

# Wood District Surviving World War II



## Camporee Leaders Guide

October 15-17, 2021

# Surviving World War II

The Camporee theme is "Surviving World War II" and is dedicated to remembering the training and service of United States Veterans. The events will reflect this. **The wearing of camouflage is highly recommended and may play a role in Scout spirit bonus points awarded at some stations.**

Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year's Fall Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. All events for the camporee will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete. Deployment Order Documents will be given to each patrol listing the activities to visit. The score for each event will be recorded on the document. Each patrol must turn in their Deployment Order Document to the Wood District Staff as they finish in order to be eligible for any awards.

**All participating units must sponsor one event or activity and provide the necessary adults and materials required to run the activity or event.**

## Schedule of Events

### Friday: October 15, 2021

- 6:00 PM to 9:00 PM. Registration and check in.
- 9:00 PM Leaders/SPL Meeting
- 11:00 PM Lights Out.

### Saturday: October 16, 2021

- 7:00 AM to 8:15 AM Breakfast and clean-up
- 8:20 AM to 8:30 AM Flag Raising
- 8:30 AM to 11:30AM Morning Events
- 11:45AM to 1:15 PM Common lunch
- 1:30 PM to 4:30 PM Afternoon Events
- 5:00 PM to 8:00 PM – Dinner/Clean-up
- 8:00PM to 9:15PM Campfire, Awards, and Slide Show
- 9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation
- 11:00 PM Lights Out

### Sunday: October 17, 2021

- 8:00AM to 9:00AM Check Out

**Schedule subject to change due to weather or other factors.**

## Essential Items for Each Patrol:

- Daypack for carrying supplies
- Deployment Order Document
- Ziploc bag for storing Passport
- Scout Book
- Notebook and pencil
- Patrol first aid kit (include 3 gauze pads and latex gloves)
- Energy snacks for morning and afternoon
- Water bottle for each patrol member

# Surviving World War II Camporee Events

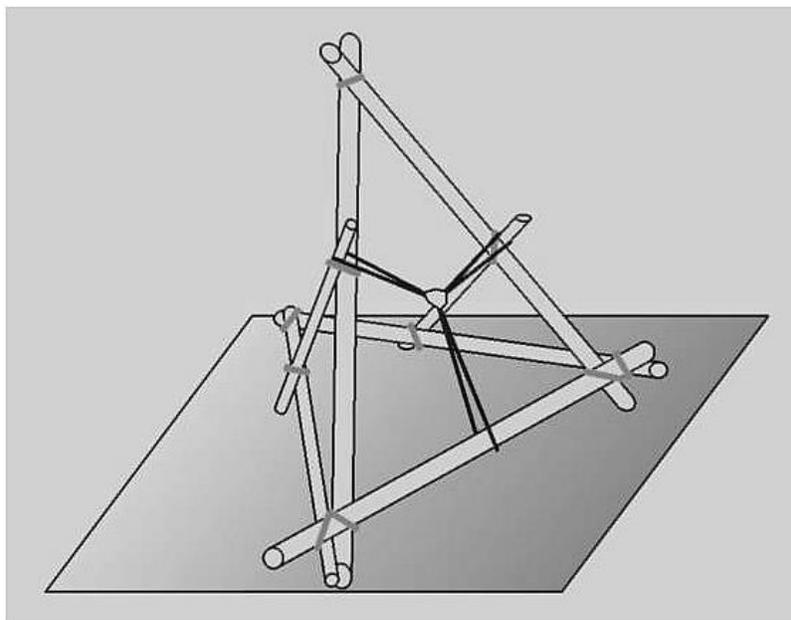
The following information is for Scoutmasters only and should not be shared with the Scouts. A separate Senior Patrol Leaders Guide will be provided for the Senior Patrol Leaders to share with the Scouts and to help prepare your troop's patrols for the camporee.

## Event 1: Battle for Bastogne

Mortar teams in World War II often had ammunition stored in protective bunkers. Resupplying often exposed soldiers to additional risk from enemy fire. Each patrol is a mortar team firing at an enemy bunker. Each patrol must first erect their mortar nest and then supply the mortar with mortar rounds from the protective bunker. The scouts will have runners to go get more ammo while avoiding enemy fire. Once you have your mortar round, aim and fire!

Mortar rounds are made by rolling sheets of newspaper into tight balls about 3 inches in diameter and wrapping with masking tape. The mortar nests are built by lashing 2 x 2 spars together as shown below using square lashings and must be placed within the patrol's designated space. The mortar rounds will be launched by a scout sitting inside the carriage with a provided elastic apparatus. The other members of the patrol (runners) will need to resupply their mortar with ammunition from the bunker. Runners will start at their mortar nest and crawl under the "barbed wire" into the bunker. A scout may retrieve one shell to return with to the mortar. If the ammunition is dropped the scout is presumed dead and can't continue the game. Scouts can only carry one shell at a time; if they are caught carrying more than one shell they are eliminated.

Getting hit by a mortar round from other patrols removes the "injured" patrol member from the game. Should the mortar operator get hit, he may be replaced by an "uninjured" patrol member. A patrol may begin launching mortar rounds as soon as their mortar nest is assembled. The winning patrol will be the one that is left after the elimination of all members of the other patrols.



## Event 2: Signaling Flags

The navy often maintained radio silence so the enemy would not be alerted to their presence. Ships would have to signal other ships to alert them of dangers and issue orders and instructions. This provided for communications without a radio. Scout patrols will be divided into two groups. One group will be given a question related to the theme that they will need to use semaphore flags to transmit to the other group 50 yards away. The second group will decode the question and flag back a response. Points will be given for the correctness of the translated answer (time counts).

 A - 1	 B - 2	 C - 3	 D - 4	 E - 5	 F - 6	 G - 7
 H - 8	 I - 9	 J - Letters to Follow	 K - 0	 L	 M	 N
 O	 P	 Q	 R	 S	 T	 U
 V	 W	 X	 Y	 Z		
 End of Word - Space	 Numerals to follow	 Cancel	 Error / Warning			

### Event 3: D-Day Cliff Climb

Some of the beaches at Normandy required soldiers to scale cliffs to take out enemy positions. Patrols will construct a ladder. They will then transport their ladder to a tower where the patrol leader must climb the ladder and “toss a grenade into a pillbox.” The Camporee staff will supply two 8 foot poles, two 20 foot ropes, 6 rungs, a tower, a “pillbox”, and a “grenade”. All patrol members must help support the ladder as the patrol leader climbs. This event will be scored on total time needed to complete the task and the correctness of the ladder lashing. See the additional “Ladder Lashing Instruction Sheet” for clearer instructions on how to lash a ladder together.

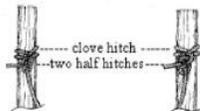
#### LADDER LASHING:

**Comments:**  
Ladder lashing allows for a quick and secure method for constructing a ladder or for constructing a decking with evenly spaced decking pieces.

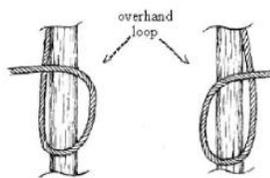
This form of lashing has several advantages over the traditional floor lashing. Less material is required because unlike floor lashing a space can be left between each piece of the decking. Also, each rung is securely lashed in place by several loops of rope in much the same way as a square lashing, with the traditional floor lashing only a single loop of the rope holds each end of the decking in place, therefore if one piece loosens, the entire deck loosens.

The ladder lashing has two forms; left and right, each is a mirror image of the other.

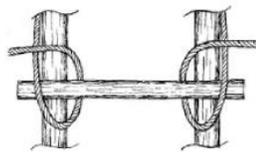
**START:** The ladder lashing is started by using a clove hitch stopped with two half hitches to secure a rope to the top end of each rail.



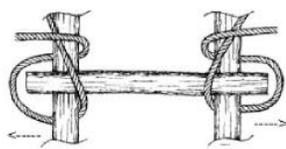
**STEP 1:** Lay an overhand loop over each side rail so that the running end of each loop is to the outside.



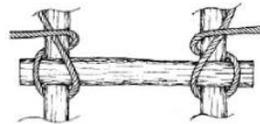
**STEP 2:** Place a rung across the rails so that the standing part of each overhand loop is over the end of the rung and the running part of each overhand loop is under the rung.



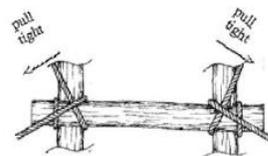
**STEP 3:** Pull the running part side of each overhand loop behind and to the outside of each rail.



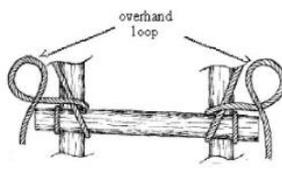
**STEP 4:** Then pull the loop over the end of the rung.



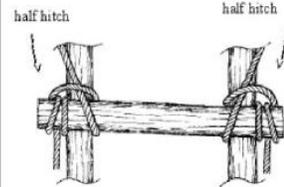
**STEP 5:** Work each rope until it is tightened around the rung and the rung is in its desired position.



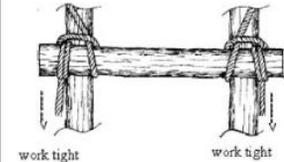
**STEP 6:** Form an overhand loop in each running part.



**STEP 7:** Place an overhand loop over each end of the rung to form a half hitch around each end of the rung.

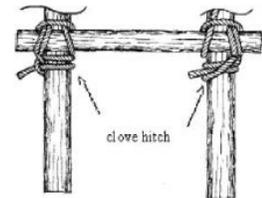


**STEP 8:** Work the half hitch tight.



**STEP 9:** Repeat steps 1 through 8 for each additional rung.

**END:** Finish the lashing by tying a clove hitch around each rail so that the clove hitch is directly under the bottom rung.



### Event 4: Unexploded Bomb Disposal

Some of the most dangerous work soldiers had to do in the war was disarming and disposing of mines and unexploded ordinance. Does your patrol have the nerves of steel, coordination, teamwork, problem solving, and communication skills to take on this task?

## Event 5: Bombed Building Rescue Triage

In WWII, air raids and blitzkriegs would result in damaged and destroyed buildings, often with civilians inside. Workers and soldiers had to effectively assess the situations to rescue the most people.

Scouts will quickly and safely remove debris from a bombing raid and use triage to assess which wounds are most important for the limited supplies given. Victims will be dolls with cards describing their condition. Scouts will be given several black, red, yellow, and green index cards. After uncovering and assessing each victim, they will assign a color coded card to the victim. Scouts will work as a team for this project, earning points for safety and speed, as well as effective triage.

### What is triage and why is it needed?

Ideally, the first people to need medical care receive it. In less than ideal conditions, somebody has to decide who receives care first. Natural disasters (e.g., earthquakes) or other events (e.g., train crash or bombing) can result in a large number of injured or sick people at one time. When this happens, decisions must be made about how to best allocate care when resources are insufficient for all those who need care. This process is called *triage*.

The purpose of triage is to save as many lives as possible. When done properly, triage results in the best outcome for the greatest number of people. *Without a triage plan in place, resources are likely to be wasted—and more people are likely to die.*

### START Triage

Simple Triage And Rapid Treatment (**START**) is currently the most widely used triage system in the United States for mass casualty incidents. It was developed for rescuers with basic first-aid skills. First responders delegate the movement of injured victims to a designated collection point as directed by using four main categories based on injury severity:

- **BLACK:** (Deceased/expectant) injuries incompatible with life or without spontaneous respiration; should not be moved forward to the collection point
- **RED:** (Immediate) severe injuries but high potential for survival with treatment; taken to collection point first
- **YELLOW:** (Delayed) serious injuries but not immediately life-threatening
- **GREEN:** (Walking wounded) minor injuries

The triage colors may be assigned by giving triage tags to patients or simply by physically sorting patients into different designated areas. "Green" patients are assigned by asking all victims who can walk to a designated area. All non-ambulatory patients are then assessed. Black tags are assigned to victims who are not breathing even after attempts are made to open airway. Red tags are assigned to any victim with the following:

- Respiratory rate greater than 30
- Absent radial pulse
- Unable to follow simple commands

Yellow tags are then assigned to all others.

## Event 6: Cryptography in WWII

Cryptography has been used all throughout history to send secrets messages between military divisions in WWII, many ciphers were mechanical and required machines to encrypt and decrypt. When soldiers didn't have access to machines, they had to use hand ciphers. One such cipher is the columnar transposition cipher. Many groups used ciphers during WWII, including Dutch Resistance groups, the French Marquis, the British Special Operations Executive, the American Office of Strategic Services and the German Army and Navy. The Scout patrol will be taught how to use a columnar transposition cipher. They will then be split into two groups, given the key word for the cipher, and placed 50 yards apart. The first group will be given a message to encrypt using the columnar transposition cipher. One member of the first group will then be designated as a runner to meet with the other group's runner halfway in-between the two groups to deliver the encrypted message. The other group's runner will bring the encrypted message to the second group to begin decrypting the message. Once they decrypt the message, they will encrypt their response. The runners will meet again, half way, to exchange the message. The first group's runner will rush the encrypted message to the station master to be given a score based on time and accuracy. The clock start when the first group is given the message and stops when the encrypted reply is delivered to the station master.

### Columnar Transposition

Columnar Transposition involves writing the plaintext out in rows, and then reading the ciphertext off in columns. Columnar Transposition builds in a keyword to order the way we read the columns, as well as to ascertain how many columns to use.

### Columnar Transposition Encryption

First, pick a keyword for the encryption. Write the plaintext out in a grid where the number of columns is the number of letters in the keyword. Then title each column with the respective letter from the keyword. Take the letters in the keyword in alphabetical order, and read down the columns in this order. If a letter is repeated, we do the one that appears first, then the next and so on. As an example, let's encrypt the message "The tomato is a plant in the nightshade family" using the keyword *tomato*. We get the grid given below. The X's at the end are called nulls and are used to pad out the message (finish the grid) in the encryption process.

T	O	M	A	T	O
5	3	2	1	6	4
T	H	E	T	O	M
A	T	O	I	S	A
P	L	A	N	T	I
N	T	H	E	N	I
G	H	T	S	H	A
D	E	F	A	M	I
L	Y	X	X	X	X

The plaintext is written in a grid beneath the keyword. The numbers represent the alphabetical order of the keyword, and so the order in which the columns will be read.

We have written the keyword above the grid of the plaintext, and also the numbers telling us which order to read the columns in. Notice that the first "O" is 3 and the second "O" is 4, and the same thing for the two "T"s.

Starting with the column headed by "A", our ciphertext begins "TINESAX" from this column. We now move to the column headed by "M", and so on through the letters of the keyword in alphabetical order to get the ciphertext "TINESAX / EOAHTFX / HTLTHEY / MAIIAIX / TAPNGDL / OSTNHMX" (where the / tells you where a new column starts). The final ciphertext is rewritten in 5 letter groupings and is thus "TINES AXEOA HTFXH TLTHE YMAII AIXTA PNGDL OSTNH MX".

### Columnar Transposition Decryption

Start by writing out the keyword and the alphabetical order of the letters of the keyword. You must then divide the length of the ciphertext by the length of the keyword. The answer to this is the number of rows you need to add to the grid. You then write the ciphertext down the first column until you reach the last row. The next letter becomes the first letter in the second column (by the alphabetical order of the keyword), and so on.

As an example, we shall decrypt the ciphertext "ARESA SXOST HEYLO IIAIE XPENG DLLTA HTFAX TENHM WX" given the keyword *potato*. We start by writing out the keyword and the order of the letters. There are 42 letters in the ciphertext, and the keyword has six letters, so we need  $42 \div 6 = 7$  rows.

P	O	T	A	T	O
4	2	5	1	6	3

We have the keyword and the order of the letters in the keyword. We also know there are 7 rows.

Now we start by filling in the columns in the order given by the alphabetical order of the keyword, starting with the column headed by "A". After the first column is entered we have the grid shown to the right.

We continue to add columns in the order specified by the keyword.

P	O	T	A	T	O
4	2	5	1	6	3
			A		
			R		
			E		
			S		
			A		
			S		
			X		

P	O	T	A	T	O
4	2	5	1	6	3
	O		A		
	S		R		
	T		E		
	H		S		
	E		A		
	Y		S		
	L		X		

After inserting the second column.

P	O	T	A	T	O
4	2	5	1	6	3
	O		A		O
	S		R		I
	T		E		I
	H		S		A
	E		A		I
	Y		S		E
	L		X		X

After inserting the third column.

P	O	T	A	T	O
4	2	5	1	6	3
	O		A		O
P	O	T	A	T	O
E	S	A	R	E	I
N	T	H	E	N	I
G	H	T	S	H	A
D	E	F	A	M	I
L	Y	A	S	W	E
L	L	X	X	X	X

The completely reconstructed grid.

Now we read off the plaintext row at a time to get "potatoes are in the nightshade family as well".

### Event 7: Iwo Jima Flag Raising

Using proper lashings, Scouts must lash a flagpole together from three poles and two ropes using knots or lashings as appropriate. A halyard will then be attached to the top of the pole. The flagpole must then be erected on the top of "Mount Suribachi" with three guide ropes and stakes. The guide ropes will be attached to the flag pole as shown in the diagram using two half hitch knots. The guide ropes must be secured around the stakes using taut line hitches. Once the flag pole is erected and checked, the scouts will raise the flag, secure the halyard, and recite the pledge of allegiance while saluting the flag. The flag will then need to be lowered, properly folded, the flagpole disassembled, and all materials taken back to the start for the clock to stop. If the flag touches the ground at any time, the patrol must start over.



Lashings/knots used: Round lashing, clove hitch, taut-line hitch, two-half hitches. The station will provide all of the following materials:

- 3 poles
- 2 lashing ropes
- 3 guide ropes
- 1 small pulley attached to eye bolt
- rope or cord for hoisting flag
- clips for flag
- American flag
- 3 stakes
- hammer

This event will be scored on time, correctly tied lashings, and correctly tied knots.

## **Event 8: Obstacle Course**

Basic training to prepare soldiers for combat included running an obstacle course. Scouts will complete the obstacle course as a relay. The total time will be divided by the number of scouts in the patrol to determine an average time for overall place at the camporee.

### **Obstacle Course Ideas**

1. Set up a tire course by laying two lines of tires side-by-side and have scouts run through them, putting each foot in a different tire.
2. Scouts must roll a tire around a cone and back.
3. Complete a zigzag course through cones carrying 2 full buckets of water.
4. Set out several straw bales to hurdle.
5. Roll a ball with your head a certain distance.
6. Place a large drainage pipe on the ground to crawl through.
7. Place 6 x 6 balance beams set as a zigzag on the ground.
8. Crawl under a lane of ropes tied to stakes.
9. Hop a certain distance in a large sack (sack race style).
10. Throw tennis balls and knock cans over.
11. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing)
12. Bear crawl a certain distance with your hands and feet like a bear and return doing a crab walk (Instead of your belly facing the ground like in the bear crawl, flip over and face the sky. Use your hands and feet to scurry across the yard like a crab.)
13. Each person has to jump rope 15 times before going to the next station.  
Set up cones and dribble a soccer ball through the cones and back. Use however many cones you have.
14. A great way to round out the whole obstacle course is to end with a 50-yard dash

## **Event 9: Battles of WWII**

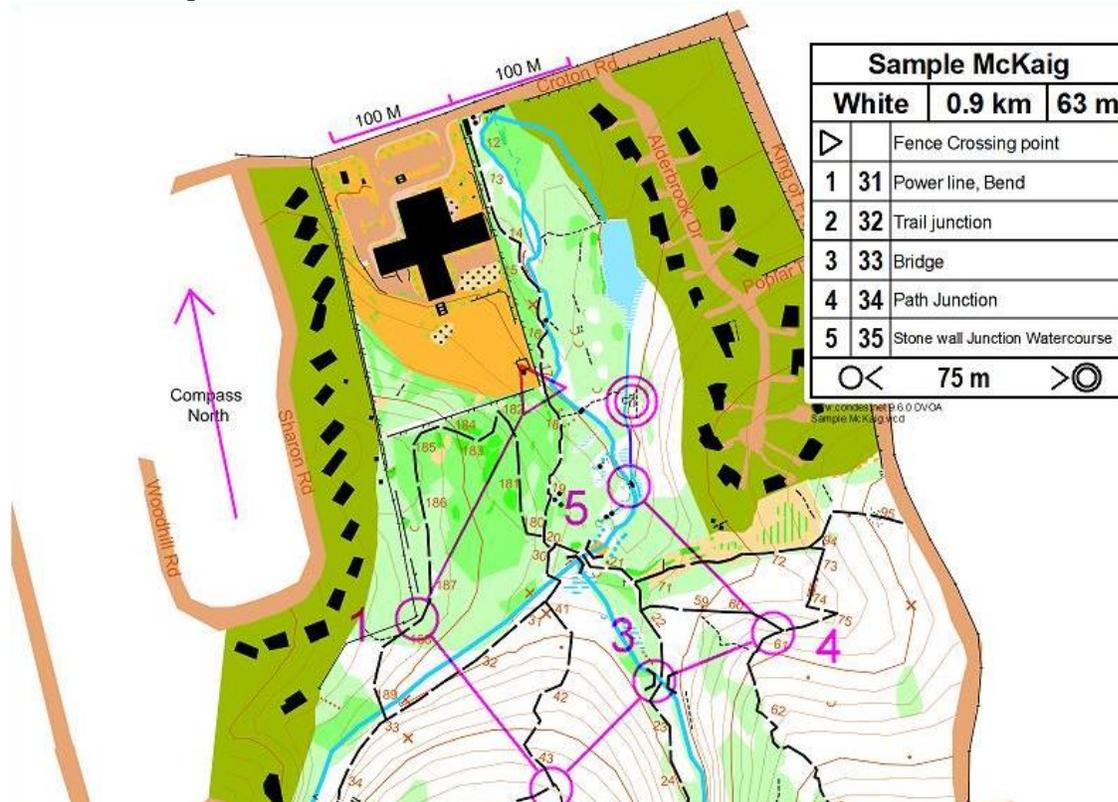
Each patrol will be given 3 minutes to read a set of cards with the years and locations of 15 major World War II battles as well as the outcomes. At the end of the three minutes, the information cards will be collected. The station master will then shuffle the information cards. The time will start when the station master reads the name of the battle on the first card. The patrol will have to answer what year it happened and what was the outcome. As one battle is completed, the station master will move on and read the name of the next battle. The station master will record the number of correct answers. Patrols will be given a 4 minute time limit to work through all 15 cards. Patrols will have to work together to be successful. The patrol that gets the most correct will be the winners.

All patrols will be asked a final question which the station master will record. This answer will only be used to break ties.

## Event 10: Orienteering

Paratroopers dropped behind enemy lines on D-day often found themselves miles from where they were supposed to have landed. Soldiers had to use maps and compasses to successfully complete their mission.

Scouts will be required to successfully navigate an orienteering course to complete this mission. Being able to read a map, determining the best route, using a compass, and determining distances by pacing will be critical. At each control, patrols will need to punch their card with the unique punch provided. The winning patrol will be determined by which patrol completes the course in the correct sequence with the fastest time.



## **Event 11: Camouflage**

Individual camouflage is the concealment a soldier uses in combat to surprise, deceive, and outwit the enemy. Effective concealment of the individual depends primarily on background—one's choice of it, and one's knowledge of how to employ it to one's advantage. At this site Scouts will learn techniques of camouflage and how to properly apply US military camouflage. If possible, members of the military will be the instructors.

When camouflaging yourself, consider that certain shapes are particular to humans. Opponents will look for these shapes. The shape of a hat, helmet, or black boots can give you away. Even animals know and run from the shape of a human silhouette. Break up your outline by placing small amounts of vegetation from the surrounding area in your uniform, equipment, and headgear. Try to reduce any shine from skin or equipment. Blend in with the surrounding colors and simulate the texture of your surroundings.

Each area of the world and each climatic condition (arctic/winter, temperate/jungle, or swamp/desert) has color patterns and textures that are natural for that area. While color is self-explanatory, texture defines the surface characteristics of something when looking at it. For example, surface textures may be smooth, rough, rocky, leafy, or many other possible combinations. Use color and texture together to camouflage yourself effectively. It makes little sense to cover yourself with dead, brown vegetation in the middle of a large grassy field. Similarly, it would be useless to camouflage yourself with green grass in the middle of a desert or rocky area.

To hide and camouflage movement in any specific area of the world, you must take on the color and texture of the immediate surroundings. Use natural or man-made materials to camouflage yourself. Camouflage paint, charcoal from burned paper or wood, mud, grass, leaves, strips of cloth or burlap, pine boughs, and camouflaged uniforms are a few examples.

Cover all areas of exposed skin, including face, hands, neck, and ears. Use camouflage paint, charcoal, or mud to camouflage yourself. Cover with a darker color areas that stick out more and catch more light (forehead, nose, cheekbones, chin, and ears). Cover other areas, particularly recessed or shaded areas (around the eyes and under the chin), with lighter colors. Be sure to use an irregular pattern. Attach vegetation from the area or strips of cloth of the proper color to clothing and equipment. If you use vegetation, replace it as it wilts. As you move through an area, be alert to the color changes and modify your camouflage colors as necessary.

## Event 12: Special Forces Knots

The U.S. military Special Forces were critical in the success of D-Day. Today they are taught five knots—the Bowline, Square Knot, Becket’s Bend (Sheet Bend), Clove Hitch, and Right Angle. The bowline is for mooring a small boat to a pier or emergency applications where a fixed loop is needed. The square knot is used in demolition to splice detonation cord, one of the most common knots in surgery, used in first aid to tie bandages, as it lies flat, and to tie boot laces to prevent boots getting pulled off by mud. Becket’s Bend (Sheet Bend) is used in demolition to splice Detonation Cord and for joining two ropes of unequal diameter. The clove hitch is used for linking obstacles together with Detonation Cord for demolition, securing a rope to a post, and as a temporary tie in to an anchor point. The right angle is a knot that is typically used as an alternate to the Clove Hitch. When used, the Right Angle creates a more secure knot than the Clove Hitch.

Can your patrol learn how to tie these knots and outdo all other patrols? Scoring will be by the total time divided by the number of Scouts in the patrol. Time will begin when the first Scout begins tying the first knot and will end when every patrol member has correctly tied every knot.



## Event 13: Tank Maneuvers

Design and build, prior to the Camporee, a person powered corrugated cardboard tank. How creative can you be using only corrugated cardboard and duct tape as building materials? There will be the “Abrams Ace Tank Award” for the most creative design. The painting and decorating of tanks is highly encouraged. Tanks must be deposited at the designated area for judging prior to flag-raising to be eligible for the Abrams Ace Tank Award. Judging will occur right after flag raising.

### Rules for All Tanks:

- A Troop may decide to build one tank for multiple patrols or each patrol may build their own tank.
- Your tank must meet the following specifications and pass inspection in order to be allowed on the course.
- Only corrugated cardboard and duct tape may be used in the structure.
- The tank will be approximately the size of a large refrigerator box with 3 holes cut in the bottom. The tank will be placed over 3 patrol members and rest on their heads. The patrol members in the box must not be able to see out.
- Each tank must have the Troop or Patrol name displayed on the exterior.

An obstacle course will be setup for patrols to navigate a tank through. The tank crew will have a FRS two-way radio inside with them. Outside their remaining patrol members will have 3 FRS two-way radios. The object of the event is for the outside patrol members via radio to guide their “tank” through the obstacle course.

Note: Patrols participating in Patrol Maneuvers will be bombarding the tanks with water balloons as they traverse the obstacle course. Come prepared to get wet.



## Event 14: Patrol Maneuvers

Soldiers within a squad had to work effectively as a team to be successful in the fog of combat. Each patrol will be given exactly 20 water balloons to fill and place in a cooler to carry around on the Tank Maneuvers course. All of the patrol members will be blindfolded except the patrol leader. The patrol leader must stay outside of the Tank Maneuvers course and verbally direct his patrol. They will need to strategize to get into position to achieve a hit on the tank. Hitting the top of the tank is worth 3 points. Hitting the front or back is worth 2 points. Hitting the sides is worth 1 point. Teamwork and strategy will be needed to get the most points. Every blindfolded patrol member must throw at least 2 water balloons; it cannot be dominated by 1 or 2 patrol members. A 15 point penalty will be assessed if this rule is not followed. The Patrol Maneuvers will be tough and take coordination to accomplish a hit on the tank.

## Event 15: Tank Training

The M-4 Sherman was the workhorse medium tank of the U.S. Army and Marine Corps during World War II. It fought in every theater of operation—North Africa, the Pacific and Europe. Prepare for the D-Day invasion by having your patrol learn to operate and maneuver your tank on our armored division proving grounds. May the fastest tank crew win.

Patrol members will assemble their tank behind the starting line as shown in the pictures below. They must have four members of their patrol on the tank. The 2 spars will be used to push the tank forward. Time will start as soon as their tank begins to move. As the tank moves forward and one barrel comes out from under the “tank”, the crew must pick up and pass the barrel to the front to keep rolling forward. When the “tank” completely passes the finish line, the patrol must exchange tank crews with other members who have not yet participated. Individuals may only go twice if the patrol has fewer than 8 members. The tank crew will then reverse direction and go back to the start line. Time will stop when the entire tank is past the start line.

Materials required per tank:

4 – 55 gallon plastic barrels

1 – 4' x 8' x ½" plywood

2 – 6' spars

Stopwatches

Cones for course



## **Event 16: USO Show (Campfire Event):**

United Service Organization social facilities ("USOs") were located near military bases and sometimes in or near combat zones. The organization became particularly known for its live performances, called camp shows, through which the entertainment industry helped boost the morale of servicemen and women. Every troop is encouraged to have a skit at the campfire on Saturday night. It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. Skits should somehow reflect the theme of the camporee. An award will be given for the best and most original skit that ties in with the camporee theme. **Skits will be included as part of the final score to determine the Surviving World War II Camporee Patrol Champions.** Only one skit per troop will be allowed. All patrols competing from that troop will receive the score from their troop skit.

## **Camporee Awards:**

1. Battle for Bastogne
2. Signaling Flags
3. D-Day Cliff Climb
4. Unexploded Bomb Disposal
5. Bombed Building Rescue Triage
6. Cryptography in WWII
7. Iwo Jima Flag Raising
8. Obstacle Course
9. Battles of WWII
10. Orienteering
11. Special Forces Knots
12. Tank Maneuvers
13. Patrol Maneuvers
14. Tank Training
15. Abrams Ace Tank Award
16. USO Show (Best Skit)

## Wood District Surviving WWII Camporee Registration Form

**Troop Number and Town:** \_\_\_\_\_

**Scoutmaster:** \_\_\_\_\_

**Senior Patrol Leader:** \_\_\_\_\_

**Patrol Rosters:**

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
<b>1</b>	<b>1</b>	<b>1</b>
Patrol Members	Patrol Members	Patrol Members
<b>2</b>	<b>2</b>	<b>2</b>
<b>3</b>	<b>3</b>	<b>3</b>
<b>4</b>	<b>4</b>	<b>4</b>
<b>5</b>	<b>5</b>	<b>5</b>
<b>6</b>	<b>6</b>	<b>6</b>
<b>7</b>	<b>7</b>	<b>7</b>
<b>8</b>	<b>8</b>	<b>8</b>
<b>9</b>	<b>9</b>	<b>9</b>

**Adult Participants:**

<b>1</b>	<b>4</b>	<b>7</b>
<b>2</b>	<b>5</b>	<b>8</b>
<b>3</b>	<b>6</b>	<b>9</b>

**Registration Fees:** (Includes an army camo hat)

**Total Youth Participation** \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

**Total Adult Participation** \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

**Total Fees Due:** \_\_\_\_\_