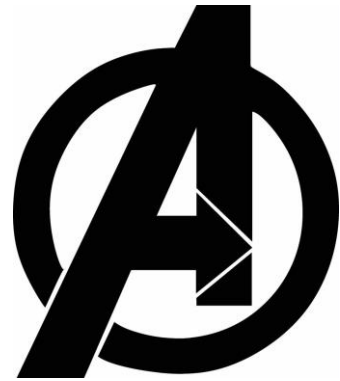


Frontier District
ScoutQuest XIX

“Origin Stories:
Heroes in the Making”



October 4-6, 2019

Hawk Mountain Scout Reservation
402 Blue Mountain Rd Schuylkill Haven, PA 17972

**Information Booklet &
Leader's Guide**



Hello Scout Leader,

Thank you for picking up this guide for our upcoming ScoutQuest XIX “Origin Stories: Heroes in the Making”. As you might have guessed, the theme of this event is superheroes from comics, movies, television/streaming, and real life. Our activities this weekend will feature learning and putting the Scout’s teamwork and outdoor skills to the test.

ScoutQuest is our district camporee, but everyone from across Hawk Mountain Council and our neighboring councils are welcome to attend. Scouts BSA Troops and Venture Crews are invited to participate and compete, Cub Scout Packs are invited to visit for the day or coordinate with a troop so their Webelos can attend during the day. Camporees allow a Scout and leader to participate in one of the oldest traditions in the history of Scouting and is an opportunity to practice old skills and learn new ones. There is fun, friendship, competitions, and fellowship for everyone.

This guidebook will provide details on events and logistics that unit leadership needs to know to ensure a fantastic experience for their Scouts.

Each event will be hosted by a group of Volunteers (the adult leaders of each unit). Some events listed in this guide may change due to the number of units attending and staffing availability. So *Be Prepared* for unexpected changes.

Unit leaders, since we are a youth-run organization, be sure to share this guidebook with your SPL and Patrol Leaders so they can plan for the event. If you have any questions, please feel free to contact one of us.

Excelsior!

Dan Trout
Activities Chair
Frontier District
717-314-8370

Tom Wolfinger
Activities Extraordinaire
Frontier District
610-562-3604

Charlie Beck
Vice-Chair of Program
Frontier District
610-683-3896

Steve Gehris
District Executive
Frontier District
610-926-3406

Registration

Registration information is available at www.hmc-bsa.org (sign up at www.tentaroo.com), District Roundtables, and the Council Service Center on Route 61. We have done our best to keep prices reasonable and accessible. The fee covers the cost of the facility, patches, an SPL/Leader Cracker Barrel, prizes, awards, insurance, and program materials.

<u>Participant</u>	<u>On-Time (up to 9/27/19)</u>	<u>Late (9/28-10/3)</u>	<u>Walk-In (10/4)</u>
Youth	\$8	\$12	\$15
Adult.....	\$2	\$5	\$5

Troop Campsites

Upon arriving on Friday at the Camporee, your Unit will be directed to their specific campsite. All the campsites will be the same in dimension. Units with more than four (4) patrols can request a larger campsite. Units will have the opportunity to show some Troop/Crew pride in the decoration of their campsite in-line with the “Superhero” theme and useful camp gadgets. Any decorations/gadgets built can be no more 15’ tall. Remember, Scouts cannot climb above 6’ and anything built should be structurally sound and safe. Judging will be on Decoration Design, Troop/Crew Pride, Construction/Lashings, Kitchen gadgets, Campsite orderliness, and cleanliness over the weekend. Please remember that what you bring in – you take out.

Cooking and Meals

Camporee will operate as a Troop/Patrol cooking event. Please plan for a trail lunch on Saturday, so the program can continue on-schedule – you will have an hour or less to prepare, serve, eat, clean up, and be at your next station within an hour so plan accordingly.

All cooking at the campsites or trails must be “Off the Ground” or on camp stoves or platforms. Campfires, Dutch ovens and charcoal grills are permitted but must be elevated to not scorch the ground.

Cooking Competition

A cooking competition will be held during the evening on Saturday. If you wish to enter this competition your entry should be ready for judging at 6 p.m. Judging will be done on the theme of the event, presentation, and taste.

There will be both a youth and an adult division for the competition. Youth entering are encouraged to participate as a patrol; adults may compete individually or as a "leader patrol".

Housekeeping Specifics

Hawk Mountain Scout Reservation is a beautiful and well-developed camp that is collectively owned by the Scouts and Scouters of Hawk Mountain Council. The camp's year-round leadership has made this event possible for the absolute lowest cost that could be expected. Let's all take pride in our camp and make sure that this facility is in better shape when we leave than when we arrived.

Trash: Please keep all garbage in plastic bags and it must be taken home with you or disposed of in one of the dumpsters by either Miller or Willits Dining Halls. Do not dispose of left-over remnants of campsite decorations at this facility.

Dishwashing: Please wash all dishes in your campsites. Any wash water must be disposed of properly via the sinks at the pool's showerhouse. Let's all do our best to keep the facility clean and neat.

Toilets: We will have access to the camp's year-round flush facilities for our event. These facilities are everyone's responsibility so make sure that as leaders we are keeping them maintained and clean and encouraging our Scouts to do the same. We will also be looking for patrols to volunteer to help with ensuring that the showerhouses are clean and supplied (a reward may be given for those who volunteer).

Before you leave on Sunday, please help walk the grounds of your specific campsite as well as a general walk through of the facility to pick up any piece of trash you may see.

We will be sharing HMSR with the Wood Badge Course N6-528-19. Please respect their campsites and activities. This is also a good opportunity for Scouts to learn more about leadership's importance and for any leaders who have not taken Wood Badge to learn more about that fantastic program.

Medical / First Aid / Security

The First Aid/Security Area will be staffed 24 hours a day for the duration of the Camporee. Minor injuries can be handled at the unit level. More significant injuries should be reported here for basic first aid treatment and assessment. Decisions made if further treatment is needed will be made in conjunction with your Scout Leadership.

Scouts should stay within the Camporee area and within the campsite area at night. Friday and Saturday night lights out and Curfew is 11:00pm. Periodic patrols will be conducted 24 hours a day to maintain a Scouting atmosphere. Scouts found outside the campsite area or causing mischief inside the campsite area will be brought to the Security Tent to meet with their unit's Adult Leadership. The actions taken will depend on the circumstances but may include immediate expulsion from the Camporee.

Saturday's Events

Saturday morning, we will be running a round robin event, which will include scouting skill and leadership training opportunities. Saturday afternoon we will be running a Unit Challenge. Scout Spirit will be an asset for the day's events. We don't want to give away all our events, or there's no surprise! But some of the events and activities may include...

- The Danger Room
- Hulk Smash!
- Fox Gadgets
- Daredevil Navigation
- Dash Like the Flash
- Cap's Shield Throwing Challenge

Group

In addition to standard campout gear, each patrol will need the following things to accomplish the tasks.

1. Campsite decorations
2. First Aid kit
3. Patrol Flag & Yell/Cheer
4. Orienteering compass (not lensatic)
5. Scouts BSA Handbook
6. Watch/Time Piece
7. Pencil, Paper, Clipboard
8. Gallon of potable water (can be distributed in smaller containers across patrol)
9. Blanket
10. 25+ feet of rope
11. Scouting appropriate pocket knives (folding blade only, no fixed blades)
12. Optional but recommended if available: Pioneering Merit Badge book, Orienteering Merit Badge book, First Aid Merit Badge book, BSA Field Guide

Miscellaneous

When checking in, please provide a Complete Roster of all in attendance, including youth and adult leadership. Only one vehicle with Troop Gear will be permitted to the campsite area, all others must park in the parking lot. Once gear is unloaded, vehicles should immediately return to the parking lot.

This is a “Rain or Shine” event. Troop and Tent Fly and Canopies are strongly recommended for inclement weather. Rain gear is a must. “Be Prepared”, if we all show up prepared for bad weather, we are almost guaranteed bright sunny dry days and dry nights!

Campsite Decorating, Hosting, and a Patrol Superhero

Each patrol must put their creative muscles to the test and invent their own superhero before the camporee. They should then decorate their troop campsite and patrol site to show off their new hero. These new heroes should have a name, an origin story, and a description of what they can do (remember to keep these Scouting appropriate, please and thank you). Although many superheroes

carry a weapon (Thor's hammer, Hawkeye's bow, etc), in order to ensure safety for everyone in attendance please do not incorporate weapons into your superhero's design or decorations.

Each patrol should also prepare an activity based around their new hero. If a troop has multiple patrols attending the camporee, they can have their superheroes form a super-team like The Avengers, X-Men, or the Justice League.

During dinner preparation time, patrols will be able to go visit other troops to see their superheroes and participate in the games (this will be staggered so that everyone will have a chance to both visit and play host). Patrols will also introduce their superhero during Saturday's campfire.

Example: Troop 528's Eagle Patrol has invented Pioneeringman. Pioneeringman became a superhero after getting rope-burn from some radioactive sisal rope. Now he can tie knots faster than a speeding bullet and can shoot rope from his wrists to instantly create pioneering projects. They are going to decorate their area with lots of camp gadgets, a knot-board, and some redesigned pictures of Marvel's Spiderman. As an activity, they will teach visiting Scouts how to tie some uncommon knots that they researched and learned.

Advancement & ScoutQuest

ScoutQuest offers a chance for Scouts to complete several requirements toward their rank advancement. These are our recommendations but are at the unit leader's discretion.

Tenderfoot

- Present yourself to your leader, prepared for an overnight camping trip. Show the personal and camping gear you will use. Show the right way to pack and carry it.
- Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.
- Tell how you practiced the Outdoor Code on a campout or outing

Second Class

- Since joining Scouts BSA participate in five separate troop/patrol activities, at least three of which must be held outdoors. Of the outdoor activities, at least two must include overnight camping. These activities do not include troop or patrol meetings. On campouts, spend the night in a tent that you pitch or other structure that you help erect, such as a lean-to, snow cave, or teepee.

First Class

- Since joining Scouts BSA participate in ten separate troop/patrol activities, at least three of which must be held outdoors. Of the outdoor activities, at least two must include overnight camping. These activities do not include troop or patrol meetings. On campouts, spend the night in a tent that you pitch or other structure that you help erect, such as a lean-to, snow cave, or teepee.

Camping Merit Badge

- 9A – Camp a total of at least twenty (20) nights at designated Scouting activities or events. One long-term camping experience of up to six consecutive nights may be applied toward this requirement. Sleep each night under the sky or in a tent you have pitched. If the camp provides a tent that has already been pitched, you need not pitch your own tent.

Tentative Weekend Schedule: Subject to change as needed.

Friday Night

- 6-8PM: Arrival, Check-In, and campsite setup
- 9PM: Opening Ceremony
- 9:30PM: SPL meeting
- 10PM: Scoutmaster Meeting
- 11PM: Lights Out & Curfew!

Saturday

- 7-8:30PM: Breakfast
- 8:45AM: Flag Ceremony
- 9AM: Morning Program Begins
- 12PM: Lunch
- 1PM: Afternoon Program Begins
- 4PM-6PM: Dinner
- 4PM-5PM: Campsite visiting (staggered)
- 6PM: Cooking competition judging
- 6PM-7:30PM: Troops work on songs, skits and cheers.
- 7-8PM: Songs, Skits and Cheers approval at HQ
- 8:30PM: Campfire
- 10PM: Scoutmaster and SPL meeting
- 11PM: Lights Out & Curfew

Sunday Morning

- 7-8AM: Breakfast
- 9AM: "Scout's Own" Religious Ceremony
- Following religious service...
 - Awards and presentations.
 - Break down and leave