



The Relief of Mafeking & **Baconfest**

Camp NO-BE-BOS-CO
October 20-22, 2017

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Leader's Guide

Camp No-Be-Bos-Co.. 11 Sand Pond Rd, Hardwick, NJ 07825

Use this information to help your patrols plan their Saturday Activities.

Camporee Schedule-Major Activities

Friday, October 20th

6:00pm-9:00pm	Unit Check-in (<i>Cabin 1</i>)
7:00pm-10:00pm	Searchlight Gauntlet
9:00pm-10:30pm	FRYday Night Special (<i>Ho-Ho-kos Lodge</i>)
10:30 pm	SPL and Scoutmaster Meeting (<i>Dining Hall</i>)
11:00 pm	Taps - Lights Out!

Saturday, October 21st

6:30 am	Reveille			
7:30am - 8:30am	Day Visitor Check-in (<i>Cabin 1</i>)			
8:45 am	ALL UNITS - Opening Ceremony (" <i>A</i> " Field)			
9:00 am-12:30pm	Orienteering (<i>Future Trading Post Site</i>)	Top Shot (<i>Ranges</i>)	Silent Flagpole (<i>Campmaster Cabin</i>)	Sleeping Sentry (<i>Price Lodge</i>)
	Obstacle Course (<i>A Field</i>)	Observation (<i>Ho-Ho-Kos Lodge</i>)	Amateur Radio Program/ RACES (<i>Smith Lodge</i>)	
	Pass the Message (<i>Trail from A Field to Dining Hall</i>)	First Aid (<i>Waterfront</i>)	Minefield (<i>Climbing Wall Field</i>)	
12:30pm - 1:30pm	Lunch - Limited Program Areas Open			
1:30pm - 4:30pm	Spike the Gun (<i>The Reds assemble at Archery Range, the Blues assemble at A Field</i>)			
4:45pm	Retiring the Colors (" <i>A</i> " Field)			
5:00pm - 7:00pm	Dinner at sites - Free Time			
6:00pm-7:00pm	Presentation of Bacon Dish for judging and Pig Roast Tasting			
7:30pm	Mass/Scouts Own Service (<i>Campfire Site</i>)			
8:15pm	Evening Campfire (<i>Campfire Site</i>)			
11:00pm	Taps Lights Out! Multi Bugler Event			

Sunday, October 22nd

9:00am	Morning Colors & Closing Ceremony (" <i>A</i> " Field)
10:00am	Campsite Inspection and Troop departures
12:00pm	Close Camp

What is Mafeking and Why Does it Need Relief?

In 1899, the future First Chief Scout of the World, Colonel Robert Baden Powell was sent to South Africa to raise a regiment in the region surrounding the town of Mafeking. A few months after his arrival, the Boer War erupted. A large Boer force of 9,000 men advanced on Mafeking, defended by Colonel Baden Powell with only 1,251 combatants. During the 217 siege, the Boer forces fired 20,000 shells into the town and nearly 326 of B-P's forces were killed. His heroic and successful defense of this small town of some 8,000 inhabitants against overwhelming odds was an inspiration to his country and resulted in his promotion to Major General.

His adventures in Mafeking, India, Russia and elsewhere inspired a generation of young boys. When he later wrote *Scouting for Boys* in 1908, a year after his first Brownsea encampment, boys of all ages over Great Britain couldn't wait to become Scouts.

Now, more than 100 years after the Siege of Mafeking, the exploits and wisdom of Baden Powell still inspire and serve as wonderful opportunities for great fun in the game of Scouting.

Mafeking Camporee Overview

Upon check-in, your unit will be assigned a regiment arm band to be worn beginning Saturday morning at the Opening Ceremony. Each Scout must clearly display their armband on the exterior of their clothing. No part of the armband can be hidden or the Scout will be disqualified.

On Saturday, Scouts will use all their skills to complete missions. Each mission brings an opportunity to earn valuable ammunition to be used in a Camp-wide Spike the Gun on Saturday afternoon.

Friday Night Activities

Searchlight Gauntlet – The Boers, low on troops, had a break in their besieging cordon at this point but had covered the gap with three searchlights (powerful flashlights or carbide lamps focused through cardboard tubes). Two of the lights made a fixed pattern sweeps at regular intervals. The third was aimed at one spot (where the Boers detected noise) and came on for five seconds at regular intervals. The terrain was relatively open, but offered intermittent cover, and patrols had five minutes to observe and establish the searchlight pattern before they attempted the crossing. They had to cross in 15 minutes.

A point was deducted for every man or piece of equipment caught in the open, and no points were awarded if the crossing took longer than the time allowed.

FRYday Night Special – Using a Dutch oven, fry up as many things (must be fit for consumption) as you can think of. We'll provide the cooking equipment and some

food will be available. ex. Pigs in the Blanket, Bacon Wrapped Dogs, Bacon wrapped chicken, bacon. Batter available for non-bacon delicacies like deep fried oreos (that will also taste like bacon) Feel free to bring something you would like to try.

Saturday Missions

Good Day. Your missions are listed below. As always, should you or any of your Scouts be caught, the Colonel will disavow any knowledge of your actions. This Leader's Guide will self-destruct in ten seconds. Good luck!

Outpost Areas

1. **Orienteering** – locate an important ammo dump following compass bearings and distances given.
2. **Sleeping Sentry** – your mission is to sneak up to an enemy encampment and report back to HQ with information about the enemy force and capabilities, without alerting the sentry to your presence.
3. **Top Shot** - Rifle ranges open. Practice your sharpshooter skills.
4. **Obstacle Course** - Patrols need to cross a swamp filled with dangerous quicksand in order to bypass Boer pickets. Navigate your way through successfully to earn ammo. Lose equipment along the way and lose points.
5. **Pass the Message** – Details from a brief encounter with a person of interest must be reported to HQ. Convey the secret message Scout by Scout *using various methods of communication*. The last Scout will convey the message to the Outpost Leader. Ammo will be awarded for accurate message delivery.
6. **Observation** – You have penetrated an enemy headquarters and have minutes to observe and identify what you have seen. Test your vision and your memory!
7. **Minefield** – Your patrol has to cross a 200 ft minefield carrying all your gear. Work together without getting blown to bits!
8. **Silent Flagpole** – Your patrol's mission is to erect a flagpole of sufficient height in an area determined by our forward scouts to signal your presence to friendly forces holding command HQ.
9. **First Aid** – Man down! Assess the injured and administer first aid. Safely transport the casualty over rough terrain to the nearby British Forces Hospital.
10. **Amateur Radio Operator Demo/RACES** – Visit a working Amateur Radio Station and learn about Radio Merit Badge, Amateur Radio and Radio Scouting. See how HAMS assist in emergencies and have fun communicating locally and around the world in many different ways. Free onsite Amateur Radio testing available Saturday 0900-1200. Contact exam@wc2fd.com in advance to make arrangements" 721 MCB ARC VE

Team www.wc2fd.com/exam Scouts who want to work on the badge must have a signed blue card to present to the counselor.

Spike the Gun – All Scouts have been divided into two regiments (as denoted on their arm bands). They will report to their designated starting point. Each side has one large piece of artillery (gun) within their territory. The mission is to defend your territory from attack and place “ammunition” into the muzzle of your opponent’s gun. This will disable your opponent’s gun and your side wins!

General CONOPS

Friday Arrival and Check In:

1. All unit vehicles should try to arrive at the same time in order to coordinate parking and site set up.
2. You will be greeted by Parking Staff. All cars will be directed to their parking spots for the weekend. Cars will be parked in tightly to maximize capacity. You will be issued a parking pass. Please complete the required information and display the parking pass prominently on your windshield.
3. Leader’s proceed to Log Cabin #1 (across from the shower House) for Check-in. **You must check-in before setting up camp.**
4. Upon Check-in, you will receive a packet for your troop containing your orders, combat map, weekend schedule, any updated information and patches for the registered members of your group. Additional patches may be purchased after all units have checked in.
5. Be prepared to provide your roster, individual Scout Activity Consent Forms and tour permit (if applicable)
6. **No tour permits will be approved at the Camporee site.**
7. Each unit will be requested to present a song or skit for the campfire on Saturday night.
8. Once your unit is checked in, you will be directed to your campsite.
9. If the rest of your unit arrives separately, work out a cell phone list of numbers in advance so you can talk your members in.
10. **BE PREPARED TO WALK UPTO ¼ MILE FROM YOUR VEHICLE TO YOUR SITE.**

Saturday Arrivals

- **Units arriving on Saturday can check in from 7:30am-8:30am at the Camp Office justnear the main lot.**
- **Individual Scouts who arrive on Saturday separately from their unit, must also check-in at the Camp Office.** A Unit Leader or SPL **MUST** meet the Scout being dropped off. If not, the Scout will not be allowed to enter the Camporee. Please make arrangements in advance.

Parking-Traffic

- Parking Staff will direct each vehicle to its specific area. Follow all traffic directions please.
- Parking pass **MUST** be prominently displayed on your windshield and should clearly show the unit number and cell phone number of the driver who can be contacted in case of an emergency.
- **No vehicles/trailers will be permitted beyond the main parking lot.**
- All vehicles will remain in the parking lot until after the closing ceremony on Sunday morning.

Food and Vendors

- There will be no food vendors at the camporee.
- Bring all the food you intend to eat over the course of the weekend. Water will be available to fill your containers.

Camping

- Each unit will be camping in a specific campsite or cabin. **Cabin are available on a first-come-first-served basis and reservations must be made in advance with Chris Clark.**
- **You will be given a specific area for your unit to camp in upon check in. Be sure to stay within your boundaries.**
- The unit should properly mark their site with their unit's flag.
- Be sure to follow the rules in The Guide to Safe Scouting.
- Follow the "Leave No Trace" Philosophy while camping.
- Respect other units around you.
- It is suggested that each unit provide their own water to start off. Back-up water is available at the designated locations on the camporee map.
- **Troops will be responsible for their own meals for this event. This is a great opportunity for Scouts to work on cooking-related rank requirements or Cooking merit badge.**
- All cooking should be done using above ground stoves. (propane)
- **Be sure to have in public view a first aid kit and fire extinguisher/water buckets in your site.**
- Campsites may be shared so keep your unit together.

Leadership

- At the SPL/Leaders meeting on Friday evening, the schedule will be reviewed. Each unit leader is responsible for the conduct of their Scouts while in the Camporee.
- **Each unit may be asked to have one or more of their leadership to help out working at the Camporee.**

Program Areas

- We will have our own District Scouters and Unit Leadership manning the activities.
- Program/Station maps will be given out and will be properly marked.

Preparation

- All Scouts should be in Full Class A's for the Opening Ceremony and the Campfire program on Saturday and Scouts Own Service.
- Class B uniforms are authorized to be worn during all other program time.
- ONLY pre-registered Scouts/Scouters will be allowed to attend. No on-site add ons.
- Please do not bring electronics (i.e. radios, ipods, and handheld games).
- No walkie-talkie radios (except for emergency use). See information regarding Walkie-Talkies under Safety and Health.

Opening Ceremony

- Our Camporee will officially kick-off with an Opening Ceremony at the main flag pole in the "A" Field (or in the unlikely event of precipitation in the Dining Hall).
- Please arrive with your Troop Flag promptly at 8:30am so that we may begin on-time.

Campfire Program and Awards

Each unit will be requested to present a song or skit for the campfire on Saturday night. Please submit to the Campfire Youth Master of Ceremonies if your unit will do a song or skit no later than 5:00 pm on Sat a description of your skit, *song or cheer via e-mail to chris.ceravolo@outlook.com* . Make sure the subject of the E-mail is **Campfire Program**. A Best Campfire Skit recognition will be awarded.

Religious Services

We will offer a non-denominational Scouts Own Service on Saturday evening. Class A uniforms should be worn.

Closing Ceremony

Our Camporee will officially close with a Closing Ceremony at the Flag Pole in the “A” Field on Sunday morning. All Scouts should wear their Class A to the Closing ceremony and Units should bring their Troop Flag. Once your campsite has been inspected, you may depart.

Unit Permission Slips

To properly advertise this Camporee and all future events, we are asking that each unit have the following information put on their permission slips (if they are not using the “Activity Consent Form”):

PHOTO RELEASE - All participants and their parents have read and agree to this policy:

I understand that by attending this program, sponsored by the Northern NJ Council, Boy Scouts of America, I consent to the use of photographs, film, videotapes, electronic representations and/or sound recordings made of me during that time by the Boy Scouts of America, at their discretion, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.



Calling All Units!

Please email pictures to RVDistrict@hotmail.com.

Note: Photos may be used by the Ramapo Valley District & NNJC for both internal & external promotional materials.

Health, Safety, and Identification

- Scouts must follow the buddy system!
- All injuries should be reported to District Staff. Scoutmasters are to fill out incident reports and submit them to Council. The Health Lodge is located in the Campmaster Building.
- A First Aid/ EMS Squad will be on call as well as the NJ State Police. The Dispatch # is 908-459-5000.
- The closest hospital is Newton Memorial Hospital, 175 High Street, Newton NJ 07860
- (973) 383-2121
- **In case of inclement weather, please follow the direction of the staff.** Lightning storms – units should seek protection.
- **Lost Scouts!** Upon notification of a lost Scout, an alert will be sent to all staff members.
- **Lost and found** will be at Camp Office Building.

Emergency Radio

Each unit is asked to bring a radio that has the FRS frequencies. The FRS frequencies are used in the fairly inexpensive two way radios that are readily available. Many units have them, or members do. Set the radio to channel 5 with no privacy key set. We will have staff monitoring that channel for emergencies. Please do not use this frequency for other purposes. We want it to stay as quiet as possible. In fact, you may want to leave your radio off and just turn it on if you need to call for help. It is OK, and preferred, that when you arrive in camp you turn it on and transmit one test. For example state “Troop 120 testing their radio” and wait for a response.

Please use this as you would dial “9-1-1”. Don’t use it to ask questions about the event, just to report problems.

A test time for the system will be announced at the SPL meeting on Friday Night.

Grey Water – Trash

- Garbage will be “carry-in, carry-out” for the camping area. **We will not have a Dumpster for the camping area. Be sure to have trash bags to transport your refuse home. LEAVE NO TRACE.**
- **All “grey water” will be disposed of properly.**

Ramapo Valley District
The Relief of Mafeking & Baconfest

Campsite Inspection

TROOP: _____ **CAMPSITE:** _____ **185 POINTS MAX**

1. All motor vehicles (except trailer) moved to the parking lot? 10_____
2. Troop sign displayed at campsite entrance? 10_____
3. American flag properly displayed in campsite? 10_____
4. Troop flag properly displayed in campsite? 10_____
5. Entire campsite free of litter? 10_____
6. Patrol boxes clean and orderly? 10_____
7. Fire extinguisher or fire buckets filled with water available near cooking area? 15_____
8. Unit First Aid kit available and ready in case of emergency? 15_____
9. Troop gear properly stored and clean when not in use? 10_____
10. Patrol food properly stored? 10_____
11. Gateway constructed using pioneering Skills? 10_____
12. Banner or other Theme related equipment? 15_____
13. Tents pitched and staked and personal equipment kept orderly clotheslines flagged for safety? 10_____
14. Patrol Duty Roster posted in campsite? 10_____
15. No fire hazards present (camp stoves out, gas turned off, etc)? 10_____

TOTAL SCORE 165_____

****BONUS POINTS**** 5 point for each useful camp gadget built with pioneering skills (maximum 20 points) 20_____

Grand Total Points_____

“The Bacon Challenge Cook Off”

The theme of this cook off is the love of bacon and all the flavor it brings to any meal. So as you prepare planning and preparing your meal to be presented to the judge on Saturday evening keep the following in mind as each dish will be judged as follows:

1. The importance that Bacon plays in your dish (The more you have doesn't mean the more points you get.)
2. Creativity
3. Taste
4. Presentation
5. Method of cooking (Dutch Ovens, Grilling, Smoking, etc.). You will score higher with a more complex cooking method.

The dish you present can be anything so be creative! Just keep in mind that bacon is the most important ingredient and all dishes must include it in some way. Dishes can be one or a combination of...

1. Main course type meal
2. Soup or Stews
3. Dessert type
4. Sides

All dishes must be plated and presented to the judges by 7:00 pm (?) at the dining hall. Please make sure that you provide enough food for 4 judges to taste. Also, at the time you present your dish please provide the recipe for it. At the conclusion of the weekend we'll be compiling them into the 1st Edition of the Ramapo Valley Bacon Cookbook.

So Good Luck!

Check-out

- Your unit will not be able to leave the camp site until after 9:00am Sunday morning.
- Before leaving, you must have your site inspected after you have packed.
- Please be aware of Scouts in motion. Safety is our first concern.

Rules

The Scout Law and Oath are the rules that we follow. **Remember – let's have fun!**