



Encampment Program Manual

October 7-9

Daniel Boone Property
Hwy. F
Defiance, Missouri

Camp Master Kyle Foley - 636-441-1213
foley_g6@yahoo.com

Adult Advisor Don Dotson - 636-278-5102
ddotson@www2.alpeng.com

www.boonetrails.org



Celebrating 95 Years of Scouting in America
1910 - 2005

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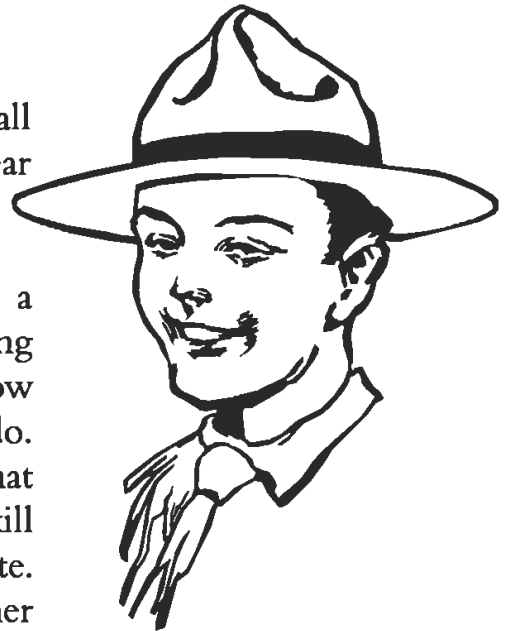
This manual features the illustrations of Lord Robert Baden-Powell

Welcome To Scouts Afield

My Fellow Scouts and Scouters,

I am very excited about the 2005 Boone Trails Fall Encampment and I hope you will be too when you hear about our unique program.

Actually I should say that we're not really offering a "program" in the traditional way that you are used to seeing at a district event. Rather, we've shaken things up to allow you to decide on the program that you would like to do. That's right, you get to choose the scouting activity that your troop will do for the day. And rather than visiting skill stations, you will do it all right in your own campsite. Throughout the day my staff & I, district leaders and other troops, will come to see what you are doing. Make them welcome! You will also have the opportunity to see what other troops are doing. Finally, scoring is based more on your scout spirit, scout fellowship and having scout fun rather than on scout skill evaluations. We like to call it "Scouts Being Scouts." Just remember the scout oath along with the twelve points of the scout law and you will do fine.



Be creative with the program you choose and have fun showing off your scouting abilities. Now I have to say, it is perfectly fine if you just want to sit around camp and do nothing all day. After all you can do any kind of program you want. But you'll probably not be scored very highly if you do. And that will put you at the end of the line for the ice cream treat at the end of the day. You wouldn't want that!

The old time scouters among us would call a program like this a "*Scout-aree*." You see, this isn't exactly a new idea at all. But a time honored one that recognizes scout spirit and scout fellowship and uses scout skills to have fun. Speaking of old timers, keep an eye out for "Lord Robert Baden-Powell" the founder of scouting. He'll be visiting your troop and scoring you as well. Make him welcome . . . along with all visitors to your campsite.

The staff and I are looking forward to a great Fall Encampment and know that you will come up with some very cool stuff. This manual will explain things more in depth so read on. It's not too early to start planning your program. It should be a blast for everyone.

Kyle Foley - Camp Master
2005 Fall Encampment
636-441-1213

Schedule Of Events

Friday - October 7

- 5:00 - 9:00 p.m. Arrive at the Encampment
Registration and Check In - District Headquarters
Receive Your Camping Area - Large troop or small troop area
- 9:30 p.m. SPL & Scoutmaster Meeting at Headquarters
- 11:00 p.m. Camp Quiet
Remove all personal vehicles from campsites to the parking area

Saturday - October 8

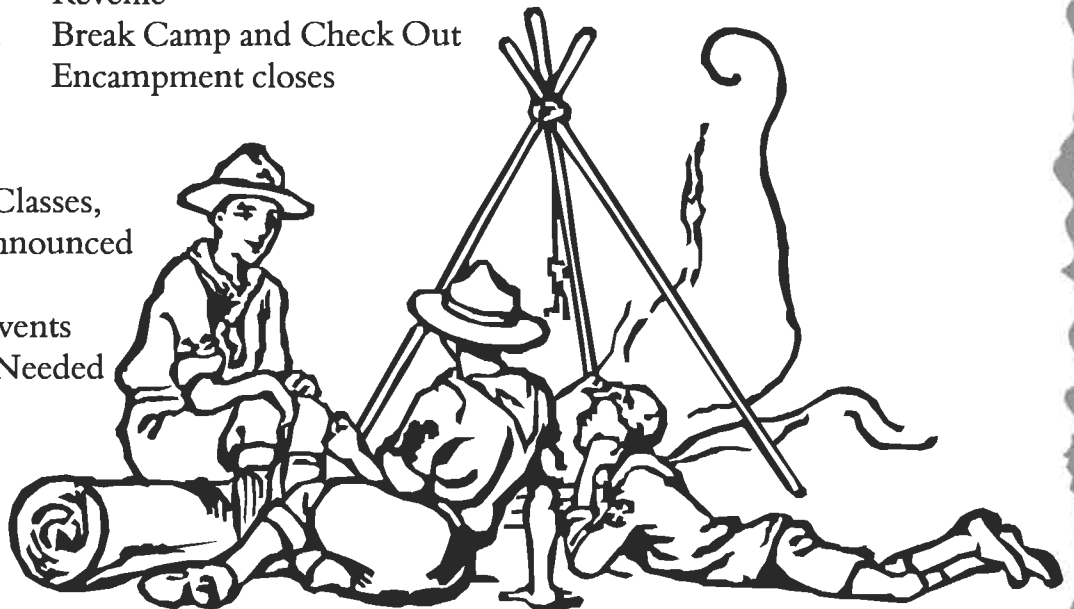
- 6:00 a.m. Reveille
Breakfast at campsite
- 8:00 a.m. District Opening Flag Raising & Announcements - Parade Ground
- 8:30 a.m. Set up your program at your campsite
- 9:30 a.m. Adult Leaders Coffee Klatch - OFP Area
- 11:00 a.m. SPL & ASPL meeting and directions - Headquarters
- 12:00 p.m. Lunch - Invite a staff guest to join your unit for lunch
- 1:00 - 3:00 p.m. Large Troops visit Small Troops
- 3:00 - 5:00 p.m. Small Troops visit Large Troops
- 5:00 - 5:15 p.m. Program time ends - Turn in Score Cards at Headquarters
- 5:15 - 7:00 p.m. Dinner in your campsite
- 7:00 p.m. Religious Services
- 8:15 p.m. District Awards Ceremony and Ice Cream - Parade Ground
- 9:00 p.m. Campfire Program
- 11:00 p.m. Camp Quiet

Sunday - October 9

- 6:00 a.m. Reveille
- 8:00 - 11:00 a.m. Break Camp and Check Out
- 11:00 a.m. Encampment closes

Adult Leader Training Classes,
Sites & Times To Be Announced

Schedule of Times & Events
Subject To Change As Needed

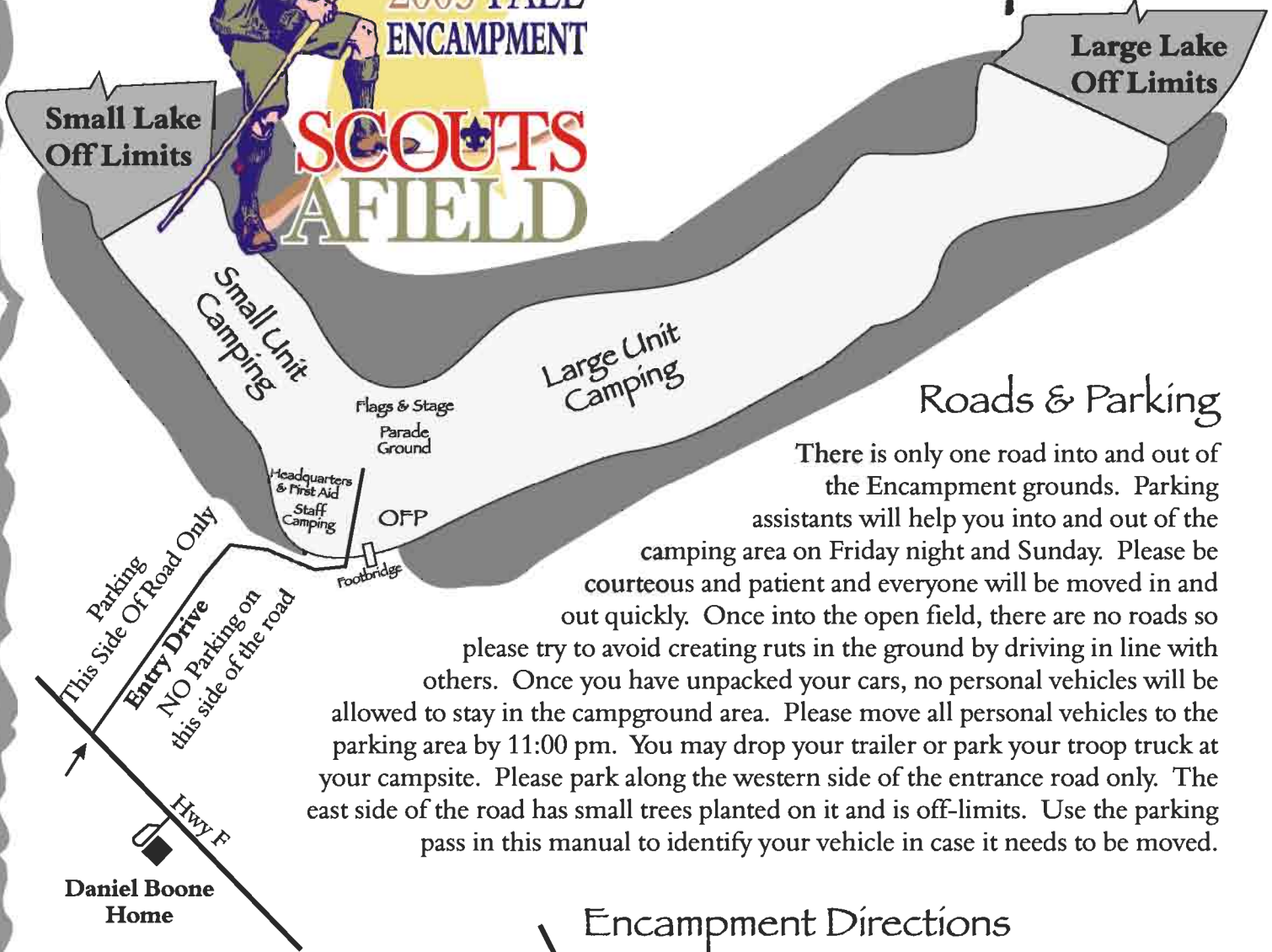


2005 Fall Encampment Site Map



Boone Trails
2005 FALL
ENCAMPMENT

SCOUTS
A FIELD



Roads & Parking

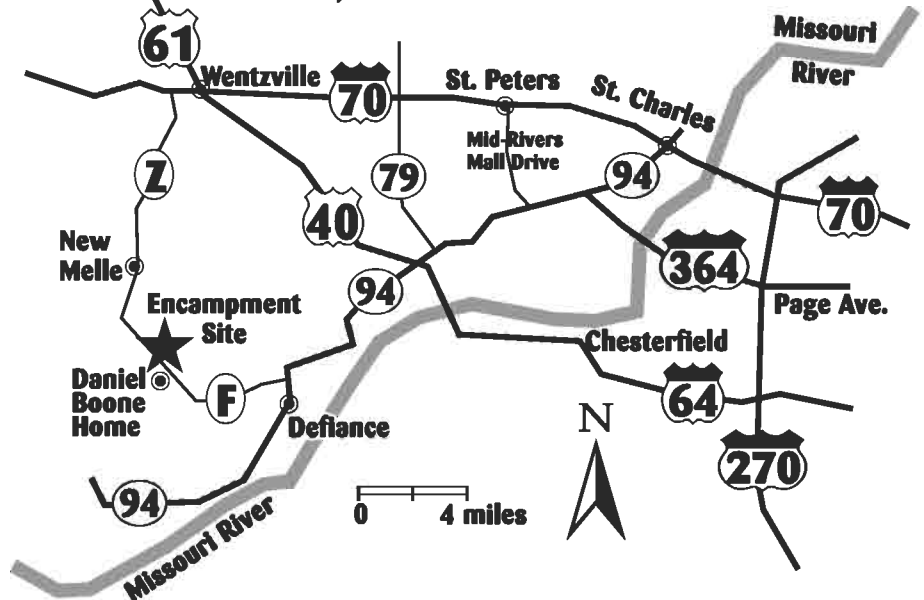
There is only one road into and out of the Encampment grounds. Parking assistants will help you into and out of the camping area on Friday night and Sunday. Please be courteous and patient and everyone will be moved in and out quickly. Once into the open field, there are no roads so please try to avoid creating ruts in the ground by driving in line with others. Once you have unpacked your cars, no personal vehicles will be allowed to stay in the campground area. Please move all personal vehicles to the parking area by 11:00 pm. You may drop your trailer or park your troop truck at your campsite. Please park along the western side of the entrance road only. The east side of the road has small trees planted on it and is off-limits. Use the parking pass in this manual to identify your vehicle in case it needs to be moved.

Daniel Boone Home

The Daniel Boone Home is 12 miles south of the Hwy. 40 & Hwy. 94 intersection.

The Encampment site is (approx.) 500 yards west of the Daniel Boone Home entrance and across the road. Look for the Encampment sign.

Encampment Directions



The Goal Is To Have Fun

No Skill Stations

The traditional District Camporee has scouts in patrols going to a series of staffed stations where they are asked to perform various scout skills for a score. For example, the scouts who can start a fire the quickest gets the highest points. At this Encampment your troop will be scored, but we have no skill stations to go to. Everything you do will be done right in your own campsite.

No Program Requirements

Because there are no skill stations to go to, there are no program requirements set down by the staff. At this Encampment your scouts will choose their own program to perform - - and the sky's the limit. If your scouts are always saying that they are tired of doing the same old things at Camporees, this time they get to choose a program that they want to do.

No Limits On Campsite Size

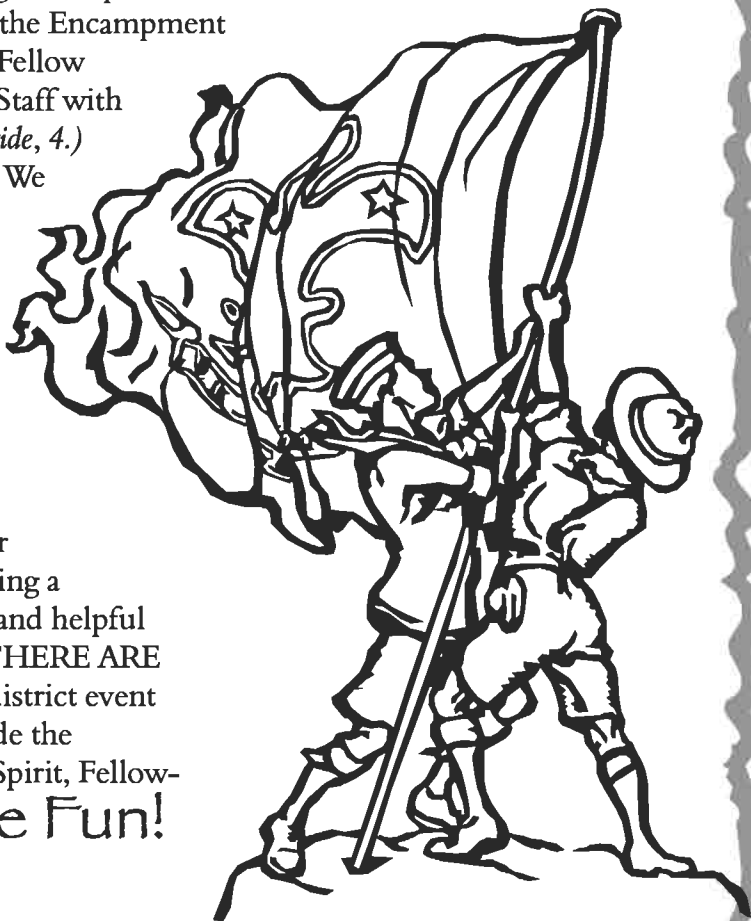
When your troop arrives at the Encampment you will be equally divided into large units and small units based upon your Encampment Registration Form - Page 16 (also see the site map). Because you can have as much space as necessary for your troop's chosen program, there will be no designated or reserved campsites. Don't worry, there is plenty of room for everyone.

No Restrictions on Creativity or Imagination

So you ask "if there are no skill stations and no program requirements, what DO we do?" Well, from the moment you arrive at the Encampment what you DO is make it your goal to impress your Fellow Scouts, the District Officers and the Encampment Staff with your 1.) *Scout Spirit*, 2.) *Scout Fellowship*, 3.) *Troop Pride*, 4.) *Leadership Skills*, 5.) *Character* and 6.) *Scouting Skills*. We call it "**Scouts Being Scouts**" and you DO it the very best and most creative way that you can. That's how you will earn the most points and the reputation of the **Troop With The Most Spirit & Fellowship In The District!**

No Excuses

Start planning your program. You'll need everyone in your troop working together as a team to do your best. And don't forget to have fun! That's what being a scout is all about. There is a lot more information and helpful guidelines on the following pages, but remember **THERE ARE NO EXCUSES** for this not being the most FUN district event you have ever attended. Because after all, you decide the program! So do it in a way that shows your Scout Spirit, Fellowship and Troop Pride. And remember . . . **Have Fun!**



The Encampment Program

From the information on the previous page you are aware that the Boone Trails District 2005 Fall Encampment is different from any Camporee program that you are familiar with. This part of the manual will go into all the details you will need to know to plan and participate.

Large Troops & Small Troops

In the interest of fellowship and fairness, troops will be separated by size into large units and small units based on your Encampment Registration Form - Page 16. We intend to have about the same number of troops in each category so you may not know which you are until the Encampment registration process is completed. When you arrive, we will direct the small troops to camp together on the west side of the field and the large troops on the larger east side. PLEASE NOTE: All late registrations after September 26th and on-site registrations will go to the large troop side.

Two Levels of Evaluation

Before your troop begins planning their encampment program (see Program Guidelines on page 7), you need to know how you will earn your points, how you will be evaluated and by whom. You also need to know how the Encampment will be organized and run.

Your Senior Patrol Leader will be in charge of your troop for the entire weekend. He will be your leader at your campsite and away from it. He is also responsible for keeping your troop's scorecard.

Level One - The District Officers & Committees

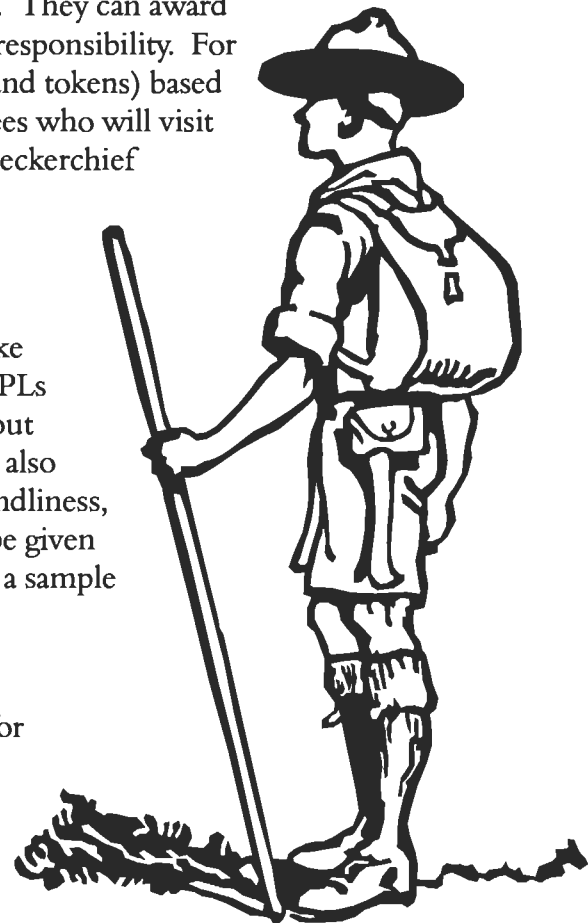
The Boone Trails District Officers and Committees will be overseeing the activities of the troops program from the time you arrive on Friday and ***all day*** Saturday. They can award points at any time they see something exemplary in their area of responsibility. For example, the District Director and Executive will award points (and tokens) based upon examples of leadership. There will be numerous committees who will visit your program throughout the day. They will be wearing a staff neckerchief you can identify them. Check out page 11 for a complete list of Committees, their tokens and what they will be looking for.

Level Two - Your Scouting Peers

After lunch on Saturday, the large troops and small troops will take turns visiting each other over 2 two hour periods. The visiting SPLs and their troops will score the troops they visit in the areas of Scout Spirit, Scout Fellowship, and having fun etc. The host SPLs will also evaluate and award points based upon their visitors courtesy, friendliness, etc. When the points are totaled, the top points and tokens will be given out at the District Awards and Treats Ceremony. See page 13 for a sample score card and explanation.

Plus Extra Credit Points

Your troop can also earn Extra Credit Points on your score card for doing things like inviting a staff member to join you for lunch, having a great program or your leaders participating in a training class during the day. A complete list of how you can earn Extra Credit Points is on page 12 of this manual.



Program Guidelines

No Rules

Choosing your troop's program for the day should include creativity, originality and boy scouting themes. It should also be fun for the participants and visitors alike. What that program is however is all up to your scouts. You will want to do something that will impress your visitors with your scout spirit, your troop pride, your fellowship to others, and having fun with your scouting skills.

Scout Spirit

What is scout spirit? Scout spirit is many things; it's wearing your uniform properly – it's showing pride in your troop and your campsite – it's patrol yells and scout songs – it's being **cheerful**, and **obedient** and **loyal** – it's having fun being a scout! Have pride in your troop! Show off to others. Brag about what you do. And be creative and original in doing it.

Scout Fellowship

When other scouts and their troops come to visit your campsite, how do you make them welcome? That's scout fellowship. A scout is **helpful**, **friendly**, **courteous**, and **kind**. Welcome your guests with a smile and include them in your program. Maybe offer them a snack, a cold drink or a spirit token with your troop's number on it. Send them away with a good feeling and a smile on their faces.

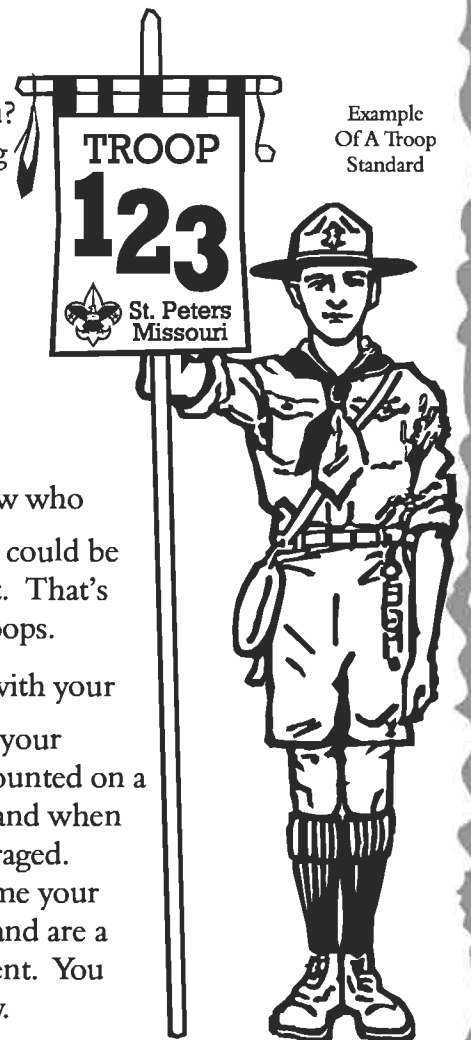
Having Fun With Your Scouting Skills

Remember the phrase "**Scouts Being Scouts**". What does it mean to you? Scouts are all about camping, being outdoors and the skills that go along with it. Scout skills are numerous and include things like orienteering, pioneering, first aid, cooking, nature identification and camping. A Scout is **clean**, **thrifty**, and **trustworthy**. Scouts display the skills of leadership, citizenship, character, **bravery** and **reverence**.

& Only Two Requirements!

There are only two **MUST DO** tasks for the Encampment.

- 1.) Troop Sign - You must identify your campsite so that people know who you are. This could be a gateway if you wish, but doesn't have to be. It could be your troop flag or a banner displayed in such a way that guests can see it. That's up to you and how much you wish to impress your guests and other troops.
- 2.) Troop Standard - You must make a portable troop "standard" with your troop number on it. Think of this as a patrol flag for your troop or like your troop's mobile identification away from your campsite. It should be mounted on a pole or staff so that your troop can carry it with you to flag ceremonies and when you visit other troops, etc. Originality and creativity of design is encouraged. You must be able to tie and display on it the tokens you receive every time your troop earns points. Tokens are things like beads tied to a leather thong and are a way for you to show off the points you've scored during the Encampment. You want to have a lot of tokens on your troop standard at the end of the day.



Planning A Winning Program

Program Suggestions

Because your program activity for the day is decided by your troop, we won't tell you what to do or what not to do. But we can make some program suggestions and maybe you'll get some ideas about what you'd like to do. Remember to show off your scout spirit. Brag a little. Impress your fellow scouts and the District Leaders with your spirit, fellowship & troop pride. Be creative! It's up to you.

Have Fun

Whatever you decide to do at your campsite to impress the scouts, troops and guests who come by, have fun doing it. That shows scout spirit. Sing scout songs, set up a camp game, display historic scout memorabilia or patches, have a troop yell, etc. Things that will get you noticed in a fun way. If you don't like Pioneering, then don't build a traditional lashed gateway. Find another way to display your troops name and welcome visitors. But if you are good at pioneering, build the nicest gateway you can. After all the idea is to impress your visitors with your scout spirit, fellowship and fun.

You Can't Go Wrong With Traditional Scout Skills

Set up the best campsite you possibly can. Teach or display a scouting skill such as orienteering, first aid or plant identification to your Webelos and your guests. Make a game out of recognizing map symbols. Have a knot tying challenge and give spirit tokens to scouts who can do it in the time limit. Serve snacks such as dollar size pancakes in powdered sugar to your guests. Build a monkey bridge and invite your guests to cross it to get to your campsite. When they get there give them a spirit token with your troop number on it to hang from their standard. Don't forget about camp gadgets!

Work On A Merit Badge Or Scout Craft

How fun would it be to shoot off model rockets and retrieve them? Maybe you can stamp leather and give away customized tokens to your guests. You can set up a first aid station and challenge your guests to test your knowledge. Display examples of proper wilderness survival shelters or teach backpacking skills. Set up a mountain man rendezvous campsite or maybe an Indian tepee village and cook over an open fire. Be creative! There are hundreds of ideas you can think of.

Involvement

Be sure everyone in your troop has a part to play in your program. Everyone should be involved, not just the older scouts! This includes your Webelos who can learn a lot from your knowledge and will look forward to joining your unit when they come of age.

However, this does not include the adult leaders in your troop. They should be great examples of the phrase "seen but not heard". Send them to the leaders' coffee-clatch, a special training session or have them work on the "Scouter's Fellowship Challenge" for extra points (See Page 12.)



Encampment Information

General St. Louis Area Council Guidelines

The following guidelines have been established by the Greater St. Louis Area Council and pertain to all troops and scouts at the Fall Encampment. They are designed to protect the camp and insure a safe environment for all. Always follow the Scout Law and the Guide to Safe Scouting.

- NO alcoholic beverages are permitted.
- NO firearms or laser pointers are permitted.
- NO litter of any kind.
- NO charcoal lighter fluid.
- NO tent ditching or digging
- NO sheath knives are allowed.
- NO fireworks are permitted.
- NO smoking in areas where scouts are.
- NO bicycles or mountain bikes.
- NO live trees may be cut.
- NO glass containers. Use recyclable or burnable containers.

Remember, we are guests on PRIVATE PROPERTY and are required to leave the area as we found it.

The Basics

- The Boone Trails District 2005 Fall Encampment will be held beginning at 5:00 pm on Friday, October 7th thru Noon on Sunday, October 9th. Please do not arrive before the starting time.
- The event will be held on private property located just west of the Daniel Boone Home on Highway F west of Defiance, MO. See the map on page 4 and look for the entrance signs.
- The Encampment is open to all registered Boy Scouts and Webelos Scouts in the Boone Trails District. We're sorry, but by Council policy Venture Crews can not attend.
- The fee for the Encampment is \$5.00 per person if you register before September 26th. This fee includes the 2005 Fall Encampment patch, camping privileges, the Saturday evening Encampment ice cream treat and general Encampment support expenses. Fees should be paid along with the encampment registration form to the Greater St. Louis Area Council office. The fee will increase to \$7.00 if you register late after the September 26th deadline.

Campsite Selection

There will not be reserved or predetermined campsites at the encampment. You may have as much space as necessary for your troop's program. We ask that you be considerate of others and only occupy what space you plan to use. We also must keep a "drive way" open through the campground areas so that vehicles can come and go as necessary.

Lakes

For your safety, the two lakes on either end of the Encampment grounds are **STRICTLY OFF LIMITS!** Violators may be asked to leave the Encampment immediately, you will forfeit your patches and no refund will be given.



Encampment Information - Continued

Religious Services

A scout is reverent. Religious services will be held Saturday evening at 7:00 p.m. Locations will be announced at the Friday evening SPL meeting.

Check In Procedure

When you arrive on Friday evening, immediately find the Encampment Headquarters Tent where you will be directed to set up in the large unit or the small unit area campgrounds.

Check in between 5:00 and 9:00 p.m. at the District Headquarters. The SPL and an adult leader should come and present a roster of attendees (page 16), a paid receipt or means to pay any balance owed and show copies of your Class I physical forms for each scout (you will keep them at your site.) Please also inform us of your chosen campsite location. PLEASE NOTE: All late registrations and on site registrations will be in the large troop area.

Fires

Ground fires will not be allowed. Please make fires in an elevated pit. Dispose of ashes properly

Latrines

Port-A-Potties will be located for your convenience throughout the Encampment. Latrines are not disposals for tin cans and trash. Please keep them clean for everyone's use.

Water

There are **NO** water spigots on the Encampment grounds. We ask each unit and each scout to come with **FULL** water containers for your own use. A water truck will be on site to refill your containers.

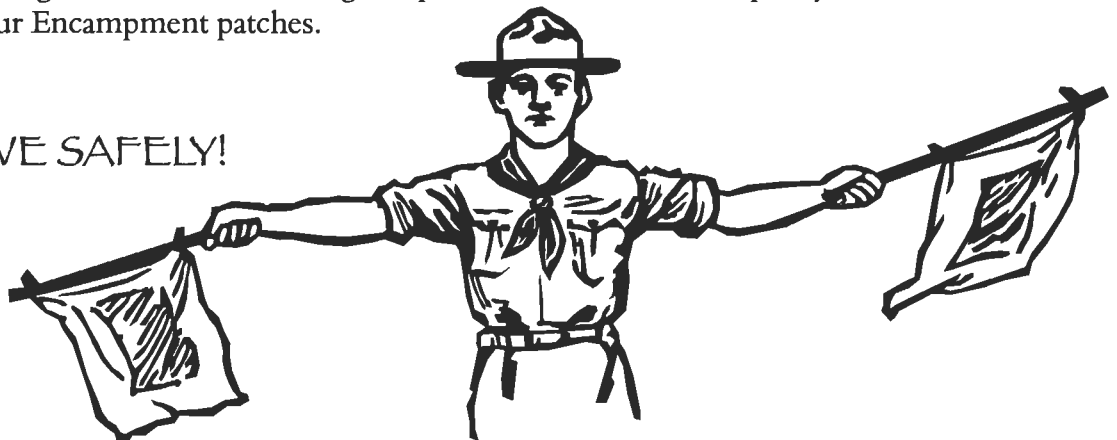
Trash

There are **NO** trash dumpsters at the Encampment. Each unit should bring its own trash bags and be responsible to remove all of their own trash when they leave the Encampment.

Check Out

Bring your completed evaluation form to Headquarters and receive permission to drive your vehicle onto the Encampment grounds. After breaking camp, a staff member will inspect your site and present you with your Encampment patches.

PLEASE DRIVE SAFELY!



A Key To Scoring Responsibilities & Tokens

District Committees Two members of each of Boone Trails' District Committees will visit your campsites looking to award points for their areas of responsibilities.

District Director & Executive

**Tom Foley &
Jennifer Bradshaw**

Looking to reward examples of leadership displayed by SPL, ASPL, Patrol Leaders and Scouts

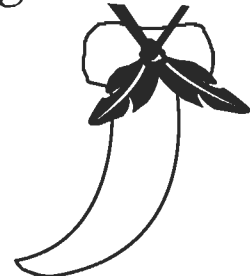


Token - Wood Panel with an illustration stamp

District Camping Committee

**Bob Pratte &
Phil Combs**

We will watch and award points for the spirit of camping within your troop and respect for other troops in the District.



Token - Bear Claw with Black Feathers

District Advancement Committee

Chuck Umphenour

Will be looking to see if the entire troop is involved in the learning process. Is troop taking advantage of the outdoor setting? Are scouts leading the activities? Is the new boy patrol involved? Is the positive learning environment being maintained? Are instructors using good teaching techniques?

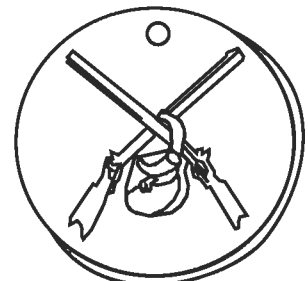


Token - An Eagle Figurine hanging from a ribbon

District Training Committee

Mark Melliere

We will be awarding those units who's program features activities that teach of the values and skills of scouting including the skills of leadership and character. Webelos and younger scouts from the unit and other visiting units should be emphasized in the instruction.

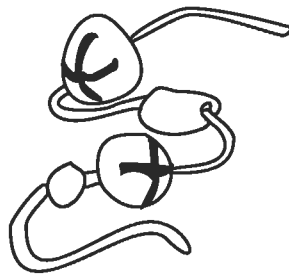


Token - Crossed rifles and bag stamped into leather

District Membership Committee

Tony Gastler

Activities include those that would encourage boys to join and enhance retention in scouting through interesting and exciting programs. These components could include leadership opportunities, positive peer influence and healthy competition.



Token - Sleigh bells and beads on a leather thong

District Activity Committee

Linda Wilson

Those units which present an active program that highlights the twelve points of the Scout Law and the values of the Scout Oath will be rewarded. The fellowship of including others in your program for the day will also be rewarded.



Token - Arrowhead with feather fluffs and beads

Lord Robert Baden-Powell

**Ray Ganley &
Kevin Ganley**

We will be watching for examples of Scout Spirit and examples of the Scout Law in Action.

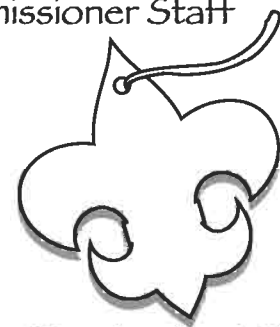


Token - Letters BP and BSA stamped into leather with beads

District Commissioner Staff

Bob Palmer

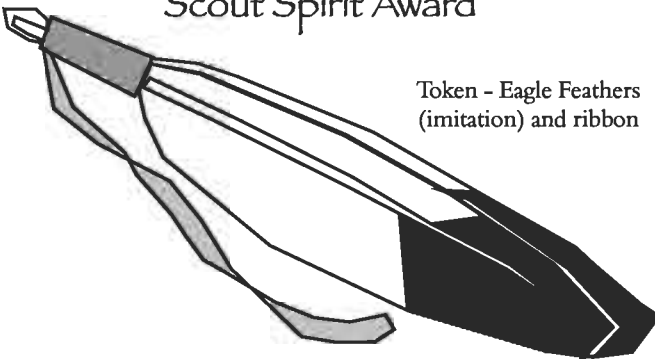
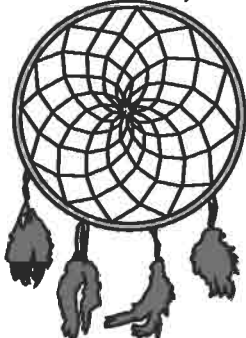
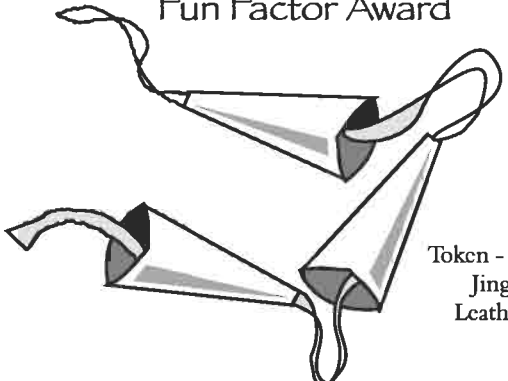
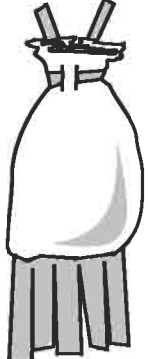
We are looking for the essence of scout spirit in the execution of the program. Are the scouts organizing and leading the program for the day? Are they properly displaying the skills and symbols of boy scouting?





Token - Scout Fleur de Lis cut out of leather.

A Key To Scoring Responsibilities - Continued

Peer Evaluation After lunch, other troops will visit your campsite to review your program and you will do the same. The SPL is responsible for your troop and score. The top three large units and top three small units will be recognized with these awards.

<p>Scout Spirit Award</p>  <p>Token - Eagle Feathers (imitation) and ribbon</p>	<p>Scout Fellowship Award</p>  <p>Token - Small Dreamcatcher</p>
<p>Fun Factor Award</p>  <p>Token - Metal Conc Jingles on a Leather Thong</p>	<p>Courteous Visitor Award</p>  <p>Token - Small Leather Medicine Pouch</p>

Extra Credit Points Staff can add these points to the top of your score!

<p>Ask Someone From Staff To Lunch</p> <p>In a display of fellowship you can invite someone from staff to join you for lunch on Saturday. A list will be posted at headquarters for the SPL to invite a staff member or a District Committee member from. Extra points will be added to your score.</p>	 <p>Token - Utensils hanging from a cord.</p>
<p>Outstanding Program Award</p> <p>Even though the emphasis is on Scout Spirit and Fellowship, our staff will also be looking for the most outstanding scout skill programs of the day. Extra points will be awarded to the top three large units and top three small units.</p>	 <p>Token - A Monkey's Fist Knot</p>

Unidentified Mystery Staff Members

Throughout the day, unidentified leaders from the District and Council will be looking to award extra credit points to units and scouts who are displaying scout spirit, leadership and examples of the scout oath and law as they wish.

Leader Fellowship Challenge

A special fellowship program for Adult leaders will be given out to scouters when you arrive at the Encampment. Units who's leaders complete the program can earn valuable extra points for their scouts. Turn the challenge form along with your units score card before dinner on Saturday.

Leader Training Classes

Adult Leaders who attend classes such as Pressurized Fuel Training can earn extra credit points for their unit. A complete list of classes and times will be posted at the Encampment Headquarters when you check in on Friday.

Peer Evaluation Score Card - Example

Your Troop Number: _____ Troop Size: Small Large

Sr. Patrol Leader: _____ ASPL: _____

Each troop you visit in the afternoon you can score four ways: Spirit, Fellowship and Fun Factor, PLUS when they come to visit your campsite as a guest.

Troop Number	Scout Spirit	Scout Fellowship	Fun Factor	Courteous Visitor	Total
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	

Enter the unit number of the troops you visit here.

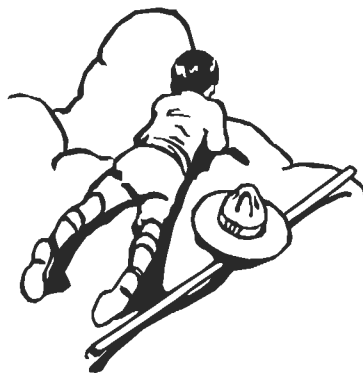
Scout Spirit is enjoying being a scout. It is being cheerful, obedient and loyal. It's having pride in your troop and showing it. Do these scouts show scout spirit? Do they exhibit scouting values?

Scout Fellowship is being helpful, friendly, courteous and kind. It's how you are welcomed as a guest with a smile and a hand shake. Were you included in the program? Did your host explain what they were doing?

Fun Factor is self evident. Are these scouts having fun with the program and sharing it with others? Did you enjoy seeing their program? Was everyone in the unit involved?

Enter the total score that you gave this troop here.

Now you're the host. How did this troop act as a guest when they visited you? Were they interested in your program? Were they courteous, kind friendly and respectful? Would you want them to visit again?



This is a sample score card with an idea of how you will be scored and judged. You will receive an actual score card at the Encampment. Knowing how you will be scored is an advantage in planning your program for the day.

Senior Patrol Leader's Check List

- ❑ Gateway - A permanent troop identification at the entrance to your campsite.
- ❑ Troop Standard - A portable "flag" to identify your troop when you visit other unit campsites and attend opening flag ceremonies. Must be able to hang tokens from the Standard.
- ❑ Clipboard and Pencil - For keeping score. This is very important.
- ❑ Extra Water - There is no water source at the Encampment grounds. Bring extra water containers filled and personal water bottles for walking around. Drink often and urge others too!
- ❑ Trash Bags - You will need to remove all of your own trash. Don't litter!
- ❑ First Aid Forms - Each scout and scouter will need to have his physical form at the campsite.
- ❑ Completed Roster of Scouts and Leaders.
- ❑ Read the entire Encampment Manual
- ❑ A Positive Attitude and A Big Smile!
- ❑ A Fellowship Log - For the Saturday Evening District Campfire bring a 3 to 5 inches in diameter by about 3 to 4 feet long. Bring to Headquarters early Saturday.
- ❑ A Campfire Skit - Choose a skit for the Adult Scouters in your troop to perform at the Saturday Evening District Campfire. Turn in at SPL meeting.
- ❑ Other Scout Spirit and Fellowship Items

The Goal Of The Encampment Is
To Have Fun Being A Scout!

Encampment Staff Profiles and Responsibilities



Kyle Foley
Campmaster
Eagle Scout



Matt Nickols
Scoring Manager
Eagle Scout



Joe Leiber
Program Manager
Eagle Scout



Josh Notz
Logistics Manager
Eagle Scout



Matt Fountain
HQ Manager
Life Scout



2005 Boone Trails Fall Encampment Parking Information

Because of numerous safety reasons, space limitations and camping esthetics, all personal vehicles must be parked in the designated parking area outside of the campgrounds.

There is only one road into and out of the Encampment grounds. Parking assistants will help you into and out of the camping area on Friday night and Sunday. Please be courteous and patient and everyone will be moved in and out quickly.

Once into the open field, there are no roads so please try to avoid creating ruts in the ground by driving in line with others. When you have unpacked your cars, no personal vehicles will be allowed to stay in the campground area. Please move all personal vehicles to the parking area by 11:00 pm on Friday evening. You may leave your trailer or troop truck at your campsite. Please park along the western side of the entrance road only. The east side of the road has small trees planted on it and is off-limits. Use the parking pass below to identify your vehicle in case it needs to be moved. Display the parking pass in your windshield. You may make as many copies of the parking pass as you need.

Thank You For Your Cooperation And Courtesy!

Make as many copies of this tag as you need and display it in every windshield



Parking Pass

Your Name: _____

Troop Number: _____

Camped In: _____
(Large Troop or Small Troop Area)



2005 Boone Trails Fall Encampment Unit Roster Form

Please complete this Unit Roster Form and turn it in at check-in. Make additional copies as needed. We request that each person attending also have a Scout Physical form (you may keep them at your campsite).

Unit Number: _____
 Number of Scouts: _____
 Number of Webelos: _____
 Number of Adults: _____
 Total Registered: _____

Unit Leader: _____
 Cell Phone On-Site: _____
 Pre-Registered Fee Paid: \$ _____
 Total Fee Owed: \$ _____
 Final Fee Due: \$ _____

Scouts & Webelos

1.	18.
2.	19.
3.	20.
4.	21.
5.	22.
6.	23.
7.	24.
8.	25.
9.	26.
10.	27.
11.	28.
12.	28.
13.	30.
14.	31.
15.	32.
16.	33.
17.	34.

Adults

1.	7.
2.	8.
3.	9.
4.	10.
5.	11.
6.	12.



2005 Boone Trails Fall Encampment Pre-Registration Form

Please complete all sections and return by September 26th. Your registration fee includes: 2005 Fall Encampment Patch, unit camping privileges, the Saturday evening district campfire & ice cream bar, troop ribbon and general Encampment support expenses.

Unit Number: _____ District: _____
Contact Person: _____ Position: _____
Address: _____
Daytime Phone: _____ Evening Phone: _____
Cell Phone(s) On-Site: _____
E-Mail Address: _____

(Please print clearly - We will use E-Mail to contact you with Encampment Updates and to notify you with Large or Small Unit designation a week or two before the event)

Number of Boy Scouts: _____
Number of Webelos: _____
Number of Leaders: _____
Total Attending: _____ @ \$5.00 per person = \$ _____

Total paid on date: _____

Register after September 26, 2005 @ \$7.00 per person = \$ _____

Please Note: All registrations after September 26th and on-site registrations will camp in the "Large Troop" area.

Account # 1.6801.580.20

Please make checks payable to: **Greater St. Louis Area Council, BSA**

Send or bring the completed pre-registration form and fee to:

**Greater St. Louis Area Council, BSA
Boone Trails 2005 Fall Encampment
4568 West Pine Blvd.
St. Louis, MO 63108-2179**

Pre-Registration may also be turned in at the Page Service Center.