merit badges. Because of time constraints, some of the requirements will not be covered.
- A list of requirements that will be covered at each event will be posted two weeks before the camporee and available at check in.
- Merit badge cards will not be signed off at the camporee. Arrangements can be made with counselors to complete the merit badge after the camporee.

Events

- (Events may change by the time of the camporee, an addendum will be posted/emailed two weeks before the camporee)

GROUP A: Land Navigation

Shelter No. 4

- *The Four Corners Of The World* - Scouts will use their compass and their pace to land at the right destination.
- *The Digitally Insane Scout Run* - A fast paced point to point orienteering sprint course that will use electronic punching.
- *Which Way Do We Go From Here* - A score orienteering course where the scouts plan their own course to get as many points as possible in the allotted time. Patrols will use electronic punching.

GROUP B: Geocaching

Shelter No. 1

- *Get A Clue* - Scouts will use a GPS to navigate to locations and obtain clues that decode a secrete message.
- *Where In The World Are We* - What do you really know about Longitude and Latitude and where are you on earth.
- *Treasures To Find* - Scouts will use a GPS to locate hidden geocaches.

GROUP C: Search and Rescue

Shelter No. 3

- *That's Just Not Right* - Scouts will observe rescue scenarios to determine what's right or wrong.
- *Searching the Grid* - Scouts will search through a grid for lost items.
- *Help, I Need Somebody* - Scouts will be required to tie knots and transport the victim to safety.

The Buffalo Orienteering Score-O meet on Sunday will require a waiver to be signed before attending the meet. The Waiver is included in this booklet and on-line.

Navigation Timeline

Friday, October 12th

4:00 PM	Arrival, Registration and Setup
9:00 PM	SPL & Scoutmaster Cracker-barrel
11:00 PM	Disconnect (Taps)

Saturday, October 13th

7:00 AM	Awakening
7:30 AM	Breakfast
8:30 AM	Opening Flag Ceremony
8:45 - 9:00	Backpack Inspection
9:10 - 9:30	Group Training Sessions
9:30 - 11:30	Group Sub-Events
11:30 - 12:30	Quick Lunch at Casino
12:40 - 1:00	Group Training Sessions
1:00 - 3:00	Group Sub-Events
3:10 - 3:30	Group Training Sessions
3:30 - 5:30	Group Sub-Events
5:45 PM	Dinner
7:00 PM	Religious Services
8:30 PM	Group Campfire - Awards
9:30 PM	SPL & Scoutmaster Cracker-barrel
11:00 PM	Disconnect (Taps)

Sunday, October 14th

7:00 AM	Awakening
8:15 AM	Closing Flag Ceremony
8:45 AM	Checkout
9:00 AM	Score Orienteering Meet by the Buffalo Orienteering Club (90 min)
10:30 AM	Finish Meet

Questions should be directed to Phil Wolfling at 832-9758 or pwolfling@verizon.net

2012 FALL CAMPOREE

OCTOBER 12-14, 2012

TROOP ROSTER

TROOP # _____

(Bring this copy with you to the Camporee)

SM:	ASM:
Youth Protection date:	Youth Protection date:
ASM:	ASM:
Youth Protection date:	Youth Protection date:
ASM:	ASM:
Youth Protection date:	Youth Protection date:
SPL: _____ ASPL: _____	
Patrol Name:	Patrol Name:
PL:	PL:
2:	2:
3:	3:
4:	4:
5:	5:
6:	6:
7:	7:
8:	8:
Patrol Name:	Patrol Name:
PL:	PL:
2:	2:
3:	3:
4:	4:
5:	5:
6:	6:
7:	7:
8:	8:

Total number of adults: _____

Total number of Scouts: _____



2012 Fall Camporee NAVIGATION

October 12-14, 2012
Sprague Brook Park
9674 Foote Road
Glenwood, New York

Hosted by the Polaris District



UPDATES AND REQUIREMENTS

1. Please note that for some car GPS systems, directions may take you to Crane Road to enter the Park - the only entrance to the Park is from Foote Road.
2. Troops may check-in at any time between 4:00pm and 9:00pm on October 12th at the Camporee Headquarters located in the Sprague Brook Park Casino. A completed Troop Roster is required at check-in.
3. Troops checking in on Saturday morning should report directly to the Camporee Headquarters located in the Sprague Brook Park Casino. They will be directed to their event area from there.
4. The camporee organizers are asking for assistance from leaders in helping to assist at some of the events. Please contact us at the Friday night cracker-barrel and let us know of your availability.
5. Water is available at the bathroom between shelters 2 and 3. We encourage your troop to bring a supply with you for use. The water available at the casino should be used for cleaning only.
6. Because all Scouters should be stewards for the earth and the environment, a Recycling Station will be located near the park casino. A list of materials that the center will accept is included.

Questions should be directed to Phil Wolfling at 832-9758 or pwolfling@verizon.net

Events with Requirements

GROUP A: Land Navigation

Shelter No. 4

- ***The Four Corners Of The World*** - Scouts will use their compass and their pace to land at the right destination.
 - 3b. In the field, show how to take a compass bearing and follow it.
 - 5. Set up a 100-meter pace course. Determine your walking and running pace for 100 meters. Tell why it is important to pace-count.

- ***The Digitally Insane Scout Run*** - A fast paced point to point orienteering sprint course that will use electronic punching (a cross country course).
 - 6a. Identify 20 international control description symbols. Tell the meaning of each symbol.
 - 6b. Show a control description sheet and explain the information provided.
 - 7a. Take part in three orienteering events. One of these must be a cross-country course.

- ***Which Way Do We Go From Here*** - A score orienteering course where the scouts plan their own course to get as many points as possible in the allotted time. Patrols will use electronic punching.
 - 6a. Identify 20 international control description symbols. Tell the meaning of each symbol.
 - 6b. Show a control description sheet and explain the information provided.
 - 7a. Take part in three orienteering events.

GROUP B: Geocaching

Shelter No. 1

- ***Get A Clue*** - Scouts will use a GPS to navigate to locations and obtain clues that decode a secrete message.
 - 2b. How to use proper geocaching etiquette when hiding or seeking a cache, and how to properly hide, post, maintain, and dismantle a geocache.
 - 2c. The principles of Leave No Trace as they apply to geocaching.
 - 4. (partial) Explain how the Global Positioning System (GPS) works. Then, using Scouting's Teaching EDGE, demonstrate the use of a GPS unit to your counselor.

- ***Where In The World Are We*** - What do you really know about Longitude and Latitude and where are you on earth.

- 5c. Explain the UTM (Universal Transverse Mercator) system and how it differs from the latitude/longitude system used for public geocaches.
- 5d. Show how to plot a UTM waypoint on a map. Compare the accuracy to that found with a GPS unit.
- **Treasures To Find** - Scouts will use a GPS to locate hidden geocaches.
 - 6. Describe the four steps to finding your first cache to your counselor. Then mark and edit a waypoint.
 - 7. (partial) Then, pick one of the three and find the cache.

GROUP C: Search and Rescue

Shelter No. 3

- **That's Just Not Right** - Scouts will observe a simulated scout camp scenario to determine what's elements are wrong and unsafe.
 - None related to SAR, but related to safe camping practices and preventing accidents and rescue situations
- **Searching the Grid** - Scouts will search through an area for playing cards keeping in a bearing based search pattern. Bonus points for finding other items that don't belong.
 - 9a. Plan and carry out a practice hasty search—either urban or wilderness—for your patrol or troop. Include the following elements in the search: clue awareness, evidence preservation, tracking the subject, and locating the subject using attraction or trail sweep.
 - 9b. When it's over, hold a team debriefing to discuss the hasty search. Discuss problems encountered, successful and unsuccessful tactics, and ideas for improvement.
- **Help, I Need Somebody** - Scouts will be required to tie a number of rescue knots (such as a square knot, figure 8, bowline, hasty harness knots and a few others) and be able to transport a victim to safety (also needs a blanket).
 - None related to SAR, but related to first aid rescue abilities.

Search and Rescue: "Ten Essentials List" and items in a "Ready Pack"

The Ten Essentials

- **Map** - Topographical maps are strongly recommended.
- **Compass** - Compass know-how and an understanding of declination (the difference between a 'magnetic' and 'true' bearing) is important.
- **Flashlight** - Ensure you have an extra bulb & batteries. A head lamp is very useful.
- **Extra food & water** - Carry food which requires little or no preparation (i.e. food bars). Sadly, there is no longer any uncontaminated surface water in the lower 48 states. Bring it with you, and be prepared to treat all other water.
- **Extra clothing** - Include a hat & gloves with your extra clothing. Rain protection is a must; wool is always a good choice for layering. A space blanket is an ideal addition to any kit.
- **Fire starter** - Must be waterproof. It is a good idea to have three options for fire starting (i.e. a lighter, waterproof matches & magnesium/flint). Practice makes all the difference.
- **Candle/fuel tablets** - These are remarkably effective as hand warmers, a quick hot beverage, or for making a fire much easier to start.
- **Knife** - The Swiss Army knife is an excellent, basic choice. The addition of a larger camping type knife is also quite useful (i.e. gathering firewood).
- **First Aid kit** - Basic First Aid & CPR training should be considered a critical part of your First Aid kit. Latex gloves and a CPR shield are important parts of your kit.
- **Signaling device** - At a minimum carry a whistle. Signal mirrors are very effective, as are smoke signals & flares (potential fire hazard).

Additional Items

- **Shelter** - Tarp, space blanket, poncho, tube tent, large plastic trash bag or a combination of these. Remember your clothing plays a major role in how comfortably you spend the night.
- **Grid Ribbon** - Carry at least one roll. A biodegradable version is now on the market and deserves consideration.
- **Gloves** - Leather work gloves are great for rope work. Polypropylene, wool or silk liners are effective for layering or by themselves. Fingerless gloves provide protection and dexterity.
- **Hat** - Hardhats offer impact (& rain) protection as well as good visibility. Various liners from cotton bandanas to wool stocking hats help to meet changing conditions. Some sort of balaclava (full head/face cover) is recommended.
- **Rope** - 20' of 1" nylon tubing is very useful, for tying harnesses, hasty rappelling, etc. 100' of "Parachute cord" or "550 cord" is a strong, versatile item to include in your pack.
- **Radio** - Communications are critical to the success of missions. At least one radio per search team is required. Obtaining your Amateur Radio license is encouraged (but NOT required) as it will greatly increase your communications ability.
- **Sunglasses** - UV protection of the eyes is especially important in snow conditions. Wearers of prescription eyewear should always have an extra pair available.
- **Machete** - Useful for clearing a path for a stokes team, as well as building fires and shelters. A small folding camp saw also has value in fire and shelter building. Having one of each per team is recommended.
- **Sleeping pad** - A light weight, closed cell foam pad is invaluable for sitting or kneeling on during breaks or fire building, etc. as well as for sleeping.
- **Other Items** - Toilet paper in a plastic bag, pen & paper, insect repellent, sunscreen, and binoculars are useful.

Recyclable Materials List

Questions?
Call 311 or 716-851-4890



Mayor Byron W. Brown

Recycling Made Easy!
Everything in One Cart
No Sorting Necessary

REMEMBER
To Place Your Cart So
the Arrow Faces the
Street

MAKE A DIFFERENCE.
RECYCLE!

Paper

Paperboard
No wax coated paperboard

Magazines & Catalogs
All types & sizes

Office Paper & Junk Mail
Envelopes, Flyers, Brochures, Postcards, etc.

Cardboard, Pizza Boxes & Paper Bags
Flatten cardboard. Remove wax, paper & food residue from pizza boxes.

Newspaper
Remove bags, strings & rubber bands

Phone Books
All types & sizes

Unacceptable Items

- No Styrofoam containers/packing
- No Garbage
- No Propane tanks
- No Paint cans
- No Medical wastes/syringes
- No Flammable liquids
- No Household cleaners
- No Chemicals (dry or liquid)
- No Wood items
- No Concrete
- No Garden hose
- No Electrical cords
- No "wet strength" paperboard material to include; fridge and freezer, and pop/beer case packaging

Plastic

Household Plastic*
Empty containers only

Plastic Jugs/Bottles*

We accept ALL types of recyclable plastics...

Metal

Aluminum Cans*
Empty cans only

Kitchen Cookware
Metal pots, pans, tins & utensils

Steel & Tin Cans*
Empty cans only

Glass
Clear & colored



IOF Control Descriptions

This is a summary of the IOF pictorial control descriptions. Full details can be obtained from the IOF web site at <http://www.orienteering.org>

A	B	C	D	E	F	G	H
1	123	↓	⊖	⊙	15 x 5	⊕	🗑️

- A Control number
- B Control code
- C Which of any similar feature
- D Control feature
- E Appearance
- F Dimensions/combinations
- G Location of control flag
- H Other information

C - Which Feature

↑	Northern
↔	Upper
↔	Lower
↑↓	Middle

D - Control Feature

See other side.

E - Appearance

⌒	Low
⌒	Shallow
⌒	Deep
⊞	Overgrown
⊞	Open
⊞	Rocky, Stony
≡	Marshy
⊞	Sandy
⊞	Needle leaved
⊞	Broad leaved
⊞	Ruined

G - Location of Flag

⊙	West Side
⊙	South East Edge
⊙	East Part
⊙	South West Corner (inside)
⊙	North Corner (outside)
⊙	North West Tip
⊙	Bend
⊙	South East End
⊙	Upper Part
⊙	Lower Part
⊙	Top
⊙	Beneath
⊙	Foot
⊙	North East Foot
⊙	Between

F - Dimensions

1.5	Height or Depth
5 x 3	Size
1.0 / 2.5	Height on slope
1.5 / 2.5	Heights of two features
⊗	Crossing
⊕	Junction

H - Other Information

+	First aid post
🗑️	Refreshment point
⚡	Radio or TV control
🚶	Control check
⊕ --- 100 m --- ⊕	Follow Taped Route away from control
⊕ --- 70 m --- ⊕	Follow Taped Route between controls
⊕ --- ⊕	Mandatory crossing point or points
⊕ --- ⊕	Mandatory passage through out of bounds area
⊕ --- 50 m --- ⊕	Follow Taped Route to Map Exchange
⊕ --- 120 m --- ⊕	Follow Taped Route to Finish
⊕ --- 40 m --- ⊕	Navigate to Finish Funnel, then follow tapes
⊕ --- 220 m --- ⊕	Navigate to Finish, no tapes

Land forms

⌒	Terrace
⌒	Spur
⌒	Re-entrant
⌒	Earth bank
⌒	Quarry
⌒	Earth wall
⌒	Erosion gully
⌒	Small erosion gully
⌒	Hill
⌒	Knoll
⌒	Saddle
⌒	Depression
⌒	Small depression
⌒	Pit
⌒	Broken ground
⌒	Ant hill

Rock and boulders

⌒	Cliff, Rock face
⌒	Rock pillar
⌒	Cave
⌒	Boulder
⌒	Boulder field
⌒	Boulder cluster
⌒	Stony ground
⌒	Bare rock
⌒	Narrow passage

Water and marsh

⌒	Lake
⌒	Pond
⌒	Waterhole
⌒	River, Stream, Watercourse
⌒	Minor water channel, Ditch
⌒	Narrow marsh
⌒	Marsh
⌒	Firm ground in marsh
⌒	Well
⌒	Spring
⌒	Water tank, Water trough

Vegetation

⌒	Open land
⌒	Semi-open land
⌒	Forest corner
⌒	Clearing
⌒	Thicket
⌒	Linear thicket
⌒	Vegetation boundary
⌒	Copse
⌒	Distinctive tree
⌒	Tree stump, Root stock



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Man-made features

⌒	Road
⌒	Track/Path
⌒	Ride
⌒	Bridge
⌒	Power line
⌒	Power line pylon
⌒	Tunnel
⌒	Stone wall
⌒	Fence
⌒	Crossing point
⌒	Building
⌒	Paved area
⌒	Ruin
⌒	Pipeline
⌒	Tower
⌒	Shooting platform
⌒	Boundary stone, Cairn
⌒	Fodder rack
⌒	Platform
⌒	Monument or Statue
⌒	Building pass through
⌒	Stairway

Special features

⊗	Special item
⊙	Special item

For anyone bringing a personal GPS.

<http://www.wnyscouting.org/document/campore-gps-file>

This download contains all of the waypoints for the GPS session.

EasyGPS may be used to load this into a GPS <http://easygps.com/download.asp> (it's FREE!)

The GPS unite supplied for the camporee will have the coordinates loaded.

To load by hand:

Nav 01	N42.58622	W078.63737
Nav 02	N42.58652	W078.63710
Nav 03	N42.58653	W078.63762
Nav 04	N42.58608	W078.63787
Nav 05	N42.58593	W078.63760
Nav 06	N42 58580	W078.63800
Nav 07	N42 58563	W078.63765
Nav 08	N42.58515	W078.63810
Nav 09	N42.58512	W078.63737
Nav 10	N42.58552	W078.63713
Nav 11	N42.58563	W078.63730
Nav 12	N42.58595	W078.63720
Geocache 1	N42.58671	W078.63532
Geocache 2	N42.58665	W078.63606
Geocache 3	N42.58615	W078.63530
Geocache 4	N42 58500	W078.63610
Geocache 5	N42.58648	W078.63805
Geocache 6	N42.58673	W078.63692