

**CAHUENGA DISTRICT CAMPOREE  
TEJON RANCH, LEBEC, CALIFORNIA  
MAY 5-7, 2006**



**WESTERN LOS ANGELES COUNTY  
COUNCIL**

Information current as of April 6, 2006

**Brian D. Dillon, Ph.D.  
Camporee Chair**



<b>Date</b>	<b>Friday, May 5<sup>th</sup> through Sunday, May 7<sup>th</sup>, 2006</b>
<b>Location</b>	<b>Tejon Ranch, Lebec, California</b>
<b>How to Get There</b>	The Tejon Ranch lies 45 minutes north of the San Fernando Valley at the top of the "Grapevine". Take I-5 North to and over Tejon Pass. Just past Frazier Park (on the left) and the roadside rest (on the right) take the LEBEC EXIT just past the Fire Station and big Tejon Ranch Sign. Go through the Tejon Ranch Gate, then follow the signs to the Camporee at the lake.
<b>Web Page</b>	Please click on the Camporee link at: <a href="http://cahuenga.bsa-la.org">http://cahuenga.bsa-la.org</a>
<b>Camporee Chair</b>	Brian D. Dillon, Ph.D., Scoutmaster, Troop 104 (818) 893-3468, <a href="mailto:bddillon@earthlink.net">bddillon@earthlink.net</a>
<b>Camporee Logistics</b>	Mr. William Uphoff, Troop 104 (818) 269-3138, <a href="mailto:uphoffbsa@hotmail.com">uphoffbsa@hotmail.com</a>
<b>Camporee Registration</b>	Mrs. Robyn Freeman, Troop 1 <a href="mailto:robynfreeman@earthlink.net">robynfreeman@earthlink.net</a>
<b>Camporee Scoring</b>	Mr. Stephen Langton, Troop 104 <a href="mailto:Res0m6nl@verizon.net">Res0m6nl@verizon.net</a>
<b>Camporee First Aid</b>	Mr. Don Sears, Troop 104 <a href="mailto:SearsFamily@socal.rr.com">SearsFamily@socal.rr.com</a>
<b>Council Contact</b>	Mr. Corey Nystrom, WLACC (818) 785-8700, <a href="mailto:cnystrom@bsa-la.org">cnystrom@bsa-la.org</a>
<b>Order of the Arrow</b>	Mr. Lewis Wakeland, Troop 191 <a href="mailto:lwakeland@earthlink.net">lwakeland@earthlink.net</a>
<b>Campfire Boss</b>	Mr. Dan Doggett, Scoutmaster, Troop 18 <a href="mailto:dan.doggett@comcast.net">dan.doggett@comcast.net</a>
<b>Interfaith Service</b>	Mr. Gunther Jensen, Troop 104 <a href="mailto:guntherjensen@comcast.net">guntherjensen@comcast.net</a>
<b>Camporee Patch</b>	John D. Y. Dillon, Life Scout, Troop 104

## **Registration**

Early registration is encouraged, and gives you your choice of campsite. Select your campsite by numbers on the map on the preceding page (give your first three choices by number, please). Please download and print out the Camporee Registration Form if you are accessing this from the Camporee Web Page, or use the one in the back of this booklet if you have hard copy. Fill them out, and bring them to the Council Office. Get a receipt from the Council Office, and show this receipt at Check-in on Friday night.

The cost per scout/adult leader is \$12.00 for advance registration. Payment for the two O.A. meals (\$3.00 each) may also be made at the time of advance registration.

**Please make your check out to “WLACC-BSA.”**

Late registration on Friday afternoon at Check-In will result in a late registration fee of \$15.00 per participant. Late registrants will have first-come, first serve access only to remaining campsites.

## **Health Forms**

All troops must have completed health forms for every scout and adult participating in the Camporee. These forms must be in the troop's possession and shown at check-in.

## **Tour Permits**

All troops must have completed tour permits in their possession at the time of check-in.

## **Parental Consent Form**

All Boy Scouts intending to shoot .22 rifle and/or bow and arrow and all Webelos II Scouts intending to shoot BB guns must have a completed parental consent form.

## **Uniforms**

All scouts and adult leaders must wear official Scout Uniforms for travel to the Camporee, at check-in, assembly, and campfire. Troop T-shirts are fine for competitions.

## **Parking**

**The road in to the Camporee is dirt, and single-lane. Consequently, no driver will be allowed to back up or to turn around once past the first gate.** All vehicles once on the road must proceed to registration, and will be directed to the registration parking lot next to the registration table:  
**PARK NOSE IN ONLY.**

Once your troop has been registered, the vehicles may then be unloaded and camps may be set up directly opposite the registration parking lot. Once vehicles have been unloaded, they must then move up-canyon to the permanent parking lot, where they will stay until checkout on Sunday:  
**PARK NOSE OUT ONLY.**

**Any drivers that need to leave on Friday night must wait until 10 P.M.,** at which point the traffic flow will be reversed so as to allow their egress on the one-lane road.  
**Sunday Pickups may arrive any time before 9 A.M.**

## **Food**

The Alliklik Chapter of the Order of the Arrow, Malibu Lodge, will again be providing a delicious Pancake Breakfast on Saturday morning, and an appetizing Hot Dog Lunch later the same day. The cost of each meal is \$3.00 if paid for prior to Saturday morning. Both meals will cost \$5.00 for late arrivals who elect to pay at the table. Each troop is therefore only responsible for two meals: Dinner on Saturday night, and Breakfast on Sunday morning.

## **Cookoff**

There will be a "most delicious dinner" competition on Saturday night - one complete dinner on a paper plate, cooked and prepared entirely by scouts (no parental involvement, please!) must be delivered to the Camporee Staff by each patrol. This should be exactly the same food the boys themselves are eating. First, second and third prizes will be awarded on the basis of nutrition and taste.

## **Webelos II Scouts**

May visit on Saturday, or camp both nights: Webelos campers will be organized by Dens, separately from the Boy Scout Troops. One parent or guardian must camp with each Webelo. Webelos will participate in separate, age-appropriate versions of all Camporee activities. Webelos II Scouts will compete by Dens against each other, not against Boy Scout Patrols.

## **Campsites**

All Boy Scouts will be camping by troops. Campsite locations on the page 2 map are numbered from C-1 to C-15. Two overflow camping areas are also available.

## **Competition**

Scouts will be competing by patrols. Patrols should be no smaller than 4 but cannot be larger than 8 persons - larger patrols must sub-divide. An ideal patrol is a mix of older and younger scouts, but "all same age" patrols will not be discouraged.

## **Scoring and Awards**

Each Patrol will be issued an envelope with score cards for each event. The patrol score for each event will be entered upon the appropriate score card as each event is completed. Each patrol's scores will also be kept current at each event, so that current "standings" can be seen by all competitors.

Scores will also be posted at the Central Scoring Post, and patrols are invited to check in periodically so as to see their overall standings.

The top three patrols in each of the 16 formal events will win 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in that event (blue, red, and white ribbons). Depending upon their overall scores, in these 16 events, patrols will also be recognized as:

Dons	(1 <sup>st</sup> Place)
Caballeros	(2 <sup>nd</sup> Place)
Rancheros	(3 <sup>rd</sup> Place)
Vaqueros	(4 <sup>th</sup> Place)
Paisanos	(5 <sup>th</sup> Place)

## **Spirit Award**

The three top scoring patrols in the 16 formal events will also be in the running for the District Spirit Award and Spirit Stick.

The Spirit Award will be given to that patrol out of the top three that has the greatest number of additional points from the following supplementary competitions:

- 1: Patrol Bugler Competition
- 2: Cookoff Competition
- 3: Patrol Flag Competition
- 4: Scout Uniform Inspection
- 5: Merit Badge Sash Competition
- 6: Campfire Skit (by prior arrangement)
- 7: Campsite Inspection  
(will be split between all patrols of troop).
- 8: Service Project Participation.

## **Campfire**

Campfire will be one of the high points of the Camporee, with entertainment provided by the Order of the Arrow. Individual patrols wishing to perform a skit must clear their skits with the Campfire Boss no later than Friday, April 21<sup>st</sup> for length and content.

First, second and third place awards for individual events will be given out at Campfire. The Campfire will conclude with a flag retirement ceremony, presided over by all Eagle Scouts and all SPL's present.

## **Flag Retirement**

If you have old American flags in need of respectful retirement, please either give them to the Camporee chairman in advance of your arrival, or hand them in at check-in on Friday night.

## **First Aid/Emergency**

The Camporee First Aid post will be at the Scoring Center. The nearest Kern County Fire Station, manned 24/7 with trained firemen and paramedics is located at the end of the access road, 5 minutes away.

## **Fire Policy**

**No open fires will be permitted at Camporee, apart from the campfire and string-burn.** All cooking must therefore be done via Leave No Trace guidelines on gas or propane stoves, or in completely enclosed (Weber-type) BBQs. Any such BBQ must be positioned over a 10 foot cleared mineral soil area, not over grass, and fire bucket and shovel must be present. Any troop wishing to cook with Dutch Ovens may do so within the Campfire area: all such cooking impedimenta must be removed prior to 7 P.M. Saturday.

## **Garbage**

No dumpsters or garbage cans will be available for depositing trash; consequently, each patrol and each troop must bag up their own trash and have a designated trash deposit zone within their own campsite. One pickup truck will be designated as the Camporee Trash Hauler: after dinner on Saturday night, each troop must move their bagged trash to this trash hauler so that it can take it to the local transfer station. A second trash deposit must be made prior to final checkout on Sunday; troops must pass final campsite inspection before leaving.

## **Service Project**

Two service projects of benefit to the Tejon Ranch will be provided on Saturday, both of a half-hour's duration, one in the morning before competition begins, the other after competition ends. Both will consist of picking up the natural treefall from oaks in the lower Camporee valley and concentrating this wood at the campfire area. Patrols participating in the service project(s) must check with the project boss to receive credit for their efforts. This credit will be carefully evaluated for the Spirit Award.

## Schedule

### Friday, May 5

5:00 P.M. Check-in Begins, Late Registration  
9:00 P.M. Scoutmaster/SPL Crackerbarrel  
10:00 P.M. Lights Out

### Saturday, May 6

6:00 A.M. Reveille-Patrol Bugler Competition  
6:30 A.M. Morning Service Project  
7:00 A.M. O.A. Pancake Breakfast  
8:30 A.M. Assembly, Flags, Announcements  
9:00 A.M. Morning Competitions Begin  
12:00 Noon. O.A. Hot Dog Lunch  
1:00 P.M. Afternoon Competitions Begin  
4:00 P.M. All Competitions Conclude  
4:30 P.M. Afternoon Service Project  
6:00 P.M. Dinner  
7:30 P.M. Order of the Arrow Call Outs  
8:00 P.M. Campfire Begins: Skits  
9:00 P.M. Event Awards  
10:00 P.M. Flag Retirement Ceremony  
10:30 P.M. Lights out

### Sunday, May 7

6:30 A.M. Reveille by Massed Buglers/Pipers  
7:00 A.M. Breakfast  
8:30 A.M. Scouts Own Interfaith Service  
9:00 A.M. Spirit Award Ceremony  
9:30 A.M. Final Campsite Inspection/Clearance  
10:00 A.M. Checkout Begins

## Camporee Competition Events and Host Troops

1	<i>Arco y Flecha</i> (Archery)	Troop 18
2	<i>Bomberizmo</i> (Emergency First Aid)	Troop 191
3	Five Man Snowshoe Across the Sierra	Troop 36
4	Flag Ceremony, Scout Oath and Law	Troop 79
5	Gold Nugget in the Teaspoon Race	Troop 36
6	<i>Nudos para Vaqueros</i> (knots)	Troop 18
7	<i>La Brujula</i> (Compass Bearings/Distance)	Troop 104
8	Map Symbol Identification	Troop 104
9	<i>Quien Tiene Lo Mas Pulso</i> (Marksmanship)	Troop 104
10	<i>Moraga Cruzando El Rio</i> (Barrel Roll)	Troop 139
11	Obstacle Course	Troop 139
12	Plant and Animal Identification Trail	Troop 300
13	<i>Quitando el Zorillo</i> (Remove the Skunk)	Troop 172
14	<i>El Nido del Aracno</i> (Spider Web)	Troop 472
15	<i>Prenda Fuego</i> (String Burn)	Troop 104
16	<i>Portando el Vaquero Herido</i> (Travois/Lashing)	Troop 772

### Event Rules

The rules for each event, and criteria for scoring, follow. There will be an overall first, second, and third prize awarded for the top 3 patrols within each event. The rules and scoring criteria will also be posted in written form at each event for easy review by all competing patrols, and all scores will be updated at the scoring center.

# 1 *Arco y Flecha (Archery)*

**Troop 18  
Mr. Glenn Covey  
Certified NAA  
Level 1 Instructor**

Each patrol will select its best archer. This scout will represent his entire patrol in this event. Arm guards and finger gloves/tabs will be supplied to each archer.

The patrol archer will advance to the range only at the invitation of the event director; all other patrol members must wait behind the “waiting line” area away from the range

The patrol archer will fire an “end” of only 5 arrows at a paper target at 20 yards distance from the shooting line. Bows will be supplied with the appropriate nocking point.

The Scoring of the target will be as follows:

Inner Gold Ring	20 points
Outer Gold Ring	19 points
Inner Red Ring	18 points
Outer Red Ring	17 points
Inner Blue Ring	16 points
Outer Blue Ring	15 points
Inner Black Ring	14 points
Outer Black Ring	13 points
Inner White Ring	12 points
Outer White Ring	11 points
“Cutting” Any Paper	5 points

The total possible score is 100 points.

\*\*\*\*\*

**No scout will be allowed to shoot unless his parents have signed the consent form and this consent form is turned in at the time of registration.**

**Do not bring any personal bows and arrows to Camporee, please.**

**Any yelling or horseplay by any patrol member behind the “waiting line” area disqualifies the entire patrol.**

**2 bomberizmo (Emergency First Aid)**

**Troop 191  
Mr. John Van Veen**

Each patrol must be able to respond to various First Aid scenarios, ranging from simple to complex. The First Aid Competition consists of three parts:

- A: A written test, worth 20 Points
- B: A practical test, involving splinting, bandaging, etc., worth 40 Points
- B: A CPR simulation test, worth 40 Points

The total possible score is 100 points.

**3 Five Man Snowshoe Across the Sierra**

**Troop 36**

Contestants will be given appropriate time to position themselves on the snowshoe and to practice prior to actual competition. The snowshoe will be placed on the starting line, and the stopwatch will be started only when all are ready. The snowshoe team must then travel across the first goal line, turn 180°, and return so as to cross the finish line.

Penalties: 5 points are deducted each time a foot slips off the snowshoe and touches the ground, and 10 points each time a hand touches the ground. The whole team is disqualified if any team member falls completely off the snowshoe.

Each patrol finishing the course in under 10 minutes is awarded = 50 Pts.

At the conclusion of all competition, the fastest time will be assigned a value of 50 points, for a theoretically perfect score of 100. All slower times will be pro-rated downwards at 30-second increments.

Total possible points: 100

\*\*\*\*\*

While single patrols can “race the clock” if no other patrols are present, this event is intended for two patrols to compete against each other. Both patrols in any given “heat” must therefore have the same number of participants (i.e.: 4 vs 4, not 4 vs 5). Patrols must have at least 3 members to compete. When competing patrols are mis-matched, the oldest member(s) of the larger patrol must step down so that younger members may participate, until both competing patrols are of equal number.

#### **4 Flag Ceremony, Scout Oath and Law**

**Troop 79  
Mr. Sabino Alvarado**

This event will test the patrol's ability to perform an opening ceremony with all the normal elements necessary, including:

- 1: The Patrol Color Guard presenting and posting the National Colors, and the Troop or Patrol Colors. A color guard captain must lead this activity, and call out the commands while the rest of the patrol stands at attention. At the end of the four recitations noted below, the color guard must advance and retrieve both flags with all due ceremony, and march them back to their point of origin. 20 Points
- 2: The PL then leads the patrol in the Pledge of Allegiance. 20 Points
- 3: A different scout then leads the patrol in the Scout Oath. 20 Points
- 4: Another scout then leads the patrol in the Scout Law. 20 Points
- 5: A 4<sup>th</sup> and final scout then leads the patrol in the Outdoor Code. 20 Points

Total possible points: 100

\*\*\*\*\*

One point will be deducted for each scout who does not salute properly or come to attention for segment #1; one point will be deducted for each scout who cannot recite all of the words correctly for segments 2-5. Once a patrol has been tested, it may not retest for a higher score.

#### **5 Gold Nugget in the Teaspoon Race**

**Troop 36**

A relay race over a measured course, where each patrol member must carry a "gold nugget" (a raw egg) in a teaspoon to the mid-point line and back again, passing it to the next patrol member. Patrols will race against each other, or, if they desire, against the clock. Each scout in the competition must carry the egg to and back from the turnaround line in under one minute. In other words, a 5-scout patrol has five minutes to complete the relay. Every 10 seconds over results in a 5 point penalty. A dropped egg, caught, results in a 5 point penalty. A dropped egg, breaking, results in a 20 point penalty and a re-start.

Only patrols with the same number of scouts may compete against each other (i.e.: a patrol with 5 scouts cannot compete against a patrol with 8 scouts, although the latter can ask 3 of its scouts to "stand down" for even matching. The final patrol score is a combination of elapsed time and the total number of scouts competing.

Total possible points: 100

## **6     *Nudos Para Vaqueros (Knots)***

**Troop 18**  
**Mr. Dan Doggett**

This will be a timed event, with all scouts in the patrol attempting to tie all six knots in under one minute's time simultaneously. One scout from the patrol who is Second Class or below may be omitted from the event without penalty.

The six knots that must be tied in one minute's time are:

1. Square Knot
2. Sheet Bend (using two ropes of different diameters)
3. Sheepshank
4. Clove Hitch
5. Two Half Hitches
6. Bowline

Scoring:

Each scout will receive 15 points for each knot tied correctly, and a 10 point bonus will be earned if the scout correctly ties each knot attempted. For example, a scout who correctly ties all six knots will receive 100 points, a scout who correctly ties 5 knots and does not attempt the sixth will receive 85 points, and a scout who attempts all 6 knots, but only correctly ties 5 will receive 75 points.

The Patrol score will be the total number of points earned divided by the number of scouts in the patrol.

The number of seconds remaining when the last scout has finished tying will be used as a tiebreaker.

Total possible points:

100



## 8 Map Symbol Identification

**Troop 104**  
**Mr. Francisco Gomez**

Each patrol will be supplied with a USGS 7.5 Minute Quad Sheet incorporating the Camporee location.

- 1: Using a compass with flat baseplate and movable dial, the patrol must orient their map correctly = 10 pts.
- 2: The patrol must locate the three different "Norths" on the map, and explain what each one represents = 10 pts.
- 3: After no more than 10 timed minutes of study, each patrol must indicate the following on their map:
- A: The highest point on the map = 10 pts.
  - B: The lowest point on the map = 10 pts.
  - C: The confluence of two streams on the map = 10 pts.
  - D: A ridgeline saddle on the map = 10 pts.
  - E: A generally flat area on the map = 10 pts.
  - F: A steep slope on the map = 10 pts.
- 4: Select a clearly visible natural or man-made feature, identify it, and then show its location on the map = 10 pts.
- 5: Give the section, range and township for the above feature = 10 pts.

Total possible points: 100

\*\*\*\*\*

The patrol cannot mark the map in any way, but can make notes on the notepaper and clipboard that will be supplied them. The entire patrol is encouraged to study each of the above questions and to arrive at a solution together, but only one scout may offer his patrol's solution to any question. This may be the same scout each time, or a different one each time, or any combination thereof.

Only one answer is permitted for each question - if it is incorrect, no second "guess" will be accepted. Blurting out a second guess to any question will result in a penalty - the removal of 10 points from the total score. So, carefully consider each answer before you deliver it, and deliver it only once.

## 9 Marksmanship

**Troop 104**  
**Mr. Doug Nuckolls**  
**NRA Certified Instructor**  
**Range Safety Officer**

Each patrol will select their finest marksman. This scout will represent his entire patrol in this event. Eye and hearing protection will be supplied to each marksman. No scout will be allowed to shoot unless his parents have signed the consent form and this consent form is turned in at the time of registration. Do not bring any personal firearms to Camporee, please.

The patrol marksman will advance to the range only at the invitation of the event supervisor: all other patrol members must wait downhill in the "on deck" area away from the range. Any yelling or horseplay by any patrol member in the "on deck" area disqualifies the entire patrol.

The patrol marksman will fire five .22 Rimfire Long Rifle rounds from a BSA-legal single-shot, bolt-action, target rifle at a paper target at 100 feet distance, from bench rest position. Two identical target rifles with peep sights will be provided: both rifles will be "zeroed" prior to firing for record, and no sight adjustment will therefore be necessary or allowed.

Webelos II Scouts, who cannot shoot .22 rifles under BSA policy, will instead shoot BB guns at identical targets, over a 15 foot distance.

Scoring of the target will be according to the values of the concentric rings around the bullseye: 10 points for each bullseye, 9 points for each shot in the "9" ring, etc, for a maximum total of 50 possible points if all five shots are bullseyes.

The cumulative total score according to the above method will then be doubled, so as to arrive at the final competition score for the patrol for this event, with a total possible score of = 100 pts

-----  
If a patrol would like to better its score, it may shoot a second time, either with the same marksman or a different Scout, provided that all other patrols have had their chance to shoot, or if no other patrol is waiting in line to shoot at that time.

## **10 *Moraga Cruzando el Rio (Barrel Roll)***

**Troop 139**

A plank is set up atop a series of identical barrels, and the Patrol, minus one member, must stand atop this plank, and move it forward, rolling the barrels from the start line towards the finish line, using their own weight. The patrol races the clock, with the shortest time giving the highest score. At least three scouts must stand on the plank; 10 extra points are given for each additional scout beyond the basic 3 minimum.

As the rear-most barrel is left exposed, the scout on the ground must grab it and run with it, or roll it, placing it in front of the foremost barrel so that the plank can continue to move forwards. Any scout falling off results in a re-start with the time already counted added to the total score.

Total possible points:

100

## **11 *Obstacle Course***

**Troop 139**

The patrol races the clock through the obstacle course. The shortest time divided by the number of scouts in the patrol gives the highest score. At least four scouts must run the course together. The clock is started when the first scout crosses the start line, and is stopped when the last scout crosses the finish line.

Total possible points:

100

## **12 *La Brecha Por el Monte (Plant & Animal ID Trail)***

**Troop 300**

**Mr. Jack Bair**

The patrol will walk along a marked trail where numbers 1-20 are posted in front of common local plants, trees and shrubs. The patrol must correctly identify each of these numbered specimens by their common names, for a value of 5 points each, giving a potential maximum score of 100 for the plant component.

At the end of the trail a table will be set up where 20 different local animal and bird species must also be identified by their common names: again, each correct identification has a value of 5 points each, again for a maximum possible score of 100 for the animal component.

The combined score for the Patrol of both the plant and the animal component will then be divided in half, for a total possible score of:

100 Points

**13    *Quitando el Zorillo (Remove the Skunk)***

**Troop 172  
Mr. John Nelson**

This is a timed, teamwork event, where four members of the patrol must each pull on a separate rope linked to a large, circular, rubber band. The rubber band must be opened large enough to fit over an open coffee can. The skunk is inside the coffee can, and he gets mad if his can is tipped over or dropped.

When the clock begins, the patrol must pick up their ropes, move the rubber band over the can, and then grip the can with the rubber band. They must then pick up the can and the skunk, and then carefully carry it 15 feet to the skunkhole and place the can in the hole, where the skunk will happily go back to sleep. Dropping the can results in a restart, with the elapsed time added to the total time. Shortest time = the highest score.

Total possible score:

100 Points

**14    *El Nido del Aracno (Spider Web)***

**Troop 471  
Mr. Francisco Ramirez**

This is a timed event, where all members of the patrol must each pass through the giant Spider Web without touching any part of the web. Scouts may jump through the web, be passed through by other scouts, or carefully step or climb through. No scout may go through any hole any other one of his patrol members has already gone through. Touching any part of the web requires a restart for the scout involved, and the addition of the elapsed time to the patrol total time. Shortest time = the highest score.

Total possible score:

100 Points

**15 Prenda Fuego (String Burn)**

**Troop 104**  
**Mr. Paul Liebeskind**

1: Each patrol is given 1 measure of shavings, 1 measure of chopstick kindling, one measure of large kindling, and 2 fire blocks.

Each patrol may modify these supplies in any way they desire to (more or different shavings, fuzz sticks, thinner chopsticks, etc.) limited to what can be done with scout-legal pocketknives only. Each patrol will have 5 minutes within which to modify the fuel provided and to plan their fire-building strategy.

2: After the five minutes of fuel modification has expired, each patrol will be given a second five timed minutes to lay their fire with the materials provided. The fire lay may not exceed 12 inches in height (the height of the lower string).

Each patrol making a correct fire lay earns = 10 Pts.

3: Each patrol will then select (2) two wooden kitchen matches. The time count via stopwatch begins with the first strike of the first match, and runs until the upper string (set at 18 inches height) burns through and separates.

Once the fire is lit, the patrol cannot directly alter the fire lay in any way (i.e.- add fuel, move kindling around, etc.). There is, however, NO LIMITATION on fanning the fire once it is lit. The clock is stopped after five minutes if the string does not burn through.

Getting the fire lit in under 5 minutes = 20 Pts.

Getting the fire lit with only one (1) match = 20 Pts.

At the conclusion of all competition, the fastest time will be assigned a value of 50 points, for a theoretically perfect score of 100. All slower times will be pro-rated downwards at 30-second increments.

Total possible points: 100

\*\*\*\*\*

Any knives in use must be accompanied by Tot'n Chip Cards. A knife in use without a Tot'n Chip costs the patrol a 10-point penalty.

No additional sources of fuel are permitted. This means no paper, no kindling left over from previous attempts, NO GRASS OR FLAMMABLE VEGETATION, in other words, you are limited to what you are given. Similarly, no liquid or solid accelerants may be used- - if used, instant disqualification will result.

Any Patrol hoping to improve its score may elect to compete a second time, provided that by doing so it does not deny any other patrol its first attempt at the competition.

**16 Portando el Vaquero Herido (Travois/Lashing) Troop 772**  
**Mr. Allan Freedman**

This is a timed, teamwork event, where all members of the patrol must make a triangular American Indian travois from three poles and three lengths of rope.

When the clock is started, the patrol runs from the finish line to the start line, where their poles and ropes await them, and begins lashing its poles together. Once the triangular travois has been made, the patrol must place the "wounded vaquero" (their smallest scout) on it, and pull him back to the finish line without any part of him touching the ground.

If any part of the vaquero touches the ground, the entire patrol must return to the start line, and begin pulling all over again, with the elapsed time added to their total time. Upon crossing the finish line, all lashings are inspected for correctness: improper use of lashing at one corner = 10 point penalty. At two corners = 25 point penalty. At all 3 corners, a 50 point penalty.

Shortest time = the highest score.

Total possible score: 100 Points

---

**SUPPLEMENTARY COMPETITION FOR THE SPIRIT AWARD:**

**17 Patrol Bugler Competition**

Not strictly limited to "bugles", but any horn or portable musical instrument may be employed, including Bagpipes, Kazoos, etc.

Total Points Possible: 50

**18 Cookoff Competition**

Points for: Balanced Meal, Imagination, Taste, Presentation

Total Points Possible: 50

**19 Patrol Flag Competition**

Points for: Multi colored, On its own staff, Patrol members names listed, Originality, Execution

Total Points Possible: 50

**20 Uniform Inspection**

Full uniform includes Scout pants, Scout shirt, Scout socks, merit badge sash, and a writing implement in the shirt pocket. Uniform inspection is by entire patrols, and all patrol members must submit to inspection.

Total Points Possible: 50

**21 Merit Badge Sash Competition**

Open only to scouts who have not yet achieved eagle rank.  
Each sash must contain at least a single merit badge.  
Webelos II Scouts and Boy Scouts below the rank of 2<sup>nd</sup> Class will not be counted into the total. Points will be awarded for:

A: The Greatest Number of Merit Badges Earned

B: Greatest Number of Scouts in Patrol With Merit Badge Sashes

Total Points Possible: 50

**22 Campfire Skit (by prior arrangement)**

Points for Originality and Execution

Total Points Possible: 50

**23 Campsite Inspection**

Will be made on Saturday afternoon. Points will be awarded on cleanliness, tent orientation, patrol box or cooking area organization, identification of patrol areas, and on menus and patrol rosters posted.

Total Points Possible: 50

**24 Service Project**

Will be done in two Saturday shifts, before competition and afterwards. Be certain to sign in. Points will be awarded for work by each patrol, based upon the percentage of the full patrol that works both shifts.

Total Points Possible: 50

## **Personal and Troop Equipment**

No personal bows/arrows permitted for Competition #1

Troop Flags and Flag Stands are required for Competition #4.

Compasses (flat baseplates, adjustable dials) are required for Competitions #7, 8

No personal firearms are permitted for Competition #2.

BSA-legal pocket knives (with Tot'n Chip) are required for Competition #15

## **General informati0n**

Camping facilities will be rustic, with no tables or chairs provided. Troops may bring their own folding tables and chairs if desired.

Water will be available but limited - each troop should bring at least one water cooler for each patrol.

Each scout should bring a canteen, which can be refilled as necessary. No bottled water (in the interest of garbage diminution) please.

No flush toilets will be available - portable outhouses will be supplied, but please be certain to bring your own toilet paper. A handicapped-accessible outhouse will be provided.

The Camporee location is in lower Crane Valley, an oak-grassland environment, with riparian habitat near the lakeshore and chaparral on upper slopes. Bug repellent may be advisable, and those with allergies might need to take precautions.

## Tejon Ranch Prehistory and History

The area where our Camporee will be held was seasonally occupied in prehistoric times by California Indians. Nobody knows what the earliest people called themselves, but in the final centuries before the coming of the Europeans, at least three different tribes lived in the region. These were the Kawaiisu on the east, the Yokuts on the north, and also possibly the Ventureño Chumash on the west. The latter named the lake at our Camporee site "*Castac*." The name possibly means the "eye" of a human face. During the winter months the Indians who summered at Castac Lake lived to the south at a much lower elevation, where *Castaic* Reservoir now stands.

The local Indians were hunters and gatherers, moving from place to place depending upon the season, and upon which wild plant foods were becoming available or which bird or animal species were migrating through the area. For more than 10,000 years the California Indians exploited the rich and diverse natural resources of the Tejón Ranch area, hunting deer, rabbits, ducks and many other birds and mammals, and collecting wild grasses, berries, and nuts such as acorns. Many local placenames of Indian origin (*Tehachapi*, for example) remain in everyday usage.

The earliest Europeans explored the area beginning in the 1770's; these were Spanish military men, such as Pedro Fages, or Spanish-speaking missionaries from northern Mexico, such as Francisco Garces. The early name for the high country pass at this time was *El Paso de la Buena Vista* (Pass of the Beautiful View), denoting the fact that the entire southern San Joaquin Valley could be seen from it. A quarter-century later, in 1806, military men, such as Lieutenant Gabriel Moraga (who named the San Joaquin Valley after his own father, Joaquín Moraga) explored the region. By now the mountain pass was coming to be known as "*El Paso del Tejón*" or "Badger" Pass, as named by Lieutenant Francisco Ruiz, also in 1806. The importance of the area as a natural pass through the mountains became obvious at this time.

After Mexican Independence, beginning in the late 1820's, fur trappers and traders, including Spaniards, Indians, Mexicans, Frenchmen and Yankees, like Ewing Young and Jedediah Smith, also explored the area. Hudson's Bay trappers who had come all the way from Canada via the Columbia River and the Oregon Country, also explored the area in the early 1830's. One such French-Canadian trapper, Peter Lebec, was killed in 1837 by a grizzly bear he had wounded: he is buried near the small town that still "bears" his name.

The Tejón (or "Badger") Ranch was a Mexican Land Grant *Rancho* of 97,617 acres (roughly 163 square miles) made to José Antonio Aguirre and Antonio del Valle in 1843. Early experiments with grapes and viticulture in the *Cañada de*

*las Uvas* led to the name of the "Grapevine" by which the Tejón Pass is still known today. With the discovery of Gold in the Mother Lode to the north in 1848, Tejón Pass became a principal route through the mountains from Southern California to the northern mines. Then, as now, the place was the gateway to the San Joaquin Valley, and the Sierra Nevada foothills.

Four years after California Statehood in 1850, Fort Tejón was established at the north end of the pass. The preceding year, 1853, had seen the founding of the Tejón Indian Reservation in the valley. Indians from many different tribes were brought to this reservation, which only lasted for a dozen years, finally failing in 1865. Meanwhile, around 1857, Fort Tejón became the headquarters of the US Army's experimental *California Camel Corps*, for a while administered by Jefferson Davis, who later became the president of the Confederacy during the Civil War. The Camel Corps was a failure, and in 1861 the surviving camels were simply released into the wild at the program's termination. For many years afterwards tales of surprised travelers running into solitary camels would circulate around local campfires. Jefferson Davis was not alone as a famous Civil War leader who had earlier served at Fort Tejon: no fewer than 15 officers went on to achieve the rank of General, 8 for the Union, and 7 for the Confederacy. Fort Tejón was abandoned in 1864, and absorbed by the Tejón Ranch.

General Edward F. Beale bought the Tejon Ranch from Aguirre and del Valle in 1865, and its boundaries have remained essentially the same for the past 163 years. The Tejon Ranch Company was formed in 1936, combining many other holdings besides the original Rancho to total more than a quarter-million acres of prime cattle land. In 1939 and again in 1954 the Tejón Ranch transferred land to the State of California, allowing for the creation of Fort Tejón State Park. Today, the Tejón Ranch is the oldest and largest private ranch in Southern California. It is certainly the most historically significant. The Boy Scouts of America are most grateful to the staff of the Tejon Ranch for their generosity in hosting our 2006 Cahuenga District Camporee.

Brian D. Dillon, Ph.D.  
Consulting Archaeologist  
March 20, 2006

## 2006 Camporee Registration Form

Troop or Webelos II Pack # \_\_\_\_\_

Unit Leader \_\_\_\_\_

Contact Telephone # \_\_\_\_\_

Number of Patrols Participating: \_\_\_\_\_

1st Choice Campsite # \_\_\_\_\_

2nd Choice Campsite # \_\_\_\_\_

3rd Choice Campsite # \_\_\_\_\_

---

	Quantity:	\$ Amount
Scouts (@ \$12.00 each)	_____	_____
Adult Leaders (@ \$12.00 each)	_____	_____
Saturday O.A. Breakfasts (@ \$3.00 each)	_____	_____
Saturday O.A. Lunches (@ \$3.00 each)	_____	_____
	Grand Total:	_____

\*\*\*\*\*

Please make your check out to: WLACC-BSA  
Please memo as: Cahuenga Camporee Acct #1-6801-231-20  
Please deliver to: WLACC, Anna Ruggiera Center,  
16525 Sherman Way, C-8,  
Van Nuys, CA 91406

Please staple your check at the left, then, Xerox this sheet with check attached for presentation at Check-In on Friday, May 5<sup>th</sup>, 2006, then turn in the original, complete with check, at the council office. Don't forget to get a receipt. Thanks!

Cahuenga Camporee Account #1-6801-231-20

# Camporee Patrol Roster

Patrol Name \_\_\_\_\_

Troop/Pack# \_\_\_\_\_

**Scout Name:**

**Scout Age:**

**Scout Rank:**

1		
2		
3		
4		
5		
6		
7		
8		

**Any patrols larger than 8 scouts must be subdivided into two smaller patrols.**

**Please copy this form and have each patrol fill it out separately. Each patrol must turn it in no later than at Check-In on Friday Night, May 5th in order to receive their score cards.**

**Make two extra copies, and keep one inside your patrol score card envelope during competition. Post the other copy on your Patrol Box for your campsite inspection.**

**CONSENT TO FURNISH FIREARMS TO A MINOR  
BOY SCOUTS OF AMERICA,  
WESTERN LOS ANGELES COUNTY COUNCIL**

I (we) the undersigned, parent(s) or legal guardian(s) of:

---

***(Please print the name of Boy Scout)***

a minor, after having carefully read and understood the following Section 12552 of the California Penal Code:

***Every person who furnishes any firearm, air gun, or gas-operated gun, designed to fire a bullet, pellet, or metal projectile, to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the Minor, is guilty of a misdemeanor.***

do hereby with full knowledge of the above statement expressly grant permission to the Western Los Angeles County Council, Inc, Boy Scouts of America, and the employees, agents or representatives of this organization, to furnish to the above mentioned minor a firearm, air gun or gas-powered gun of the nature and type described in the above quoted Section 12552 and to allow said minor to use said firearm during the time said minor is at a Western Los Angeles County Council, Inc. camp, or a camp of another council which is part of the Boy Scouts of America, or at supervised facilities meeting BSA requirements.

I (we) furthermore understand that any such handling of firearms will be under the supervision of trained adults at all times, and that the minor named above must obey any and all instructions issued by such adults without exception. Any willful or repeated disobedience of any safety instructions, which might endanger the minor himself or others present, including the instructor, shall be grounds for instant removal from the range or instructional facility. Such removal must be effected by the undersigned, the parents or legal guardian of the minor, immediately.

This authorization shall remain effective unless revoked in writing delivered to the Boy Scouts of America.

---

**(Father, Mother, or Legal Guardian's Signature)**

---

**(Date form signed)**