

# 2010 Etowah District Spring Camporee

Scoutmasters & Webelos II Leaders,

This year's theme for the Spring Camporee is "MISSION IMPOSSIBLE". Baden-Powell described Scouting as "a game with a purpose". It is in that spirit that we offer this year's Spring Camporee.

This spring we are trying something new; the entire camporee program will be conducted in the dark of night. The theme, "MISSION IMPOSSIBLE", is designed to appeal to the sense of fun, adventure, and imagination so active in Scouts. (This is a great opportunity for you to invite the 2<sup>nd</sup> year Webelos to join in the fun. Remember, they are the lifeblood of your troop!)

The camporee will be held April 30-May 2, at Scoutland. Registration will begin around 12 pm Saturday afternoon. Troops should set up camp, and begin to prepare their dinner meal. *Units may arrive on Friday evening if desired.*

During the camporee, the area will be swarming with young "secret agents" (Scouts/Webelos II) doing their best to accomplish several fun but challenging "Night Missions". For safety reasons, each Webelos II Den and Scout Patrol will need to be accompanied by an adult throughout the night program.

Scout Patrols and Webelos II Dens will be given secret orders that will direct them to their first night mission (event). They will be directed to a total of 8 Night Missions. After each completed night mission, they will follow their scorecard orders directing them to their next mission.

The Missions will conclude by 1:30 am. All Scouts/Webelos II should be in their campsites and quiet by 2:00am.

Please read the attached material carefully. Cost per participant is \$7.00.

## Notes

**PERSONAL SAFETY** will be the number one item on the agenda for this outing. Let's have a great Camporee. And as always, scouts should adhere to the twelve points of the Scout Laws and the Scout oath.

# Summary of Program

The “**MISSION IMPOSSIBLE**” camporee was inspired by the “Siege of Mafeking” camporee program. The camporee begins Saturday evening after dark. Patrols are given orders to accomplish several “night missions” (events) during the course of the evening. An adult accompanies each patrol for safety purposes. Patrols are awarded points based on their performance in achieving each mission (event). Midway through the program, a 30 min break will allow for units to furnish snacks if desired.

## Why a Night Camporee?

There are several reasons supporting the idea of a “night camporee”.

### Reason #1

It is a fun and exciting departure from the “standard” camporee format. This is especially important to those experienced Scouts that have been to other camporees and would enjoy something new and different.

### Reason #2

To those Scouts involved in a busy weekend schedule of sports and other activities, it gives them the luxury of participating in those events and still experience the **MISSION IMPOSSIBLE** night camporee.

### Reason #3

It avoids the hurried Friday night departure and travel/setup routine. For many units, it is a very hectic routine on Friday night. They can now leave Saturday afternoon at a more leisurely pace. (Although units will be able to come out on Friday night if they choose, with the understanding that no program will be offered until Saturday evening—until then, each unit provides their own program.)

### Reason #4

The Saturday evening start allows camporee staff more time to organize and assemble the components of an excellent program. They effectively have all day Saturday to get organized, rather than Friday night/early Saturday morning.

### Reason #5

Under the cover of darkness, the environment takes on a mystery which creates a more exciting mood. The secrets of the night can be featured and appreciated. Things seem larger, farther, and more intriguing at night.

# **“Mission Impossible”**

## **Scout Activities, Saturday, May 1st**

The Scout Activities consist of 8 stations that patrols rotate through during the course of the night. The patrols move from station to station in an assigned sequence with a “shotgun” start. These stations include Scouting Skills, advancement activities, and some just plain fun events. The activities will run from 9:00 pm to 1:30 am. Each activity is 25 minutes long with 5 minutes to travel between stations.

A preliminary description of the Scout Stations, how they may be scored, and advancement opportunities for each is listed on the following pages. Patrols will be judged on completing the objective and patrol involvement. Note: games may be altered and scoring methods changed by host troops.

### **The Eight “Night Missions” of “MISSION IMPOSSIBLE**

- Laser Gauntlet
- Blind Escape
- Stealth Hike
- Espionage Adventure
- Star Trek
- Solo Encounter
- Secret Stranger
- Enemy Encampment
- Agent Rescue
- Mystery Mission

Note: the eight will be picked from the ten above depending on weather and host picks.

## **Summary of Impossible Missions**

### **LASER GAUNTLET (Hosted by Troop 109)**

This is a game that stresses teamwork and using restricted senses for observation.

**DEFENDING TEAM** The defending team puts on blindfolds and is given flashlights. Each person is told they have ten shots. They must "light-up" an attacker with their laser (flashlight beam) to disable them. Once they have used all ten shots, they must sit down and turn their flashlight off. They have used all their energy supply and are dead. A shot consists of a single beam of light aimed at a specific target. Sweeping the light across the

horizon randomly is not allowed. (You will need to depend on your sense of hearing so your patrol being as quiet as possible is a necessity for mission success)

**ATTACKING TEAM** The attacking team must advance slowly without making noise. No running is allowed (safety issue due to darkness). Their object is to quietly advance until they reach the picnic tables located in the center of the campsite. If they are shot with a laser (flashlight beam) they are disabled.

### **BLIND ESCAPE (Hosted by Troop 3740)**

The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. Your patrol leader trips a wire that creates an explosion. He is injured and must be assisted by the group, but he still has his sight. The rest of the patrol was temporarily blinded by the blast. You have "x" minutes to escape before the entire area is consumed in fire. He has to describe the obstacle, what they need to do, and coach them through it. Remember, time is limited.

### **STEALTH HIKE (Hosted by Troop 62)**

This event is a test your patrol's ability to maintain silence, requiring working together as a team, and controls their behavior.

The Scouts are proceeding down the trail to this event and are met by the stranger who tells them to be quiet. There are enemy agents in the area searching for your patrol. You must get down the trail and to the next event without being detected. No sound, no lights. You must be stealth. The mission is to get to "point B", under the cover of darkness, without being seen or heard. They can't know you're there. If they see you, it's the end for you.

### **ESPIONAGE ADVENTURE**

The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted.

Your group is entering an area that has been booby trapped by the infamous enemy agent. He has hidden a container with the royal emeralds. There are 7 false containers that contain a very powerful atomic weapon. Once the detonator has been initiated, it cannot be disarmed, it will kill everyone within seconds. If you choose the correct container you will avert international crises and probably prevent a disastrous war.

### **STAR TREK (Hosted by Troop 39)**

This is a short star hike providing a great opportunity to observe the heavens and learn about nature. As the patrol approaches this area walking along the dark trail through the dense woods, the Star Gazer appears from behind a large tree to suddenly meet them on the trail. He then asks them to follow him quietly through the woods. As they follow him along the trail, he leads them from the dense woods and into a field where the sky opens up above them filled with millions of stars. He leads them to a large area where they can lay down and stare up at the heavens. The Star Gazer describes what a star is, a galaxy, etc. He points out a few constellations and tells of the stories behind their names. (A poncho could be used as a ground cloth to lie on)

### **SOLO ENCOUNTER**

This event combines two elements, a brief solo experience in the woods at night and a few inspirational words of wisdom. The Scouts are proceeding down the trail to this event and are met by the Magi. He leads them down the trail to the open grassy area where he assembles them for a talk of the beauty and the wonder of nature and about how the dark of night has a special beauty all its own.

He then challenged the boys to maintain a short silent solo experience along a trail. He wants them to spend the time thinking about a question. He also wants them to look around them and listen carefully, observing nature. He asked that they not use any flashlights or make any sound. He assures them there was nothing to be frightened of and no one will bother them.

The Magi can ask the boys to ponder any question. It could be to think about a particular Scout Law, or what the Motto means, or what they have done recently to honor their Oath? "If you could ask God one question, what would it be?" After this talk and a question to ponder, the Magi begin walking down the trail dropping off a Scout about every 25-35 feet. This is where their solo begins. The circular trail eventually takes the Scout back to the beginning. The Magi starts down the trail to collect the boys again returning to the beginning of the trail where they were first assembled for the talk. Take them back down the trail to continue on to their next mission/event. (A poncho could be used as a ground cloth to lie on)

## **SECRET STRANGER**

The evil agent is known as the Jackal. The good agent is known as the Condor. The Patrol will meet both of them one at a time. They must decide which the Condor is and present their computer disk to him/her. They must determine who is who by asking them questions and judging their character by the responses.

You must get information to a secret intelligence unit of the United States government.

Your contact is an agent known only as the Condor. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as the Jackal is operating in the area and may try to impersonate the Condor to intercept the information on your disk. If your information gets into the wrong hands it could be disastrous for the free world.

## **ENEMY ENCAMPMENT (Hosted by Troop 39)**

This event combines some exciting elements, a test of the boys' observation skills, their ability to work together as a team, and their natural desire to run around in the dark desperately trying not to be caught.

The Scouts are proceeding down the trail to this event and are met by Bond. He leads, assembles them and explains their mission. An anti-government organization has set up camp and is believed to be training some rather unsavory individuals in domestic terrorism. Right now most of them are gone on a training mission. There're only a few of them guarding the camp. The mission is to get close enough, under the cover of darkness, to gather intelligence information about the group's camp.

How many tents do they have? How many people are guarding the camp? Are they male or female? They can't know you're there. If they see you, it will compromise our entire operation.

## **AGENT RESCUE**

This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary.

The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.  
(Tenderfoot through First Class First Aid is a must to complete this mission)

## **MISSION IMPOSSIBLE CAMPOREE (April 30 thru May 2nd)**

Your unit will have the opportunity to camp on Friday night. Your unit will need to provide a Saturday morning program as there will be no district planned activities until evening.

The camporee will officially open Saturday afternoon for registration with the activities starting in the evening after dark. Patrols are given orders to accomplish several night events during the course of the evening. An adult accompanies each patrol for safety purposes. Patrols are awarded points based on their performance in achieving each event.

The theme is designed to appeal to the sense of fun, adventure, and imagination so active in boys. In addition, the program helps to put into practice Scouting skills, team building, personal reflection, physical agility, and resourcefulness. **Second year Webelos are invited to attend with a host Troop.**

Registration fee is \$7.00 per participant (youth or adult).

### **SCHEDULE OF EVENTS**

Saturday, May 1

12:00 pm	Registration Opens
12:00pm – 4:00 pm	Arrival and Campsite Set Up
4:00 pm – 6:30 pm	Dinner
6:30 pm – 7:30 pm	Opening Ceremony & Briefing
8:00 pm – 9:00 pm	Ultimate Frisbee
9:00 pm – 11:00 am	Night Missions
11:00 pm – 11:30 am	(Break)
11:30 pm - 1:30 am	Night Missions
1:30 am	Return to campsites
2:00 am	Lights out/quiet/sleep time

Sunday, May 2

10:00 am	Reveille
10:00 am – 12:00 pm	Breakfast / break camp
12:00 pm – 1:00 pm	Church Service / Closing Ceremony / Checkout

**Boy Scout / Webelos II      Mission Impossible Registration**

Troop # : \_\_\_\_\_

Pack # : \_\_\_\_\_

Host Troop (Packs only): \_\_\_\_\_

# Scouts: \_\_\_\_\_ # Adults/leaders: \_\_\_\_\_ Total Attendees \_\_\_\_\_

Fees: Total number of attendees \_\_\_\_\_ X \$7.00 each = \_\_\_\_\_

Total Enclosed: \$ \_\_\_\_\_

Contact Name: \_\_\_\_\_

Phone #: \_\_\_\_\_ E-mail: \_\_\_\_\_