

**Leader's Guide**

**2011**

**Saugahatchee District**

**Spring Camporee**

**April 8-10**

**CCC Campground at Chewacla State Park**

**124 Shell Toomer Parkway**

**Auburn, Ala.**

1 February 2011

Welcome District Leaders,

On behalf of the District's camping committee, we want to welcome your unit to the Annual Saugahatchee District- Frank Horkey Spring Camporee.

This year's Camporee will be very similar to last year's. Because of the influence of Robert Baden-Powell over the creation of Boy Scouts, we've decided to take the event that he became famous for, the Siege of Mafeking, and convert it into a Camporee, full of events, fun and fellowship.

This event, we're calling the "Mafeking Exercise", will be much different than anything you've probably done. The Mafeking Exercise is a multiple part competition with at least 11 stations (events). The events that will make up the Mafeking Exercise will all be completed at night. There will be a few other events that will be competed on Saturday afternoon, but the bulk of the competitive events will take place between the hours of 9pm on Friday, April 8, and 2am on Saturday, April 9.

The entirety of the Camporee will take place inside the friendly confines of Chewacla State Park which is surrounded on all sides by either body of water or personal residences.

In the following pages, you'll see a number of items:

- The story of Mafeking.
- List of both the Mafeking Exercise events and the regular events, complete with brief descriptions.
- List of needed patrol equipment, knowledge of skills and personal equipment.
- A guide on patrol structure that is needed to effectively complete the Mafeking Exercise.
- Schedule of the weekend
- Fact sheet

We are giving out this information so that you, the adult leaders, may be informed about what is planned for the weekend. *The Guide to Safe Scouting* has been taken into consideration and we believe we fall inside its parameters. We would like you to use discernment on how much information to disclose to your scouts. Ideally, the Scouts in your units will know as little as possible about each event, as this outing is designed to require them to think outside the box, on their feet and in situations that aren't "normal". Your Scouts, provided they know the skills listed, and have the listed equipment, will be sufficiently prepared to compete and have an unforgettable experience. Last year's event has already been copied in other Council's camporees.

Know that other units in other parts of the country have run this event in the past and for many of them; it's one of the most highly rated events they do. Feedback from last year's event was unprecedented. We didn't create this event; we've just taken it from another area and adapted it to fit our District and our Camporee.

After you read all this information and you still have concerns or questions, please let one of us know. We want to be as transparent as possible.

Yours in Scouting,

Bob Edwards  
District Camping Chair  
334.319.2240  
[bobandcissy@aol.com](mailto:bobandcissy@aol.com)

Jonathan Middleton  
Assistant Camping Chair  
334.524.5941  
[acetheguru@hotmail.com](mailto:acetheguru@hotmail.com)

## **The Siege of Mafeking Story**

The Mafeking Cadet Corps was a group of boy cadets during the Siege of Mafeking in South Africa. They are sometimes seen as forerunners of the Scouts, because they were one of Robert Baden-Powell's (B-P) inspirations in creating of the Scout movement in 1907.

The siege of Mafeking took place over 217 days during the Second Boer War in 1899-1900. Robert Baden-Powell was the British colonel charged with defending the town. Because of the shortage of manpower in the town, boys were used to support the troops, carry messages, and help in the hospital. This freed up men for military duties, and kept the boys occupied.

The cadets consisted of volunteer boys below fighting age. Their leader was the 13 year old Warner Goodyear, who became their Sergeant-Major. They were given khaki uniforms and a wide-brimmed hat which they wore with one side turned up, and a Glengarry cap, and the towns people often commented on their smartness.

One of the cadets' duties was to carry messages around the town and to outlying forts, sometimes as much as a mile away across open ground. At first they used donkeys, but as the siege ran on, food became scarce and the donkeys ended up in the kitchen. From then on, the cadets used bicycles instead.

Another important duty was to act as lookouts, mainly to warn the townspeople when the Boer siege guns were aimed and fired at different parts of the town.

The courage and resourcefulness shown by the boys in the Mafeking Cadet Corps made a lasting impression on B-P. In turn, B-P's deeds made a lasting impression in England.

Returning home in 1903 he found that he had become a national hero. He also found that the small handbook he had written for soldiers ("Aids to Scouting") was being used by youth leaders and teachers all over the country to teach observation and woodcraft.

These events lead to the beginning of the World Scout Movement at Brownsea Island in 1907.

**Mafeking Events** *will be held from 9pm on Friday until 2am on Saturday, addition or subtraction from this list will depend on number of units participating.*

**Minefield Beware**

-This will be a game similar to the "River Crossing" event that's at Freeze-O-Ree each year. Essentially, each patrol (and their gear) will have to cross a given distance without touching the ground.

**Spy Game**

-Basic knot tying game.

**Survival Climb**

-Using the staves and the rope each patrol is to have with them, the patrol is to build a ladder in order to climb up a cliff.

**Map Sketch**

-Each patrol will be escorted through a pre-selected campsite of an attending troop. After passing through the campsite, the patrol will need to draw a map of the campsite from memory.

**Observation Post**

-This is a Kim's Game.

-Each patrol will be able to look over a number of items for a given time amount, then have to list as many items as possible from memory.

**Man Down!**

-Using the blanket and the staves that each patrol is supposed to have with them, they are to build a stretcher and carry one of their members to the next station.

**River Crossing**

-Patrols will need to measure the width of an object without using "traditional" instruments (measuring tape, etc)

**Great Escape**

-Patrols must cross a field without being spotted by a moving spotlight.

**Fire Building**

-Build a signal fire without use of traditional fire starters.

**Navigators Nightmare**

-This is a small compass course.

**Starlight Starbright**

-Determine north without using a compass.

**Signal for Help**

-Send and receive a message in Morse code.

**Tower of Power**

-Build a tripod to support the weight of one scout.

**Supply Safety**

-Hang a Bear bag containing food.

**Gimme Shelter**

-Erect a small fly

**Nameless Courier**

-Deliver a message

**Regular Events** *will be held on Saturday afternoon*

*\*\*These are returning events, if you need more explanation, let us know.*

Log Toss

A-Frame Walk

Dutch Oven Dessert

Tomahawk Throw

If any "Mafeking" event gets cut due to lack of participation, we'll run those events on Saturday afternoon.

## **Patrol Equipment**

- 2- Compasses
- 2- 4 ft. staves
- 4- 2 ft. staves
- 1- Blanket (or sleeping bag)
- 1- Map
- 1- Set of instructions
- 2- Pencils
- 1- Clipboard
- 20- Sheets of paper
- 1- Patrol flag
- 1- Scout Handbook
- 2- 20 ft. pieces of rope
- 1- 4 ft. piece of rope per scout
- 1- First aid kit
- Tender
- Patrol Duty Roster

\*\*\*Please let Camporee staff know if you can't attain any of the above equipment, you will need all of it. Also, please don't let the lack of equipment keep you from participating in the events. Notify staff if you need any of this.

## **Personal Equipment**

- small flashlight
- canteen or water bottle (w/water)
- boots or sturdy shoes
- poncho or rain jacket (in case of rain)

\*\*\*These two lists of necessary equipment are for the "Mafeking Exercise" only and are in addition to any regular camping gear you might need for the entire weekend.

## **Skills Needed**

- Knots and lashings (building a ladder from 2 and 4 ft. staves)
- General First Aid (incl. stretcher building)
- Orienteering (map & compass and distances using personal strides)
- Fire building
- Non-verbal communication
- Measuring heights, lengths, and widths without tools
- Finding north without a compass
- Elusiveness

## **Patrol Breakdown**

- As patrol leader, you must assign a scout to each of the following positions.
- Chose carefully, each position has its own responsibility.
- Take extra care in choosing TAIL END CHARLIE; no one must get behind him during the night exercise.

### 1. Navigator

- He will be your lead man for your patrol.
- He will need to be an expert at map and compass.

### 2. Navigator's Assistant

- He is to work with the Navigator

### 3. Medic

- Someone who has his first aid merit badge would be a good pick.

### 4. Pioneering Expert

- An expert at knots and lashings.

### 5. Patrol Leader

- Patrol discipline is mandatory
- You will be hiking at night in the woods.
- The score of your patrol depends on how you handle the patrol.

### 6. Tail End Charlie

- Next to the Patrol Leader, he is most important
- No one can get behind Tail End Charlie.

### 7. Adult Escort

- This is an "optional" position. Not all patrols will need or want an adult accompanying them. However, it is up to the adults within each troop's leadership to determine whether or not an adult is needed with a particular patrol.
- Any adult serving as an escort is present only as a silent observer. They are not to assist the patrol in any activity or competition.

## **Rules**

- Every member will be assigned a position or an assistant for a position.
- One member can hold more than one position and be an assistant as needed.
- Navigator must have an assistant.
- Put your people where you think they will best serve the good of the patrol.
- Work together as a team.
- As patrol leader, you can make decisions based on the recommendations given you by the experts you have chosen.
- Each patrol must have at least 5 members, but no more than 9. If this is a problem, please notify Camporee staff.
- A copy of a filled out duty roster for this event will be required before starting.

## **Camporee Schedule**

(All times are Central and subject to change)

### **Friday**

4pm- 7pm	Registration/Check-in/Camp Set-up
7pm	SPL Meeting
8pm	Adult Cracker Barrel
8:30pm	Mafeking Briefing
9pm	Mafeking Exercise Begins
1:30am	Exercise Ends
2am	Quiet Time
2:30am	Lights Out!!!

### **Saturday**

10am	Reveille
11am	Opening Flag Ceremony
11:30	Lunch
1pm- 4pm	Afternoon Events
4pm- 7pm	Troop Time and Supper
8pm	Campfire and OA Callouts
10pm	Quiet Time
11pm	Lights Out!!!

### **Sunday**

7am	Reveille
9am	Closing Flag Ceremony
9:30am	Duty to God
11am	Checkout

## **Fact Sheet**

- Each event will have a maximum time limit of 15 minutes
- Each of the Mafeking events will stand alone as normal Camporee events; top 3 places in each event will be awarded the appropriate streamer/ribbon.
- There will also be an “overall” top 3 for the Mafeking Exercise. Points will be tallied for each event placing, in addition to a score for covertness and noise level.
- The “overall” winner will win the Saugahatchee Kudu Horn, a unique award that you will be proud to display, for the next year.
- This is a rain or shine event. If a severe weather event takes place, Camporee staff reserves the right to alter, change times or cancel any competitive event.
- The Camporee staff would appreciate at least one adult from each attending unit to volunteer to run a station. We will have all the materials needed for the events. All you need to do is be willing to read some instructions, keep up with some data and be an encouragement to each patrol as they arrive at each station.
- We do need each unit that is planning on attending, to let the Camporee staff know 1 week prior if you plan on coming, how many patrols you're bringing, and how many total scouts you think will be joining you.
- We have commissioned a special edition patch depicting the night time elements of the Camporee events. We will release the patch design as soon as it's finalized.
- Cost for weekend is \$10 per Scout or adult. There are no one-night fees. A roster and payment (checks payable to Chattahoochee Council) will be due upon check in on Friday.**
- Units from outside the Saugahatchee District need to RSVP by March 31.