



**The Battle of
Bentonville Detour
Participant's Packet**

**Rota-Kiwan
Scout Reservation
February 13-15, 2015**



**Camp Munhackle
February 20-22, 2015**

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Background Information

Christmas 1861 was the turning point in the Civil War in the trans-Mississippi. On that day, Union Major General Henry W. Halleck placed Brigadier General Samuel R. Curtis in command of the Army of the Southwest and directed him to rid Missouri of Confederate forces. Curtis set his campaign in motion and for the next six weeks his little army struggled across the Ozark Plateau toward Springfield, the principal town in southwest Missouri.

The eight-mile march on Bentonville Detour was a terrible experience for the Army of the West. The snow had stopped but the temperature was lower than the night before. The column shuffled along at a snail's pace.

Schedule

Friday:

5:00 P.M. Trailer Arrival

6:00-9:00 P.M. Registration and Camp Setup

9:45 P.M. Staff, SM, SPL Cracker Barrel (Dining Hall)

Saturday:

6:45-7:40 A.M. 1st Breakfast Shift (Dining Hall)

7:45-8:30 A.M. 2nd Breakfast Shift (Dining Hall)

8:30-9:00 A.M. Flag

9:00-12:00 A.M. Activity Rotations

12:00-1:00 P.M. Lunch

1:00 P.M. Activity Rotations Continue

4:00 P.M. "Medical Evacuation" Sled Race

6:00 P.M. Dinner (in camps)

7:30 P.M. Scout's Own (Fire Bowl)

8:00 P.M. Campfire, Golden Spoon, and Awards

10:00 P.M. Staff and SM Roundtable

Sunday:

8:00-9:00 A.M. Staff and SPL Breakfast (Dining Hall)

9:30-11:30 A.M. Check out and Departure

Meals

Saturday Breakfast

Saturday breakfast in the dining hall will be done in at least two shifts due to seating capacity and expected attendance. Units will receive their dining shift at the Friday night Cracker Barrel. If more than two shifts are needed, the activity schedule will be compressed.

First shift will have time to return to camp and prepare their sleds for the day.

Second shift is expected to show up to breakfast with a prepared sled.

Lunch

Units are responsible for their own lunch, at camp or along the trail.

Dinner

Units are responsible for their own dinner in camps

Campfire

This is the Golden Spoon cooking competition meal.

Youth Participation is NOT optional. Scoring is on Page 6. Youth patrols will be expected to be at the fire bowl with a prepared dessert to share with the judges and scouts.

**Remember to bring your mess kits.
A hot beverage will be provided!**

Breakfast

Sunday breakfast units are responsible for their own breakfast in camps. (SPLs will be joining staff in the dining hall.)

Golden Spoon Scoring

Category	Point value	Notes
Recipe	5	Turned in at judging
Creativity	5	Does yours stand out?
Proper Quantity	5	10 full servings plus 1 with the judges
Palatability	5	Does it taste good?
Visual Appeal	5	Does it look appealing?
Richness/Flavor	5	Is it bland?
Presentation	5	Spark our interest
Total	35	

Adult Participation

In order for the event to be successful Adult participation is requested.

Adults can sign up to help run activities, or general camporee functions, with their Sub-Camp Commissioners. Troops will earn 2 points per adult, per shift. There is a maximum of 20 points per Troop unless additional help is required by Camp Staff. There are two shifts to choose from; morning and afternoon.

Adults, who follow Patrols and disrupt the Patrol Method (Coach/Help) will cause Patrols to be docked 10 points.

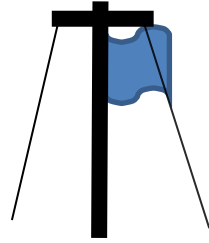
Remember that Scouting is mostly a self-learning opportunity. "Scouting is a safe place to fail."

Activities

Raising the Colors

After a fierce Artillery Barrage you notice that the Flag pole was hit and will not hold the flag anymore.

You must construct a new flagpole quickly and re-fly a flag of your choice.



Attach the 3 poles together with round lashings (2 lashings per joint)

Attach crossbar with a square lashing and attach guide ropes with a Double half hitch on tops and a taunt line hitch on bottom.

Attach pulley to the top of the poles thread flag rope through and attach flag.

THIS IS A TIMED EVENT

Materials provided:

4- eight foot poles
1-pulley, 2 flag clips
1-50ft flag pole rope
2 stakes already put in the ground

Patrol to provide:

Several- 20-30 ft ropes
1-flag

Signal Fire

It is night and you can't signal the rest of your company to your location so you must build a signal fire to show your location. The fire must be 18 inches high.

(To be sure it is high enough construct a line wire 12" high and a string 18" high between two stakes)



They must burn the string to ensure the fire is high enough to be seen.

No matches or fire starters can be used. Patrols may bring a tinder can. No commercially made materials should be used.

Bow and string -Bonus 10 points

Flint and steel- Bonus 5 points

THIS IS A TIMED EVENT

Bear Bag

You are setting up camp for the night and bears have been sighted nearby.

Unload everything off your patrol sled except poles and load into a bear bag.

Throw a rope over a limb at least 15ft off the ground and hang the bag high enough that no one can reach it. (12ft)

Secure your rope to tree with a taut line hitch.

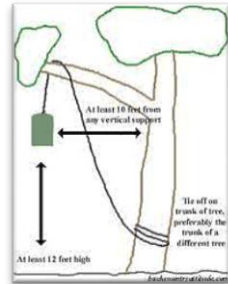
Materials provided:

Large Bag

Patrol to provide:

40 ft Rope

THIS IS A TIMED EVENT



Catapults

The enemy approaches, and you have run out of ammunition and the gun powder is wet.



Using an old fashion catapult you have four chances to launch a cannonball and hit the enemy's ammo dump. Scoring based upon who's closest to the target. Bonus points will be awarded for each hit.

This event's scoring will be based on how many shots make it into the targets.

Materials provided:

2 Pre-built Catapults

Several large tubs

4 Balls

Emergency Shelters

A severe blizzard has hit and you have to get your patrol under cover. **Build a shelter large enough to hold your entire patrol as fast as you can with materials you brought with you**



or can find. Units may not use live trees or brush! Downed trees and limbs may be in short supply, Be prepared!

All shelters must be fully disassembled before leaving the event.

Judging will be based on several factors, including but not limited to; creativity, ability to hold your whole patrol and protect them from the elements.

THIS IS A TIMED EVENT

Messenger

Your company is under heavy fire and your patrol has been assigned the task of getting a report to headquarters as fast as possible. Set up a team of your four fastest snow shoe runners. You must switch shoes from one Scout to another and pass the message from one to another.



Materials provided:

4 sets of snow shoes

1 Message container

How Many/hide your numbers

Your unit is being followed by enemy trackers, to confuse them so they don't know how many are in your unit your patrol will travel by four-man skis so the enemy cannot guess how many are in your patrol.

Four skiers at a time must travel a distance of 75 ft up and down hill. Until all members must participate.

The four-man team with the fastest time will be awarded extra points.



THIS IS A TIMED EVENT

Feed the Troops

Your army has been fighting all day and your patrol has been ordered to get hot food up to the men on the front line.

Your patrol must deliver 4 cooked pancakes, one at a time. Once all cooked, you must carry it on a spatula to the men on the front line through the obstacle course. Then once the pancake is delivered, another Scout takes the next pancake on the same spatula until four pancakes have been delivered without dropping any.

If a Scout drops the pancake he must return to the kitchen for a clean new pancake.

Obstacle course:

Climb over a log 2 ft off ground;

Walk the length of a log or plank;

Crawl under a log 3 ft off ground;

Cover at least 50 ft to get to the front.

Materials provided:

Stove

Several spatulas

Frying pan or griddle

Pancake batter

Patrol must provide water to prepare the pancake batter!

THIS IS A TIMED EVENT

Tug Of War

Try a tug of war with a twist — the losing team crashes through a wall of snow.



It's easy enough to execute. Build a wall of snow at least chest high, split into two teams with hands on opposite ends of a rope and start pulling.

Ice Rescue Challenge

One scout will be placed on the "safe" side of a sheet of thin ice. This scout must then work with their patrol to safely get them and the sled across.



Materials provided:

2 10 foot ropes to define boundaries

1 Score card w/ pencil

Patrol to provide:

50' safety line

Method:

Up to 10 additional points may be awarded for teamwork, methodology, and overall safety.

Snow Baseball

Set up a baseball diamond with a mound of snow representing home plate and first, second and third bases. Place an empty water bottle on the top of each mound.



The “pitcher” stands in the middle of the diamond and hurls snowballs first at home plate, then around the bases. Whoever knocks down the targets with the fewest pitches wins.

First Aid Station

The battle has been raging for days and casualties are mounting up, so your patrol has been ordered to serve at the First Aid Station. Each patrol must treat for victims.



1. Victim has a head wound (bleeding and unconscious)
2. Victim has a compound fracture of the lower leg.
3. Victim has a broken collar bone and sprained ankle.
4. Victim is in shock and is suffering from hypothermia

Patrols should have a first aid kit containing at least the following items for this event:

- 6 triangle bandages
- 2 splint boards
- 1 blanket
- 4 bandages
- 4 victims
- 4 “cots”

Racing

It's one of the oldest sports of all time, but snow adds a whole new element. In the snow, you don't race on your feet. Instead, try scooting on cross-country skis, sleds, skates and, if you're really cool, your belly.



You can also try sliding down a slight incline on garbage-can lids, inner tubes, plastic flying disks or heavy cardboard.

Several racing challenges will occur at this station Patrols will be judged on team work and creativity.

Snow Snake

Each Patrol will get four throws of their snow snake down a course. Points are awarded based on cumulative distance of those four throws. Extra points will be given for arriving with their own snow snake. Snakes will also be available for rental at station – with a rental fee.



Medical Evacuation (Klondike Race)

The General has ordered a night time attack 3 miles from where you are. Load your sled and get going. You then should report to headquarters when you arrive. One of your patrol members was injured and must ride on the sled. You do not have to finish with the same scout in the sled just so long as one scout is in the sled at all times. Time stops when the last member of your patrol crosses the finish line.



Sleds may be equipped with lights, music, wheels, and skis.

There should be a water bottle for each mush dog as well one blanket.

***All scouts participating in the race must camp with their patrol and must wear a coat, gloves, and hat during race. ***

****Scouts may remove all other equipment used for daytime events.****

THIS IS A TIMED EVENT

Awards

Troop Awards

- 1st - 3rd Place Overall
- 1st - 3rd Place Medical Evac
- 1st place Golden Spoon

Patrols expected to provide

Several- 20-30 ft ropes
1-flag
Bow and string or Flint
and steel
40 ft Rope
50' safety line

**Patrol must provide
water to make the
Pancake batter**

A first aid kit containing
at least the items listed
on page 16.

**All troops will need to bring their own firewood.
Camp is no longer providing free firewood.
Scavenging for firewood is allowed, but may be in
short supply.**

**The ranger or Camp master may have milk crates of
split wood for \$5.00 each crate.**

A camp Trading post may be open during event, ran by
the Ranger or a council employee.

Volunteering

All Units are expected to send at least two (2) adults to a training session on date to be decided. This will be a combined training for both Rota-Kiwan and Camp Munhacker attendees. The purpose of this training is to train the volunteers to staff the activities.

Youth with the following qualifications may participate as staff for the event. Please contact the appropriate site chairperson to sign up:

Activity Lead or Camp SPL:

- Scouts with Life rank AND Order of the Arrow membership
- Scouts with Eagle rank
- Venture Scouts with a Gold Award or recommendation of Crew Adviser

Activity Assistant:

- Scouts with Star rank AND Order of the Arrow membership
- Scouts with Life rank
- Venture scouts with recommendation of Crew Adviser

Kitchen Assistant:

- Scouts with Life rank AND the Cooking merit badge
- Venture Scouts with culinary training or recommendation of Crew Adviser

Registration Requirements

The following information will be required at check-in for EACH scout (Youth & Adult):

- Medical health form
- Photo release form



• An item from this collection for donation:

- Paper Towels • Bath Soap • Kleenex
- Dish Soap • Toilet Paper
- Laundry Detergent • Napkins • Bleach

The following information will be required at Online Pre-Registration for EACH patrol (Youth & Adult):

- Patrol Roster

Registration will be online at

<http://www.michiganscouting.org/SouthernShores/Events/03BoyScoutWinter>

Registration for both sites will be open during the following period:

December 1, 2014 - January 30, 2015

The cost will be \$20 per attendee.

Early Bird Registration begins December 1 and ends January 14, 2015. Early Birds save \$5 each. Register earlier than January 14 to qualify for savings.

Another benefit of being an early bird is the ability to choose your cabin/site.

Regular Registration ends January 30.

Payments will be made online and are subject to the payment policy found at

<http://www.michiganscouting.org/PaymentPolicy>

Check-in is from 6:00 pm to 9:00 pm at the camp office. Trailers may arrive starting at 5 pm for units that pre-registered with patrol rosters.

Contact Information

Rota-Kiwan:

Brian Wertz

Phone: 269-290-4246

E-mail: brianwertz@hotmail.com

Camp Address: 6278 Texas Drive, Kalamazoo, MI 49009

Camp Munhacke:

Michael Gergel

Phone: 734-323-8764

E-Mail: mcgergel@hotmail.com

Camp Address: 20120 Bartell Road, Gregory, MI 48137

Cabins

Each site has a limited number of cabins available. Please contact Brian Wertz or Michael Gergel for site specific costs and availability.

Camping Policies

Things Not Allowed In Camp

- 1) No alcoholic beverages may be brought on the camp property
- 2) **There is NO smoking in camp. This includes parking lot and cars in the parking lot!**
- 3) Only foot traffic allowed in camp.
- 4) Cutting or disfiguring of standing trees or shrubs is prohibited.
- 5) Do not interfere with other groups' program or equipment.
- 6) Do not put garbage, trash, or wash water in the latrines.
- 7) No pets are to be brought to camp.

Tent Camping

- 1) Camp only in recognized campsites as assigned.
- 2) Do not ditch around tents or remove or rake ground cover.
- 3) Do not dig any holes
- 4) Do not bring straw or conifers to camp
- 5) NO FLAMES ALLOWED IN TENTS.
- 6) DO NOT LEAVE FIRES UNATTENDED.
- 7) **Clean latrines, washstands and police site before check-out with Camp master.**

Cabins

- 1) The approved capacity posted in each cabin may not be exceeded for sleeping. Overflow may be housed in tents outside. Beds & mattresses are not to be removed from cabins. Do not move bunk!
- 2) No auxiliary heaters may be brought into buildings
- 3) Mattresses are to be left on beds
- 4) Only one camper per bed.
- 5) Adult leaders must occupy the same sleeping quarter the youth occupy
- 6) When ready to check-out: Pack all gear in trailers or cars and then call for a Camp master to check you out.
- 7) **Units staying in cabins will be expected to volunteer for duty projects throughout the weekend.**