

# Boy Scout Troop 680

*Scout Motto: Be Prepared*

*Scout Slogan: Do a Good Turn Daily*



New Horizons  
Spring Camporee 2004

"Where No Scout Has Gone Before"



**S-F Scout Ranch  
May 14-16**

New Horizons 2004 Spring Camporee

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The dress for the weekend will be spaceman/alien attire. It will be the patrol's challenge to come up with a creative costume scheme. There will be awards for best-dressed alien and best-dressed alien crew.

Sturdy boots will be required as well. Everyone should be prepared for the weather; meaning Scouts should have raingear. All patrols should carry their patrol flag during the activities. Consideration should be given to carrying a sack lunch on Saturday, as the activity areas may be far-spread. Make sure everyone has plenty of water to survive a day in space. **We would like to see everyone enjoy the fun of space life.** Scouts should travel to and from the Camporee in Class A uniforms. In addition, the Class A uniforms should be worn at religious services.

Five outer space encounter areas have been established to help our Scouts experience the unique challenges and rewards that lie ahead. Each area will have one major theme activity, along with several additional activities. The Camporee will also be a great way for your brand-new and first-year Scouts to have fun and learn a little bit about what lies beyond planet Earth. The 2004 Spring Camporee will be a mix of competitive and non-competitive activities, with the patrols competing for a combined score. Non-competitive stations will award points for attendance at about the same level as the average at a competitive station, so there will be an incentive to watch a demonstration. Competitive stations will be scored on various scales, depending on the station - some are timed, some are purely objective (getting the right answers), some are purely subjective (score based on how the patrol worked toward the goal or thought out the problem).

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## Rules and Regulations

Camp Code: The Scout Oath and Law will be the law of the camp.

Prohibited: Tobacco, sheath knives, alcohol, fireworks, fire-arms, and non-medically Prescribed drugs are all strictly prohibited.

## New Horizons Spring Camporee Space Activities

Disaster in Space Your ship has crash landed on a strange and unknown planet. Can your patrol survive?

Space Invaders Help protect planet Earth as it is bombarded by alien space ships.

Launch Control Houston we have a problem.

Lost in Space Return from the dark side. Traverse through Martian dust storms and over challenging obstacles.

Alien Combat Tactics Do you have what it takes to engage in combat against fierce aliens? Learn new strategies and take on the universe.

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## Personal and Patrol Needs for Camporee

(See additional equipment at the end of this document)

- Class A Uniform (For religious services and traveling to and from Camporee)
- Dress Code Clothing (Space attire)
- Sturdy Foot attire: Be prepared – no tennis shoes or sandals.
- Personal First Aid Kit
- Scout Handbook
- Personal water bottle for each Scout.
- Standard camping equipment for the season and weather (rain gear!)
- 1 compass per 2 Scouts
- Personal bandana
- Patrol Flag
- Patrol Yell

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## Schedule

### **Friday, May 14, 2004**

5:00 PM: Troops begin to arrive at S-F Scout Ranch.

5:00 - 10:00 PM: Check-in: A troop representative must turn in a completed troop roster and settle registration fees at HQ. (A roster printout from

8:15 PM: Outer Space Entertainment – Movie

10:00 PM: All Scouts in campsites.

10:15 PM: SPL and ASPL cracker-barrel at staff HQ. Please include your SM or ASM. Instructions and discussion of Saturday's events will be covered.

11:00 PM: Lights Out. Quiet Time.

### Saturday, May 15, 2004

6:00 AM Reveille.

6:30-8:30 AM: Hot breakfast and clean up in campsites.

8:35 AM: Opening Flag Ceremony. Gather at HQ. Wear the uniform of the day and bring your personal and patrol gear for the day, including a sack lunch.

9:00 –12:00 PM Patrol Activities at Space Encounter Areas.

12:00 – 1:00 PM Lunch

1:00 – 3:00 PM Patrol Activities at Space Encounter Areas.

4:30-6:30 PM Dinner preparation and clean up in camp. One-pot meals (stew or other Dutch oven recipes) are encouraged. Save some for staff judges who will be coming around to your campsites to sample from your pot. Remember to enter the contest!

7:00 PM Religious Services – Locations TBA. This is a Class-A event.

8:30 PM Space Camporee Closing Ceremony. This will include the awards presentation.

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9:30 PM Troop camp fire program at troop campsite. All Scouts in campsites with lights out. Begin quiet time.

10:15 PM Adult Leader and Staff Cracker-Barrel at HQ

Sunday, May 16, 2004

6:00 AM Reveille

6:30 – 8:15 AM Breakfast and clean-up in campsites.

8:30 AM Start Checkout

- Break Camp and police area.
- Police your area again.
- Have staff member inspect your campsite.
- Proceed to HQ with SPL and Scoutmaster

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Logistics

Friday 5/14/04

Arrive @ Kister House to load gear 5:00 PM  
Depart from Kister House 5:30 PM

Sunday 5/16/04

Arrive @ Kister House 12:00 to 1:00 PM (Scouts will call when we are within 15 to 20 mins of arrival)

Adult leader contact information

Mr. Jezusko 314 757-1935  
Mr. Biondo 314 221 1280  
Dr. Stachiw 314 368 8171  
Mr. Dains 314 420 3902

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## Additional Equipment List

Here is a list of items that you will need to bring:

**Please mark all of your equipment and clothing with your name.**

- cup, fork, & spoon
- ball glove or other fun stuff
- towel (pack on top)
- Scout Handbook
- sturdy shoes or boots
- Bible or prayerbook
- duffel bag or pack
- raincoat or poncho
- sweatshirt or jacket
- underwear
- long pants
- wristwatch
- socks (include Scout socks) If you bring insect repellent it should be non aerosol
- extra clothes
- hat or cap, sun screen lotion
- toiletries including -washcloth -toothbrush and paste -hand soap -brush or comb
- Any medications needed\*
- sleeping bag (or blankets and sheet)
- pillow
- flashlight & batteries
- pen, pencil, and paper
- spending money
- canteen or water bottle
- ziplock bags to keep items dry
- camera with film (disposable recommended)
- camp stool

## Items not recommended

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- Electronic devices (game boys, radios, cell phones)
- Items of value

## **Items prohibited**

- Sheath knives, firearms, tobacco, alcoholic beverages, fireworks

\*Your Scoutmaster should be aware of all medications