

Revolutionary Trails Council

2015 Spring Camporee

April 24-26, 2015

Griffiss Technology Park

Register on-line at: [www.scoutingcny.org/upcoming\\_activities.cfm](http://www.scoutingcny.org/upcoming_activities.cfm)

**What:** Spring Camporee

**Where:** Griffiss Business and Technology Park

**When:** April 24 – 26, 2015

**Who:** Scouts of all ages may attend. **Troops can camp overnight on the grounds.** Webelos attached to a troop may also camp overnight. This event is open to the public. It will be a great opportunity to invite non-scouts to a scouting event. Troop leaders can also invite Girl Scout Cadets, Senior, or Ambassador Troops to attend the whole weekend or just for the Saturday program. They will need to register the same way as Boy Scout Troops.

**Cost:** \$10 per scout/leader; please pay on-line or at the Scout Office prior to the event.

Saturday events will include interactive programs in Science, Technology, Engineering and Math. Four groups will be made up of a few to several units depending on size, so that equal number of scouts will be at each venue. There will be 6 to 7 events at each venue. Each event will take 10 to 15 minutes. Groups will stay at their assigned venue for approximately 90 minutes, then move to the next venue. There will be 2 sessions in the morning and 2 in the afternoon. After the round robin, venues will close and there will be tours of several facilities at the Business Park.

The climbing wall and shooting sports trailer will be on site for free time and as a recruiting tool.

Port-a-Johns will be located near the campsite and venues. Units should bring a supply of drinking water with them. A limited supply of potable water will be available from water buffalos.

Scouts may bring their own model rockets to launch from the rocket pad. Scouts should also bring 2 liter bottle rockets which they will launch using compressed air. The 2 liter design can be found at: [www.tclauset.org/21\\_BtlRockets/BTL.html](http://www.tclauset.org/21_BtlRockets/BTL.html)

There will be a trading post set up with camp stuff, candy and snacks. There will be a limited number of tee shirts from previous events selling for 3 ea. If you buy a 'tee' you will be able to shoot it out of the tee shirt cannon.

### **Schedule:**

#### **Friday April 24**

17:00-20:00 Registration at Pavilion & units set up camp

21:00 Leaders meeting for Unit Leaders, SPLs and Event Committee

22:00 Lights out- all scouts must be in their own campsite and quiet

#### **Saturday April 25**

07:00 Reveille, breakfast and clean up

08:30 Opening Ceremonies

09:00-10:30 Venues open, Session One

10:30-12:00 Session Two

12:00-13:00 Lunch and clean up

13:00-14:30 Session Three

14:30-16:00 Session Four

16:00- 17:00 Tours and/or free time

17:00-19:00 Dinner, Clean up & Free time

19:00 Scouts Own

20:00 Saturday Evening Campfire and Show

22:00 Lights out

## **Sunday April 26**

07:00-9:00 Reveille, breakfast, clean up, break camp & Depart

### **Rules:**

- All units must preregister for this event by April 17. This is necessary so that the committee can schedule units to a group and coordinate staffing.
- No open fires. Propane or liquid gas stoves may be used for cooking
- Leaders are responsible for their scouts at all times during this camporee.
- Leaders must show proof of BSA Medical forms for each participant at registration. All medicines shall be the responsibility of the unit leader.
- BSA uniforms are to be worn at this event.
- Parking will be available in adjacent lots. All vehicles and trailers must be parked in the designated area.
- Units are responsible for their own meals. If you bring it in, make sure you take it out. (This means garbage, as well.)

### **Merit Badge Opportunities:**

<b>Merit Badge</b>	<b>Requirements</b>	<b>Merit Badge</b>	<b>Requirements</b>
Surveying	7,8	Inventing	1,2,9
Robotics	6,7	Space Exploration	4,8
Auto Maint.	5,7,12	Nuclear Sci	2,4,8
Engineering	3,4,7,8,9	Composite Mt'l	2,3,4

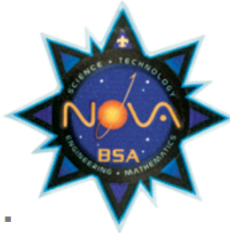
Electronics	5,6		Chemistry	3,5,7
Electricity	3,4,10		Geocaching	3,4,5,6
Energy	7,8			

**BSA Nova:** BSA Nova is a new Awards Program featuring STEM topics. The requirements are similar to Merit Badges but more in depth about a specific topic.

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### **About the Nova Awards Program**

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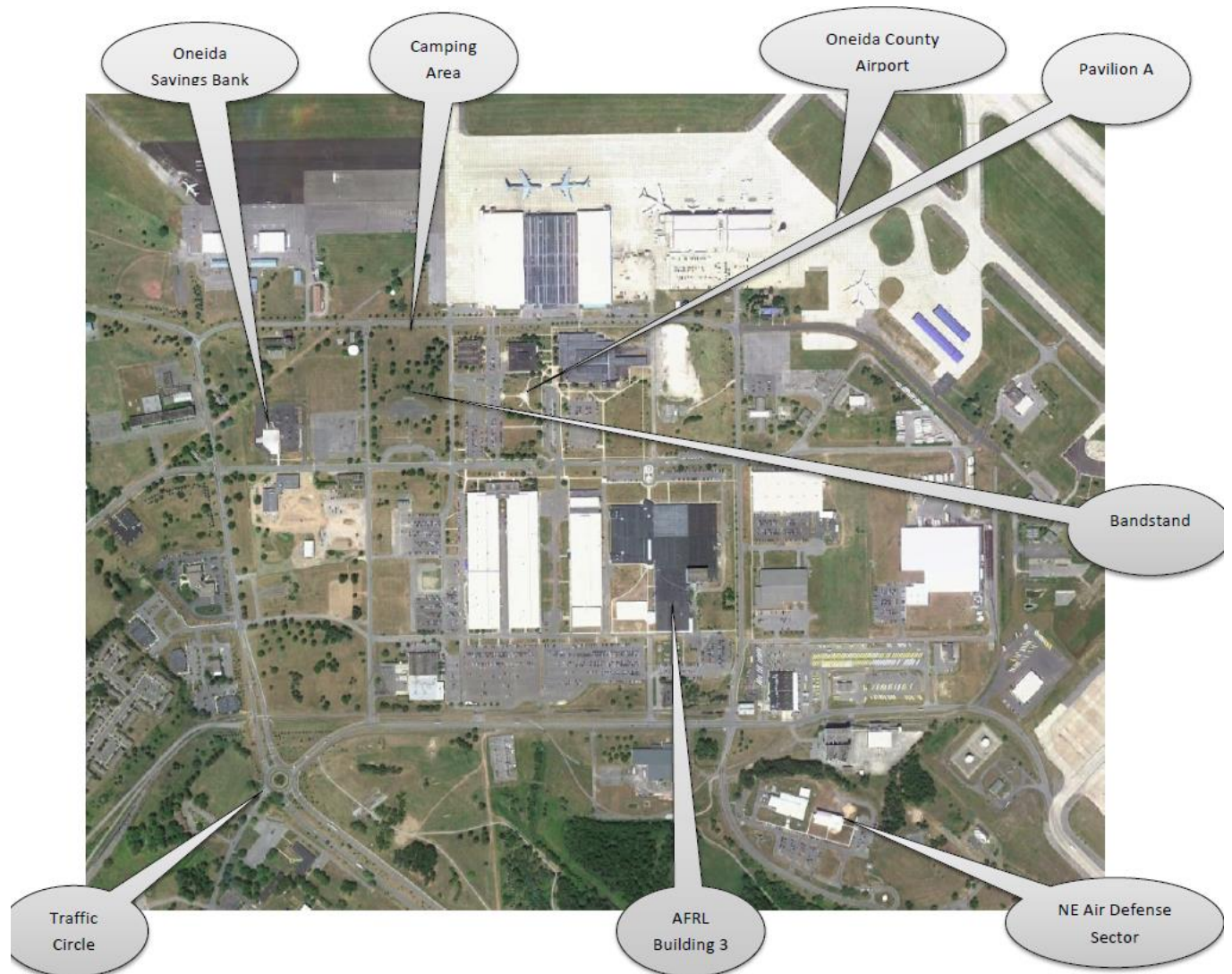
The Boy Scouts of America's NOVA Awards program incorporates learning with cool activities and exposure to science, technology, engineering and mathematics for Cub Scouts, Boy Scouts, and Venturers. The hope is that the requirements and activities for earning these awards stimulates interest in STEM-related fields and shows how science, technology, engineering and mathematics apply to everyday living and the world around them. Counselors and mentors help bring this engaging, contemporary, and fun program to life for youth members.

**The Nova Awards**

There are four Nova awards for Cub Scouts, Webelos Scouts, Boy Scouts, and Venturers. Each award covers one component of STEM—science, technology, engineering, or mathematics.

- Cub Scout Nova awards: Science Everywhere, Tech Talk, Swing!, and 1-2-3 Go!
- Boy Scout Nova awards: Shoot!, Start Your Engines, Whoosh!, and Designed to Crunch
- Venturer Scout Nova awards: Launch!, Power Up, Hang On!, and Numbers Don't Lie

**For more information on BSA Nova go to the BSA website.**



## Venue events:

### Science-

- T-shirt cannon -Use compressed air to propel a tee shirt at a target
- Magnet Challenge – Build an electric motor or electro-magnate
- Build an Electroscope -
- Polymers –Make gummi worms by mixing various compounds
- Experiment Design – use the scientific method to design a science experiment
- Vandegraaff generator – see how static electricity can be developed
- Cartesian Diver- See how pressure and density affect objects

### Technology-

- Robotics – (SUNY) robotics demonstration

- Lego Robotics - See how robots are built and run a mission
- Drones –See a real drone take off and hover over the campsite sending pictures
- GPS/Geocaching –Learn how GPS works and use equipment to navigate
- Virtual Reality –Use virtual reality goggles to see 3d
- Paper Airplanes – See how different plane designs affect flying distance
- Fun with magnets- See how magnets create electrical fields as they move

## Engineering

- Rockets – Build your own bottle rocket and launch it using compressed air
- Model Rockets –Bring your own model rocket and launch it
- Gasoline Engines – Take apart an engine and see what makes it go.
- Pulleys –See the impact of using pulleys on pulling or lifting heavy objects
- Oil Spill –Use various materials to contain and clean up an oil spill
- Computer –See the insides of a computer and what makes them work
- Steam Engine- See how steam power is used to create electric energy
- Jet engines- See the insides of a jet engine and hear one start up.

## Math

- Fishing Challenge- use various weights to determine casting distance
- Crossing the Street – use speed and distance to solve pedestrian crossing time
- Mean, Median & Mode -Use statistics to solve problems using darts & marbles
- Odds –learn how the ‘house’ always wins using dice and roulette
- Heights and distance –use mathematical calculations to determine height and distance
- Surveying –See how technology has impacted surveying from tape measure to GPS
- Jeopardy- Give questions to the math answers.