

The Gulf Stream Council

Scouts BSA

CRACKER TRAIL CAMPOREE

February 15th - February 17th – 2019

Chuck Wagon Troop Cowboys and Cowgirls

Register while fees are the lowest

\$35.00 until November 1, 2018, \$45.00 until January 1, 2019. No registrations after February 8th 2019.

Tanah Keeta Scout Reservation - Tequesta, FL



For more information, please contact Pietera at pietera241@bellsouth.net or (561) 202-4605

Tanah Keeta Scout Reservation

Rules and Regulations

Updated August 21, 2017

Thank you for choosing Tanah Keeta Scout Reservation for your unit's camp-out. The information provided in this document will be useful during your visit to ensure you have the best possible experience at camp. Please keep in mind that Tanah Keeta Scout Reservation enforces the BSA Guidelines as outlined in the **"Guide to Safe Scouting"** to ensure a safe and enjoyable camping experience for everyone.

Adult Leadership Requirements: Each assigned leader is responsible for his or her unit and their actions while visiting camp. **The unit leader or event coordinator must check with the Camp Master upon arriving at camp, and the area must be checked out with the Camp Master prior to departure.** Units will be held responsible to cover any damage.

Check In: Upon entering camp there is a Welcome Pavilion where a large map of the camp is provided. Please first check in with the Camp Masters. The Camp Masters reside in the Camp Master Cabin which is located directly across from the Lassiter Building. Facing the Camp Loxahatchee Gateway – it is the building on the left. Camp Masters are very knowledgeable about camp and the Scouting program. They will be available to you and your unit the entire time you are in camp. They are here to support your program and protect the camp. Camp Masters are overseen by rangers who are charged by the Executive Board of the Gulf Stream Council to carry out the policies and procedures of the Council.

Camp Hours: Camp opens at 5pm on Friday and closes at 11 am on Sunday. Should you need an early arrival time or a later check-out time please contact the Camping Director to make arrangements. We will do our very best to accommodate your needs.

Campsite Assignments and Facilities: Every effort will be given to accommodating your Unit's request for a campsite; but, many factors may impact the final determination: special needs campers; Unit size; use of facility; and periodically we close a campsite for conservation purposes. If we alter your campsite from your reservation, we will contact you prior to your arrival to camp. BSA Guidelines are followed when utilizing any facilities in the camp to ensure proper supervision and safety precautions are followed. Reservations for use are arranged through the Council Service Center prior to your visit.

Paperwork Due at Check In:

1. Unit Roster
2. Training Certifications to utilize facilities which require them (Pool, Canoes, Ranges, etc)
3. Float plan if applicable
4. Health forms are required for every participant camping with the unit. Please ensure you have them.
5. Camp fees (which can be paid ahead of time on line). If bringing a check it should be made payable to Gulf Stream Council.

Check out: Check out is before 11 am on Sunday. A checklist will be provided when you check in. Units are responsible for helping to maintain the facilities at the camp. Remember the adage “leave it better than you found it”. The Logistics team **must** check the campsite and facilities prior to unit departure. (Ask yourself: Would you be OK using the facilities in the condition you leave them?)

CAMP RULES

Accidents: In case of an accident of any type, the Camp Master (or Ranger) must be notified immediately.

Alcohol and Drugs: Alcoholic beverages including “near beer” and any type of recreational drugs are strictly prohibited.

Bathhouses: Please ensure that the bathhouses are kept in a clean condition. All units will be responsible for the cleanliness of the bathhouses and they will be checked out upon departure.

Boating: When using boats and canoes at both Camp Loxahatchee and Camp Clear Lake, **life jackets must be worn at all times**. This means both youth and adults. Units must present certification for Safe Swim Defense for swimming, Safety Afloat and CPR or a BSA certified lifeguard to use boats or canoes. Boating and canoeing by Cub Scouts/Webelos Scouts can only be done at Clear Lake and must have the same certifications listed above. After use, please clean and return equipment to the proper place. Supervision ratio for Cub Scouts is one supervisor to five participants and for all other groups, one supervisor for 10 participants. A minimum of two adults for any group is required for supervision.

Buddy System: Please ensure that the buddy system enforced during your stay in camp.

Campfires: All campfires must be of split wood ONLY no lumber will be allowed. All fires in camp must be inside designated fire/cooking areas. Fires must be dead before leaving the campsite or going to bed.

Certain times during the year the camp is under a “fire watch” due to dryness, lack of rain, etc. No fires will be permitted during this period. Cooking should be done on small cooking fires, charcoal or stoves.

Conduct: All Scouts and Scouters are expected to abide by the Scout Oath and Law. Rough housing, unruly conduct or bullying are not tolerated.

Firearms: Firearms, fireworks and archery equipment are forbidden in a wildlife refuge of which Tanah Keeta is one. Use of the ranges at Tanah Keeta is by special permit only, and must be operated under National Standard rules. No slingshots allowed. Pertinent certifications required are: Cub Scout BB Gun and Archery Range certification and/or NRA/NAA certified instructor, during council events only. There is a charge for the range and lost or broken arrows. No personal firearms allowed.

Shoes: Shoes must be worn at all times except in the shower, tent or bed. Please, closed toed shoes only - no open-toe shoes, sandals or flip flops.

Kitchen Use: Use of the kitchen requires Serve Safe Certification. Please read the rules posted in the kitchen carefully and follow the cleanliness guidelines.

Knives: Sheath knives, machetes or swords are not allowed on camp property.

Lost and Found: Items found during the weekend will be placed in the Lost and Found bin outside the camp office. When the weekend ends the valuable items will be transported to the Gulf Stream Council office for securing and the other items will be left in the bin in the camp office. Please contact the Camping Director in regards to lost items.

Pets: No pets are allowed in camp, even on a leash. Service animals must be noted and pre-approved through the reservation process.

Recycling: As Boy Scouts we practice Leave No Trace. Recycling receptacles are located next to the dumpster. PLEASE use these for recycling and NOT for garbage. Please read the bins for a list of recyclable items.

Siren: If you hear the camp siren, report as indicated

- Long Blast (30 seconds or more) – assemble in the parade field. Use for Lost Camper, or assembly to give directions such as for evacuation.
- Short Blasts (10 seconds each) – report to the nearest building to take shelter from severe weather and lightening, preferably Lassiter Building, Dining Hall, Bath House Buildings.

Smoking: All buildings or facilities under control of the Gulf Stream Council are designated as non-smoking facilities. **Smoking is not allowed in the campsites, included e-cigarettes.** The only “smoking area” is in the main parking lot. Please try to keep smoking from the view of the youth.

Swimming: Swimming activities must be supervised by a responsible adult, 21 years of age or older. Safe Swim Defense or BSA Lifeguard certification must be presented. See aquatic rules. Hours for swimming are an hour after sunup to an hour before sunset.

Trespassing: Scouts must not walk outside the boundaries of Tanah Keeta Scout Reservation, as they will be trespassing.

Trash: Trash should be placed in plastic bags and deposited in the closed dumpster (the ones with the lids). If using any buildings, including the dining hall and kitchen, you must also take that garbage to the dumpster.

Vehicles must remain in the parking lot during your visit at Camp. Troop trailers may be parked at the campsite for storing equipment. All gear not in trailers should be hand-carried into campsites. At Camp Clear Lake, all vehicles and trailers remain in Clear Lake parking lot. No riding in back of pick-up trucks, trailers, tractors or golf carts.

Weather: If severe weather approaches, the Campmasters will open the buildings for shelter and seek shelter immediately. One indicator that severe weather is in the area is the signal of the golf course alarm which is audible in camp. If you hear the alarm, seek shelter.

Wildlife: As a wilderness area, Tanah Keeta Scout Reservation is home to an abundance of wildlife, some of which can be dangerous. Please be cautious and do not approach any wildlife. Contact the campmasters or rangers immediately if there is a threatening situation. Be advised that feeding, taunting or touching wildlife is prohibited.

**THESE RULES ARE SET FOR THE SAFETY OF YOUR SCOUTS AND ALL OF OUR
CAMPERS**

**THANK YOU, FROM THE GULF STREAM COUNCIL AND THE CAMP STAFF
Any violation of rules may result in your removal from camp**



Gulf Stream Council Scouts BSA Cracker Trail Camporee



- Dates:** February 15th to February 17th, 2019
- Location:** Tanah-Keeta Scout Reservation, 8501 Boy Scout Road, Tequesta, Florida
- Registration:** The registration fee is \$35.00 per person (Scouts and Adults) until November 1st, 2018. \$45.00 until January 1, 2019. The registration fee includes: camping fees, program and Awards event patch, and BBQ dinner Saturday night in the dining hall. Go to Tentaroo.com.
- No registrations after February 8th, 2019. Refunds: in writing 2 weeks prior.
Mike.mcloughlin@scouting.org
- Required:** Registration form, roster of all attending, patrol names, and payment are required to register your patrol(s) for the Cracker Trail Camporee.
- Event Shirts:** Are available for purchase. To make ensure everyone receives the correct size, complete the information on the registration form and have it turned in by January 1st 2019. After that date, sizes will not be guaranteed.
- Arrival:** Check in on Friday between 5:00pm and 9:00pm. Only the Unit Leader is needed at the Welcome Shelter for check-in. WRISTBANDS will be given and are required to be worn. Please have the following forms with you at check-in:
1. Troop roster with emergency contact and only those at camp for the event (2 copies) leave one at check in
 2. Health forms for all (Unit leader keeps it)
- Campsites:** Assignments will be given at check-in for camping & clean up on Sunday. Due to campsite limitations, there will be other units in your campsite. Please keep this in mind when setting up camp. Leave no trace is in effect by all. BSA Policy directs that adults and youth are prohibited to sleep in the same tent (unless father and son). Lights out & quiet will be at 11:00 pm.
- Trailers:** Consider the other troop in your site when placing yours. Return your vehicle To the parking asap, before you start unpacking for others to be able to use the parking pass.
- Departure:** Clean up assignments will be given at check in. Your unit will be assigned to a common area and your campsite. If you're sharing a campsite with another troop, please include them in your campsite cleanup plans. Units are asked not to leave camp until the Campmaster says your areas are cleaned up.
- Theme:** **The Old West!** The Cracker Trail is a historic trail in northern Florida. To learn more go to: Crackertrail.org.

BSA Smoke-Free Policy – BSA policy is to provide a smoke-free environment for all Scouting participants. Therefore, smoking is only allowed in the back of the parking lot away from and out of view of all scouts. Please do not smoke at your campsite, the bathroom, by your car, or anywhere else at TK. Thank you for your assistance.

A Special Note from the Sheriff for the Cracker Trail Camporee

- You and your patrol have been training for this weekend. You 'have the skills' to be successful and now it is show time! Do your best and everyone will have a grand old time. Get plenty of rest Friday night, as Saturday is going to be a really big day! **Western best**, or class B is the dress for Saturday.
- Pay careful attention to the schedule! You are to be at **Avon Park at 8:45am** with everything you need for the day. Make sure that everything noted on the 'Be Prepared listing is on our person or in your wagon. **You cannot go back to your camp for any reason until the Camporee ends at 4:00pm.** Make sure everything is secured on your Chuck Wagon. If you lose something it could cost your valuable points!
- You are not to talk with anyone during the day other than your patrol members or those adults running the event in the town you are in. Under no circumstances are you to talk to or receive anything from anyone else during the day... not your SM... not even your parent! There are many adults here this weekend so please do not be tempted to talk to them during the Camporee. We have spies all over the camp and you could lose valuable points for any infractions to this rule. Please don't throw up the sponge and let it happen!
- Enter each Town with **enthusiasm**... greet the Mayor in a courteous manner and don't forget your patrol yell, cheer and /or slogan. The mayor should not have to ask you to do this. If you forget or fail to show genuine enthusiasm, you will not earn valuable nuggets! Have fun during the Camporee!
- Please make sure you **listen carefully** to each of the Mayors and ask any questions you need to fully understand the objective of each of the events. Be sure to treat the Mayors and other adults with the utmost respect.
- You will move from Town to Town when the horn blows and not before. Remember you only have 5 minutes to get to the next town so get a wiggle on, and get there as soon as possible.
- When it is time to prepare your lunch, work together as a patrol, take time to relax and get plenty to eat. **Don't forget to give the Mayor a sample of the delicacy you prepared for lunch** as they will be scoring your preparation. I am sure they will be impressed. Also, please thoroughly clean up and pack all trash back on your chuck wagon. You should leave the area as clean... if not cleaner... than you found it.
- **Drink plenty of water!!** Throughout the day. You should have ½ gallon of water for every patrol member on your Chuck Wagon. If you run out ask the Mayor if you can refill your personal water bottles. We need you hydrated and will be happy to help you stay that way. Bring healthy trail snacks for the day. You will be burning a lot of calories, so you need to give your body a little back-up to keep it running at maximum efficiency.
- **The Camporee will end at 4:00pm.** At this time you need to return to your campsite, empty your wagon the whole kit and caboodle then return to Avon Park for the races. **(Bring your class "A", nuggets, & auction paddle)**
- Dinner in the Dining Hall in Class 'A' at 5:30 pm.
- **The Camporee Auction will begin at 6:30** at Avon Park. Be sure you have your nuggets and auction paddles! You will be provided with your official auction paddles when you arrive
- **When you arrive for the auction, have your Patrol Flags**
- The Awards Ceremony & Campfire will begin at 7:30pm at the OA Ring. You will need to come dressed in your Class A uniform for this function. You also need to come armed with your enthusiasm and this is the most important time to show great sportsmanship! Be good winners and respectful if you don't win. Regardless of whether you win or not, you will have done your best and had a great fandango day!

**Gulf Stream Council Scouts BSA Cracker Trail Camporee
February 15th – February 17th 2019**

Recommended Patrol Size is 8 Scouts.

To ensure a level Competition field, a handicap will be used based on the number of scouts in the patrol.

Registration fees include program, awards, patches and Saturday diner in the dining hall.

\$35.00 until November 1st, 2018, \$45.00 until January 1st 2019. * No registrations after February 8th

Leader attending the event:

Name: _____ Cell phone: _____

Email address: _____

Number of Adults: _____ Total Number of Scouts: _____

Number of day visitors with dinner: (\$15.00) _____ Total Registration: \$ _____

Number of Patrols (Wagons): _____

*** The Troop Roster and medical forms for each person are required for registration to be complete***

T-Shirts - \$10.00 each (S-XL) pre-order (will be \$12.00 at camp)

\$12.00-\$14.00 each (2X-3X) pre-order (will be \$14.00-\$16.00 at camp)

Of shirts: S _____, M _____, Large _____, X-L _____, 2XL _____, 3XL _____

Total Pre-Order Shirts: _____

Trailers – will unit have a trailer that needs to be in the campsite? Yes ___ No ___

Trailers for the chuck wagons will be kept in parking lot after unloading.

TOTAL PAYMENT: REGISTRATION \$ _____ MEALS: \$ _____ + T-SHIRTS \$ _____ = \$ _____

Go to Tentroo.com to pay registration and t-shirts

Questions with online registration call:

Call: (561) 694-8585

Gulf Stream Council Scouts BSA Cracker Trail Competition

Troop# _____ Roster

Print clearly – copy, as needed (adult leader who is camping with scouts and emergency phone #)

Patrol Name :		1st Adult Leader Name:
2nd Adult Leader:		Emergency Phone #:
Scout Name	Rank/Position	T-Shirt Size

Patrol Name :		3rd Adult Leader Name:
4th Adult Leader:		Emergency Phone #:
Scout Name	Rank/Position	T-Shirt Size

Patrol Name :		Adult Leader Name:
Adult Leader:		Emergency Phone #:
Scout Name	Rank/Position	T-Shirt Size

The Cracker Trail Camporee Schedule

Friday

- 5-9:00pm Troop check in at Welcome Pavilion (Unit leader only-bring all your paperwork)
- 6-9:00pm Trading Post will be open
- 9:00pm SPL, PL & Scoutmaster meeting at Lassiter porch
- 9:00pm Chaplain Aides meeting at Handi-Craft
- 10:00pm Mayor's Council meeting at Lassiter porch
- 11:00pm TAPS – all quiet in campsites. Get a good night's sleep!

Saturday

- 7:00am Reveille
- 7:50am Chuck Wagon check in and scoring begins
- 8:20am Chuck Wagon check-in and scoring closes
- 8:25am Opening Ceremony – All Chuck Wagons ready at Avon Park
Don't forget your Patrol Flag!
- 8:45am Skills Camporee begins – horn start (all wagons in position and start at the sound of the horn) they will stay at each town until each sound of the next horn
**Note: Chuck Wagons not checked in by 8:20am, will not start at first horn
They will need to wait until the next rotation begins**
- 11:45am LUNCH begins – All Chuck wagon teams have 55 minutes to cook, eat, and clean up lunch. Give the Town Mayor a small sample of your lunch for judging
- 12:40pm Lunch ends – All Wagons back on the trail to the next town (start at the sound of the horn)
- 4:00pm Day on the trail ends. Return to your campsite; drop gear and empty your wagon
- 4:15pm Return to **Avon Park** for the races (Bring nuggets, auction paddle and class "A")
- 5:30pm Dinner at Dining Hall (**wear class A**)
- 6:30pm Patrol Auction will be held at Fort Blanchard (bring nuggets and paddle)
- 7:30pm Chuck Wagon Patrol Awards and Campfire at Fort Blanchard (wear Class A)
- 9:00pm Scoutmaster, Mayor and Senior Patrol Leader meeting at Lassiter porch to review "thorns and roses" of the event.
- 11:00pm TAPS – all quiet in campsites

Sunday

- 7:00am Reveille & Breakfast at campsites
- 8:15am Chaplain Aides report to the Chapel
- 8:30am Spiritual Reflection at the Chapel (wear Class A)
- 9:30am Camp clean-up & check out (see page 5 of handbook under departure & TK Camp Inspection/Check-out Report)

Morning Schedule		Minutes
8:45 am	Travel	10
8:55 am	Event #1	20
9:15 am	Travel	5
9:20 am	Event #2	20
9:40 am	Travel	5
9:45 am	Event #3	20
10:05 am	Travel	5
10:10 am	Event #4	20
10:30 am	Travel	5
10:35 am	Event #5	20
10:55 am	Travel	5
11:00 am	Event #6	20
11:20 am	Travel	5
11:25 am	Event #7	20
11:45 am	LUNCH	55
Afternoon Schedule		Minutes
12:40 pm	Travel	5
12:45 pm	Event #8	20
1:05 pm	Travel	5
1:10 pm	Event #9	20
1:30 pm	Travel	5
1:35 pm	Event #10	20
1:55 pm	Travel	5
2:00 pm	Event #11	20
2:20 pm	Travel	5
2:25 pm	Event #12	20
2:45 pm	Travel	5
2:50 pm	Event #13	20
3:10 pm	Travel	5
3:15 pm	Event #14	20
3:35 pm	Travel	5
3:40 pm	Event #15	20

Chuck Wagon rules

Each patrol will pre-assemble and bring a chuck wagon that:

- Has 4 wheels
- Is not motorized
- Is decorated by the patrol
- Is large enough to hold all items needed for camporee
- Wagon cannot exceed 4' wide or 8' long
- Is small enough to haul by your patrol
- Has qualities of preparation, spirit and design
- Carries ½ gallon of water for each patrol member (stations provided for refill)
- Has the Troop number and Patrol name on the wagon
- Is safe for the patrol members and all participants at the event
- Under no circumstances may rope be wrapped around or tied to any part of the scout

REMEMBER - You will not be allowed back in your campsites after the starting Horn blasts the start of the camporee. Double check your 'Be Prepared' list!



Be Prepared List

Items needed for your Chuck Wagon

SUBJECT TO CHANGE - you will be notified of all changes

For each Wagon Team - Patrol Items

- _____ Chuck Wagon
- _____ Patrol Flag displayed on Chuck Wagon will be posted at Avon Park
- _____ Patrol name and Troop number should be on your wagon
- _____ Boy Scout Handbook
- _____ First aid kit and materials
- _____ Paper and pencil
- _____ Patrol lunch & extra for the Town Mayor to **sample** (well balanced meal a must!)
- _____ Rope for all lashings
- _____ Prepare one Backpack for 2 days out on the trail
- _____ Pouch or bag to hold nuggets collected from each town
- _____ Garbage bags (to carry out lunch and other waste)
- _____ Water in container (at least ½ gallon per person) to stay hydrated
- _____ Team Snacks (for energy)
- _____ Supplies needed for building a fire (skill & lunch if cooking it)
- _____ Ingredients & supplies for som'um good for the sweet tooth to **cook** over the fire
- _____ Handheld GPS if you have one
- _____ Scouting Heritage MB book (optional)

For each scout on the team

- _____ Compass
- _____ Pocket Knife
- _____ Rain Poncho
- _____ Cold weather gear (jacket and/or sweaters)
- _____ Personal water bottle
- _____ Totin' chip
- _____ Firem' n Chit

Cracker Trail Camporee Scoring and Special Rules

How to earn points and nuggets

25 points are possible in each town. The number of points you earn is directly related to how well your team members know and execute their scout skills.

10 nuggets are possible in each town. The number of nuggets you earn is dependent on how spirited your team is, how well you work as a team, your respect for others and your sportsmanship. The number of nuggets you earn is at the sole discretion of the Mayor of that town. The number of nuggets you earn does not factor into the number of points your team earns, but can be used to determine a winner in case of a point tie.

15 bonus points are possible at lunch time. Give a small sample of your lunch to the Mayor of the town where you are having lunch. Your meal will be judged on nutritional value, taste, cooking skills, how well your team works together to prepare the meal, and how well you clean up after the meal.

5 bonus points are possible for having a patrol flag with you at the start of the race (bring to Avon Park).

The Town Mayor's word is final. The Patrol Leader, along with the patrol and an adult from the troop, may request a reflection with the town mayor for the purpose of improving patrol performance in the future. Please respect our Town Mayors; they are volunteers!

Penalties: Losing points or nuggets

300 points may be lost for tampering with any trail signs or markers or for any other dirty tricks designed to cheat or throw off any other wagon teams.

25 points may be lost if adults from their troop are observed giving instructions or assistance to a patrol on the Cracker Trail.

20 points may be lost if you take anything off your wagon before the end of the race or to complete a skills test or task.

20 points may be lost if your wagon is improperly packed as you may not go back to your campsite for anything.

10 nuggets may be lost if a wagon gets 'lost' or loses their map. The nuggets are for the purchase of another map at camp office.

Gulf Stream Council Scouts BSA Cracker Trail Camporee

Nugget Score Sheet

Mayor _____ Troop _____ Patrol _____

**Scores: 0 = Not at all .5 = Very Little 1 = Some 1.5 = Below Average 2 = Average
2.5 = Very Good 3 = Excellent**

Skills	Points
Team cooperation/unity- Did they all contribute? How well did they work together as a patrol?	
Spirit/enthusiasm- Any patrol cheer, song, yell, Ect?	
Sportsmanship – Were they polite to you & each other? Did they play fair?	
Bonus Add one (1) point if patrol showed outstanding overall effort	
Total Score	

Please turn this sheet in to the office with other scoring paperwork

CUT

Gulf Stream Council Scouts BSA Cracker Trail Competition

Nugget Score Sheet

Mayor _____ Troop _____ Patrol _____

**Scores: 0 = Not at all .5 = Very Little 1 = Some 1.5 = Below Average 2 = Average
2.5 = Very Good 3 = Excellent**

Skills	Points
Team cooperation/unity- Did they all contribute? How well did they work together as a patrol?	
Spirit/enthusiasm- Any patrol cheer, song, yell, Ect?	
Sportsmanship – Were they polite to you & each other? Did they play fair?	
Bonus Add one (1) point if patrol showed outstanding overall effort	
Total Score	

Please turn this sheet in to the office with other scoring paperwork

Gulf Stream Council Scouts BSA Cracker Trail Camporee

Lunch Score Sheet

Troop # _____

Patrol Name _____

Mayor scoring this event: _____

**Scores: 0=Not at all .5=Very little 1.5=Below average 1=Some 2=Average
2.5=Very Good 3=Excellent**

Skills	Points
Nutritional Value – Are there vegetables and fruits? Are there whole grains? Is the meal well balanced and nutritious?	
Taste & Preparation – Is it flavorful? Is it interesting, unique or have pleasant textures? Is it under or overcooked? Is it yummy?	
Cooking Skills – Did they cook the meal on the spot or did they bring something pre-cooked? Did they use cooking practices? Did they have the proper equipment?	
Team Cooperation – Did everyone have a task? Did everyone follow through with that task without complaint? Did they work well together?	
Clean-up – Did they do a proper job of clean up? Did everyone pick-up after themselves? Was the area left clean?	
Total Score	

Please turn this sheet in to the office with other scoring paperwork

Gulf Stream Council Scouts BSA Cracker Trail Competition

Patrol Chuck Wagon Score Sheet

Troop # _____

Patrol Name _____

Person scoring this event: _____

Scores: 0=Not at all .5=Very Little 1=Some 1.5=Below Average 2=Average
2.5=Very Good 3=Excellent

Skills	Points
Creativity – Did the Wagon relate to their patrol name or event theme?	
Materials – Did they use recycled and/or unique materials? Did they use period type materials?	
Craftsmanship - Was it well crafted or just slapped together?	
Uniqueness – Was it unique and interesting?	
Add one (1) point if the patrol has each of the following:	
Is troop number and Patrol name on wagon?	
Lunch & cooking gear for patrol and mayor?	
Water in a container – at least ½ gallon per person?	
Patrol Flag?	
Rain gear for patrol members?	
Boy Scout Handbook?	
Paper, pencil or pen?	
First Aid Kit & Supplies	
Rope for lashings?	
Garbage Bags?	
Pouch, bag or container to hold nuggets?	
Snacks for energy?	
Wood, dessert ingredients, pan/pot/foil? Matches?	
Minus 5 points for lighters or fire starters (with flames)	
Total Score (max possible is 25)	

Please turn this sheet in to the office with other scoring paperwork

Gulf Stream Council Scouts BSA Cracker Trail Camporee

Patrol Flag Score Sheet

Troop # _____

Patrol Name _____

Person scoring this event: _____

Scores: 0=Not at all .5=Very little 1=Some 1.5=Below Average
2=Average 2.5=Very Good 3=Excellent

Skills	Points
Creativity – Did the Flag relate to their patrol name? Was it unique and interesting?	
Materials – Did they use unique materials?	
Craftsmanship - Was it well crafted or just slapped together?	
Add one (1) point for having a flag	
Total Score	

Please turn this sheet in to the office with other scoring paperwork

Description of skills in each town on the Cracker Trail

Color Guard

This mayor will have a keen ear to how yer lead the patrol for the Colors. During the patrols stay y'all be judged on folding, yelling out commands, precision of marching, level of difficulty for demonstrated routine, & spirit. It's all bout the presentation.

Rifle

To all Yer Sharp Shooters

While visiting this town, you had better know your business on rifles.

Pick your best 2 sharp shooters of your patrol. They will shoot 5 rounds at each of 2 targets. Bull eyes are worth 5, so 5 bull eyes is a perfect 25 score and darn good shootin'. The highest scored target between your 2 shooters will be the patrol's score for the town. While the 2 team shooters are shooting, the rest of the patrol will be showing off their knowledge regarding safety rules and parts of the rifle.

Archery

Yer wanting to test yer smarts during your stay here. It's best to read up when you get off the dusty trail in this town. 2 members of the patrol will each shoot 10 arrows. The score will be the number of arrows in each ring. (inner ring of yellow = 10, outer ring of yellow = 9, ect.) The patrol score will be the total of the 2 archers. Tie-breaker will be the number or 10's scored.

The rest of the Patrol will see how clear their memory is with a round of Kim's game!

Shotgun

Aching for more, Sharp Shooters come on down

Better know yer stuff about Shotgun when yer in this here town. One or two shooters (Depending on the number patrols) will shoot up to 10 rounds. Total number of clays hit will be the score. While the shooter(s) are shooting, the rest of the patrol will be showing off with their smarts of safety rules and parts of the shotgun.

Leave no Trace

While yer visit here the seven principles will be yer challenge.

Find out all yer can about them there rules. Please practice yer outdoor ethics at camp.

Orienteering

Yer better have yer whit's about cha, cause it's a race. There are places to go and check points to find! Don't dare move any items, or enter the town without yer compass and knowledge.

Fire Building

Since daylight is burning yer best work up a fire that will get yer warm and give yer light.

You never know where yer will need to stop to make a fire. Be prepared and bring whatever yer think u'll need. Remember now, yer only have 20 mins, it is **a timed event**, points will be taken if fire doesn't start or isn't out when done. Nothing can be left burning.

Mayor will provide the following: Fire Pit, Shovel, Rake, Water Bucket and string line to burn.

Pioneering

Best be watching your rope! Don't be all thumbs! You may know how to lasso but can you Make a strong lashing? Practice yer lashings, round, square, & diagonal! & yer may just have to build a sturdy bridge structure. Load in yer chuck wagon the rope from practicing them thare lashings.

Camping

Yer home away from home! This town, think bout the outdoor code, leave no trace, pitch a tent! Know ur skills for the camping MB.

Cooking

When y'all on the Cracker Trail yer Scouts get powerful hungry. Y'all gotta whip up som'um good for the sweet tooth to cook over the fire.

Since time is ticking' keep it simple cause ya gotta cook it up fast, then eat it, then clean up and hit the trail.

So at Punta Rassa, y'all need to do the follurin:

Prep it, Cook um up n make it disappear. Clean up everythin' Y'all better not fergit to say Grace

The Mayor will provide the following: fire, towels, wash water & soap.

Yer being timed so don't be draggin yer boots! Ya loose points if some of the food is not fully cooked or eatin' and if everythin' isn't clean reel good!

Scout Heritage

This town has so much history of famous scouters of the days gone. Get ur smarts bout them. The grand place scouting all started. Learn thar requirements and all the splendor.

Tomahawks

Somewhere on the trail, y'all will git to throw them. Know how to hit a target, how to hold them, & take care of them. Just be careful, thar so sharp yer can split a hair!!!

First Aid

Y'all should feel safe in this town, except fer all thar hurt people laying around. Be sure to know all yer basic skills to fix um up reel good.

Geocaching

Who's good at hunting fer things? It a treasure hunt, could be gold in these here fields! Have yer whits about yer. Pay attention to detail and find the treasure, just don't move it! thars a curse if you do, your points will disappear.

Backpacking

Don't be leavening home without yer pack. Yer backpack that is. This town is the place to see how prepared yer are for the 2 days you are out on the trail. Yer got to be light and bring everything yer may need. Don't forget about unexpected weather!

Gulf Stream Council Scouts BSA
Cracker Trail Camporee
February 15th – February 17th 2019
Volunteer Leader Application

Approval needed from Pietera: pietera241@bellsouth.net

Name: _____ Unit: _____ Cell Phone: _____

Email address: _____ Unit Position: _____

Home Phone: _____ Skill or area of volunteering: _____

- I am staying for the day \$6.00
- I am camping for the weekend \$10.00
- I need a dorm for the weekend \$20.00
- I want a T-shirt – Quantity S ___ M ___ Large ___ X-Large ___ 2XL ___ 3XL ___
I understand I will only receive one t-shirt at no cost. Additional shirts are \$10.00 each
What you have chosen for Saturday lunch will be delivered to your town.

Day fee: \$ _____ Weekend camping fee: \$ _____ Dorm fee: \$ _____ Extra T-shirt: \$ _____
TOTAL \$ _____

Tentaroo.com

Question with registration call:

Call: (561) 694-8585 Mike Mcloughlin@scouting.org



Tanah Keeta Scout Reservation Gulf Stream Council, B.S.A.

Different options to get there...

- NEW ROAD**

Exit at the Jupiter Interchange (Turnpike) or Jupiter East (1-95).
 Go East on Indiantown Rd. to the first traffic light. (Island Way)
 Turn left (North) onto Island Way and follow the curvy road.
 Third stop sign will be Country Club Dr. Make a left (North) and Country Club will dead end at the entrance to Tanah Keeta Scout Reservation.
- Exit at the Jupiter Interchange (Turnpike) or Jupiter East (1-95).
 Go East on Indiantown Rd, crossing over the railroad tracks, to Alt A1A.
 Turn left (North) onto Alt A1A and go (following curve to right) to US 1.
 Turn left (West) onto US 1 and go to Tequesta Drive.
 Turn left (West) on Tequesta Drive.
 Continue West until you reach the first stop sign. (quite a distance and over a bridge). This is just before the entrance to Tequesta Country Club.
 Turn right (North) at the stop sign onto Country Club Drive. Continue on Country Club Drive and it will dead end at the entrance to Tanah Keeta Scout Reservation.
- Exit at the Jupiter Interchange (Turnpike) or Jupiter East (1-95).
 Go East on Indiantown Rd. to the third traffic light.
 Turn left (North) onto Central Blvd. and follow the road to the stop light at the end.
 Turn left (North) onto Loxahatchee River Road and go to the stop sign.
 Turn right (East) onto SE Jupiter River Dr. and make an immediate left and go to the stop sign.
 Turn right (East) onto SE Island Way and follow that road to the stop sign.
 Turn left (North) on Country Club Dr and it will dead end at the entrance to Tanah Keeta Scout Reservation.
- Go to US 1 to County Line Road
 Go west to S.E. Woodbridge Way. (County Line Road curves big time)
 Go South to S.E. Little Club Way.
 Go West to Country Club Drive
 Go North to Tanah Keeta Scout Reservation.

