



Scouts BSA & Cornhusker Council Present  
**Lewis & Clark Expedition**  
April 8-10, 2022  
Fort Cornhusker - DuBois, Nebraska

# FUR TRADERS GUIDE

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Cornhusker Lewis & Clark Shooting Sports Challenge

## INTRODUCTION AND SUMMARY

The Cornhusker Council Lewis and Clark Expedition will be held the weekend of April 8-10, 2022, at Fort Cornhusker located at 63375 703 Trail, DuBois, Nebraska 68345. The Expedition will be open to all Scouts BSA Troops, Venture Crews, and Sea Scouts (*Hereafter known as Fur Trading Companies*). Per the *BSA Guide to Safe Scouting*, Webelos may attend Saturday's events.

The Lewis and Clark Company have developed an exciting and challenging series of scenarios for all participants, intended to increase every Scout's skill and preparedness for survival in the wilderness...or any other emergency. Along with skill, cool heads and teamwork are always valuable when facing tough situations.

Be on the lookout throughout the Fur Trader (Leader's) Guide for hints regarding Bonus Point Options.

## HIGH LEVEL SCHEDULE

Friday, April 8<sup>th</sup>:

3:00 PM	Fur Trading Companies start to arrive. Check in for campsite & medical forms.
6:00-9:30 PM	Fur Trading Companies check in at the Lewis & Clark Campsite for expedition preparation.
8:00-10:00 PM	Practice with sextant when stars are out at the Lewis & Clark Campsite.
9:30 PM	Fur Trading Company Owner (Scoutmaster) and SPL Orientation/Cracker Barrel.

Saturday, April 9<sup>th</sup>:

7:00 AM	Reveille and Breakfast ( <i>Fur Trading Company Provided</i> )
7:30-8:30 AM	Fur Trading Companies check in at the Lewis & Clark Campsite for expedition preparation for those unable to check in Friday night.
8:45 AM	Opening Flags and Morning Words of Wisdom
9:00 AM-3:30 PM	Expedition commences. Lunch will take place on the trail and is to be provided by the scout/ Fur Trading Companies.
3:00-6:00 PM	Open Lake
6:15 PM	Closing Flags and Evening Words of Wisdom
6:30 PM	Dinner ( <i>Fur Trading Company Provided</i> ) – Each District will hold their Cook off competition during this time. It will be okay to prepare dinner prior to this time if the food is not left unattended. The competition will be judged between 6:30 and 7:30, and no early or late entries will be accepted.
8:30 PM	Campfire and Awards

## POINTS OF CONTACT

Expedition Leader	Jim Buehler	buehlej@yahoo.com
Expedition Guide	Robert Cuevas	jayhawkrc@yahoo.com
Prairie Winds Fur Traders Regional Director	Cheyenne Danaher	Cheyenne.Danaher@scouting.org
Salt Valley Fur Traders Regional Director	Lee Peterson	Lee.Peterson@scouting.org
Seven Feathers Fur Traders Regional Director	Will Cover	William.Cover@Scouting.org

## REGISTRATION

**Patches:** Every registered Youth and Adult will receive a patch. That is, if Lewis and Clark's missing supplies can be replenished!

**Membership:** For a Scout to attend the Lewis and Clark Expedition, they must be a registered Scout.

**Medical Forms:** Like all Scouting events, the Lewis and Clark Expedition requires that each Fur Trading Company have BSA Medical Forms Part A and B in their possession for all Scouts and Adults attending the event. Each Company is expected to bring a binder or folder containing these forms in the unlikely event that medical care is required beyond first aid. *The Fur Trading Companies will hold onto their own medical forms.*

**Registration:** Registration is currently open

Fur Trading Companies will be rewarded for planning for the event in advance.	
Points will be awarded to Companies that register <b>BEFORE</b> March 1 <sup>st</sup> :	
>80% of participants registered early	100 points
>50% of participants registered early	50 points

EXPEDITION FEES

Expedition Scouts (Youth Participants)	\$20
Expedition Leaders (Adult Leaders)	\$13
Expedition Staff	\$10

EXPEDITION STAFF: Adult volunteers from Fur Trading Companies are needed to run the event sites or cosplay Mountain Men or Women. We will need 2-3 volunteers to help with each event, and an undetermined number of volunteers to perform cosplay. If you would like to help, please contact Jim Buehler at the email address above. He will then match you up with an event or cosplay personality. Those that request first will have a more diverse choice of what they can help with. Those that volunteer will be able to register at the Expedition Staff rate.

Additional Patches may be available for purchase price.

CHECK-IN PROCEDURES

Check-in registration begins any time after 3:00 pm on Friday, April 8<sup>th</sup>. At check-in, Fur Trading Companies must present properly completed BSA Medical Forms, Parts A & B, for every youth and adult attending. They only need to display that those are in the Company’s possession and will maintain possession of those throughout the Expedition.

Any permission forms for the rifle shooting will need to be turned in at this time.

Songs and/or Skits can be prepared prior to the Expedition and turned in at this time.

There is another required patrol check in at the Lewis & Clark campsite on Friday from 6:00 until 9:30 PM and then again on Saturday from 7:30-8:30 AM for any patrol that missed the Friday evening check in. This is to go over with Lewis & Clark the supplies that each patrol prepared.

Campsite assignments will be provided at check-in. Each site is inside the Fort Cornhusker grounds, however, be aware that each site will be shared by multiple Fur Trading Companies, so be friendly and considerate of your neighbors! Each Trading Union will be in its own region of the Fort.

If there are not enough event volunteers, each Company will be asked if they can provide one or more adult volunteers to act as assistants in program areas until there are sufficient for our needs.

If any Fur Trading Company does not have enough scouts to make a patrol, they may join with another Fur Trading Company patrol. Preference will be given to assigning all Companies with insufficient numbers to other Companies with insufficient numbers. A patrol should be at least five to eight scouts. No bigger and no smaller please.

Companies will be rewarded for having the forms available and filled out prior to Check-In ( <i>Must be presented at check-in</i> ):	
Patrol Roster Form (one for each patrol)	50 points
BSA Medical Form, Parts A & B (for each participant)	50 points for all medical forms – each patrol would receive the same 50 points
Patrol Score Sheet (one for each patrol)	50 points to patrols with score sheets. If one has it, but another doesn’t in the same Company, only the one gets points.

**Max score** **150 points**

## CHECK-OUT PROCEDURES

Check-out will begin at 9:00 AM on Sunday, April 10<sup>th</sup>.

Your campsite **MUST** be inspected by a member of the Expedition Staff *before* you leave. Prior to inspection, please complete the following:

- Ensure the campsite is litter free.
- Restore your campsite to better than you found it.
- Pack up your gear and be ready to depart.
- Carry out all garbage to be disposed of at home.
- Request a site inspection of an Expedition Staff member.
- Complete, and be ready to submit, an Expedition Evaluation Form.
- Complete the check-out.

The check-out sheet will be signed when the inspection is completed. You will receive your Expedition Patches with submission of the signed check-out form.

## PARKING

Parking will be in the lot just outside the Fort walls. NO vehicle, without a medical need, will be permitted to park overnight beyond the Fort wall. Depending on the weather and condition of the Fort grounds, a Fur Trading Company Trailer may be able to be pulled into the campsite area. If the grounds are wet, the vehicle pulling the trailer in will need to be parked in the lot outside the Fort.

## EXPEDITION GENERAL RULES

- The Scout Oath, Law, and Outdoor Code will govern the behavior of all participants.
- The Buddy System must always be followed by all Scouts.
- Leave No Trace applies, as always.
- As with any Scout event, there will be no illegal drugs, alcohol, fireworks, firearms, or other weapons.
- Sheath knives and fixed blade scabbard knives are prohibited.
- Wood tools must be properly stored and used in the axe yard (*see the Scout Handbook for Proper Patrol campsite setup*). Improper use of wood tools is prohibited.
- **Fires must be in an elevated burn barrel supplied by the Fur Trading Company.** Keep filled water bucket handy.
- Report all accidents, injuries, or other emergencies to a member of Expedition Staff. Medical personnel will always be on site during the Expedition.
- Lost and found items should be brought to the Korff Building.

## HELPFUL INFORMATION

- Pack APPROPRIATELY. Vehicles are not permitted beyond the parking lot.
- Water will be available outside the Korff Building, so please plan appropriately.
- Latrines are located around the camp and near several of the activity areas and flush toilets are available in the Korff Building.
- Complete a patrol roster for each participating patrol. Reproduce as needed.

## EVENT EQUIPMENT SUPPLIED BY FUR TRADING COMPANIES

See Patrol Guide document on registration site for additional details on some of the following items.

- Food for meals – including backpack items for Saturday lunch which will take place on the trail.
- Each scout will want water and a pack of any kind to carry it and their lunch.
- Research and bring anything needed for survival in the wilderness.
- Paracord for each patrol.
- Items to trade for with Mountain Men and Women (trappers) at the Rendezvous area or that you meet along the trail that will help them survive the winter. Research what may be best to trade. Could be almost anything, food items, string for repairs, you name it. Be creative.
- Writing materials (notebook and pens or pencils) to draw a map of the area for each patrol.

- Writing materials (notebook and pens or pencils) to draw items they find for each patrol. Drawn items can replace gathered items, such as pictures of birds.
- A container for items collected for each patrol. Items can be almost anything, bugs, leaves, grass, anything you think is relevant. Be creative.
- Materials to create a shelter that could protect at least one scout from the wind and rain.
- Flint and steel to create a fire. No lighters or matches allowed.
- Compass – a good one!
- A handmade lantern. This can be made prior to coming on the expedition or at the expedition campsite.
- A flag created for the Fur Trading Company.
- Travois for each patrol.
- Cardboard and duct tape to make a small boat.
- Container to purify water.
- Score sheet for each patrol.

## FUR TRADING COMPANY GUIDANCE



This is a rain/snow or shine event.



Fur Trading Companies may begin arriving at 3:00 PM on Friday. Please be prepared to show binder with medical forms for your Company at check-in. Company Leaders will keep possession of medical forms. Early departure must be declared at registration.



Campsites will be assigned based on the number of Scouts and number of participating Fur Trading Companies. Please check with Headquarters before setting up camp. A guide will take the Fur Trading Company to the assigned campsite.



Fur Trading Companies check in at Lewis & Clark Campsite for expedition preparation. Each patrol will show what they have brought that will help them on the expedition. There are two times for this to occur. Friday from 6:00-9:30 PM, and Saturday from 7:30-8:30 AM. Points will be awarded for preparedness.



**Fur Trading Company Owner and SPL meetings:** Friday 9:30PM at the Amphitheater. Event Judges and Volunteers will have a meeting prior to coming to the event. As soon as all volunteers are set, the meeting time will be set.



**ALL** vehicles must be parked in lots designated by the Fur Traders Regional Directors and the Expedition Leader. They must approve exceptions to this policy **BEFORE** Company check-in. *Company Trailers will be allowed in camp areas if the ground is dry enough. In the triangle area, trailers can remain just off the road.*



Only one vehicle per Fur Trading Company can go to the campsite to drop off gear. Vehicle passes will be provided. **No vehicle can go to the campsite once the expedition starts.**



No sheath knives, fireworks, alcoholic beverages, or firearms allowed. **Fires must be in an elevated burn barrel supplied by the Fur Trading Company.** Keep filled water bucket handy. Dutch oven cooking must be contained within fire rings or off the ground.



Anything beyond basic first aid must be reported to Expedition medical staff.



Each Company may be asked to provide 1 or 2 adults to assist in judging of patrol competition if sufficient volunteers aren't found prior to the event.



Each District will judge their own campsites. While an adult from the Fur Trading Company is not required to be there during judging, it is encouraged that one be in camp.



Patrols must have a patrol score sheet to participate in patrol competitions for award consideration.





Judges running the events will strictly adhere to the rules. The Fur Traders Regional Directors and the Expedition Leader will be the final authority on any disputes. The Expedition committee reserves the right to alter competition events depending on weather conditions. All score sheets must be turned in to the Expedition Leader or Expedition Guide at the conclusion of the lake crossing.



Companies are responsible for removing all the trash from the campsites and event areas. Leave the camp better than you found it.

## SPL GUIDANCE

### These are some reminders of the important items for the weekend:



The expedition will begin at 9 AM on Saturday and continue until 3:30 PM or until a patrol's boat has attempted passage across the lake, whichever comes first. Any patrols finishing prior to 3:30 will be fine and not count against a score unless an event is left unfinished. Please ensure that your Company is on time. A detailed event list will be provided at the Lewis and Clark campsite check in.



**Fur Trading Company Owner and SPL meeting:** Friday 9:30 PM at the Amphitheater.



Official BSA Uniform is required for the campfire, scouts own service, and closing ceremony.



Practical jokes are not Scout-like and will not be tolerated.



Campsite judging will begin in conjunction with the patrol competitions. Ensure that all vehicles are removed from your campsite. (The Fur Traders Regional Directors and the Expedition Leader must approve exceptions to this policy during or before check-in) **Fur Trading Companies will be penalized in Campsite Competition for non-authorized vehicles in the Company campsite.** This penalty does not apply to Trailers.



If a Dutch oven is used for cooking, it must be done in your campsite. However, it must be elevated high enough. ***Fires must be in an elevated BURN BARREL supplied by the Fur Trading Company.***



Lights out Friday and Saturday at 11 PM.  
Due to the closeness of Companies, this policy will be strictly enforced.



**Checkout:** Make sure your campsite is clean in accordance with Leave No Trace principles.



**Event Awards available:** Top three patrols in each District, top three overall patrols, and best overall Period apparel.

## PATROL LEADER/PATROL INFORMATION



Each patrol should consist of five to eight scouts. Maximum patrol size is eight scouts. Each Fur Trading Company will choose their own patrols. Scout's Honor on determining who is in each patrol. "Dream Team" patrols assembled from multiple patrols within a Company or from multiple Companies is prohibited. If there are Companies that don't have enough scouts to make a Company, some combining will be done by the Expedition Staff. If Companies have one or two scouts left over after determining their patrols, then permission will be granted to increase the size of a patrol or two within that Company. Example: If a Company has 18 scouts attending, they could divide into two

patrols of nine each instead. Or if a Company has 23 scouts attending, they could form three patrols of six and one patrol of five.



Patrols will receive points for completing each event. The patrol may complete as many events as they want, but the more events completed, the better the score will be. This is not a race to see how fast each patrol can finish, but an event that requires some thought process on how to complete each event. The top three patrols in each District in the expedition will receive a District award, and the top three overall patrols will be given a Council award.



Each event judge will strictly adhere to the rules. If there is a dispute, disagreement, or point of clarification, contact the Fur Traders Regional Directors and the Expedition Leader **BEFORE** you participate in the event. The Fur Traders Regional Directors and the Expedition Leader will make the final decision or interpretation as appropriate.



Some events require the patrol to bring equipment. The event judge will not have the necessary equipment available if the patrol does not bring the needed equipment. The patrol can still attempt the event, but the score will be lower. The patrol can also skip the event for no points.

## CONCEPT

The expedition commissioned by President Thomas Jefferson is in danger of collapsing. Captain Merriweather Lewis and Second Lieutenant William Clark have been sent to explore the new lands acquired in a deal with France dubbed “The Louisiana Purchase.” They are seeking a safe passage route across to the western half that will benefit all future travels into the area. While on this journey, they are seeking to study the plant and animal life in the region, map the geography, and establish trade relations with the local tribes. However, an accident has occurred. Captain Lewis and Second Lieutenant Clark have lost most of their supplies and specimens in a canoeing accident while traversing the Missouri River. They need help from all Fur Trading Companies in the area to gather more supplies and specimens. It is up to you to send out small five to eight-person search patrols to gather these things. Return to the lake and send the supplies across in a boat you design to the other side where Lewis and Clark have set up camp.

## OVERALL SCORING

Each patrol working within their own group must complete a series of challenges to earn points. They will bring their scoring sheet along with them to each event. Loss of the scoring sheet will disqualify them. Each event has requirements that must be followed to gain full points. A patrol does not need to complete each activity, but any activities they do not complete will not give them any points toward the overall total. The three highest point totals overall will win an award for Council best. The three highest point total in each District will win an award for their District best.

## FRIDAY EVENTS

Fur Trading Companies will check in at the Lewis & Clark Campsite for expedition preparation. They will show Lewis & Clark the items they brought to help them with their expedition. Points will be awarded based on preparation. While there they can practice with sextant when stars are out.

## SATURDAY EVENTS

Expedition commences at 9 AM and continue until 3:30 or whenever a patrol's boat crosses the lake whichever is first. Lunch will take place on the trail and is to be provided by the scout/ Fur Trading Companies. *If participating in the optional rifle event, **the permission slip on page 15 must be signed by the parent or guardian and turned in at Company check-in.***

Open Lake will be from 3:00-6:00 PM, Saturday, April 9<sup>th</sup>. Boating equipment will be available for scouts to use during this time

## EXPEDITION PROGRAM

The following events are included in the Expedition but are not necessarily in order. There are some that last the entire journey. The last event is the final event. It must be the last thing you do and be completed by 3:30 PM on Saturday. Be careful though, others are also trying to get their supplies to Lewis & Clark. You don't want to bunch up at the end! Patrols may do as many as

they want to. Accomplishing more tasks will help Lewis & Clark replenish their supplies and garner more points toward the winning patrols, thus bringing fame to their Fur Trading Company.

- Set up your Fur Trading Company's campsite as explorers. Protect food from bears, set up a perimeter, set up camp in a defensive stance. Hang up a sign at your campsite designating who you are, which Fur Trading Company you belong to, and who is on your team. This should be a sign different from your regular Scout flag. Be creative. This sign will be posted in your campsite inside the Fort.
- Pack provisions of your choice, but you must carry it to the end. You need to be able to survive in the wilderness for months at a time with what you pack. THIS EVENT WILL BE THE CHECK IN AT THE LEWIS & CLARK CAMP FRIDAY EVENING OR SATURDAY MORNING.
- Collect – Collect specimens **all day long anywhere you go**. Draw, collect, and present specimens of all kinds to Lewis & Clark. Name the specimens you collect. Jars for bugs will be okay for live collections. If you just prefer to draw what you see, this is just the same as collecting the real thing.
- Geography – Draw an accurate map of your entire trek. **This is an all-day event.**
- Lost – Find “lost” wandering Mountain Men and Women. Talk with them. Trade with them. Log your visit. Rescue them and direct them to safety (the Rendezvous area) with compass directions. **This is an all-day event as you can run into them anywhere along the trail.**
- Hike – Hike a trail using a compass. **This is an all-day event. This is what you'll be doing from event to event.**
- Foraging – Collect one edible plant. Please don't eat it though. You are delivering it to the hungry Lewis & Clark camp. You can find this wherever you can along the trail.
- Hunting – Rifle target shooting. Hit the target to determine how much meat you will be able to take with you.
- Fishing – Catch fish. Make a net to catch some fish for your journey.
- Negotiating – Meet local tribes. Negotiate to cross their land. Bring things to trade to pay for the rights to peacefully walk on tribal territory.
- Mountain men and women – Meet up with other Fur Traders in the Rendezvous area. Talk with them, maybe they have things to trade or know a better route to take.
- Shelter – Set up a shelter with items you bring. I must be able to protect at least one scout from the elements, wind and rain. Remember to “Leave No Trace” after you are done.
- Wildlife – Capture a prairie dog.
- Fire – Start a fire in a right with flint and steel. No lighters or matches allowed or provided.
- Purification – Collect and purify water. This water will be transported to Lewis & Clark campsite. This water is not meant to be drinking water for each patrol. Be sure they each scout brings a regular water bottle for that purpose.
- Portage – the final task: Make a canoe, raft, or other boat. It must be able to deliver your supplies to Lewis & Clark at the end of the journey. You will be carrying it with you from site to site throughout the day, so be wary of extra weight. Extra points for sails, flags, and other nautical touches. It can have wheels that detach for crossing the lake. **THIS IS THE FINAL EVENT AND MUST BE COMPLETED TO SUBMIT YOUR SCORE.**

### Open Lake Rules

For individuals to participate in the open lakefront, it will be as required by Safety Afloat and the Guide to Safe Scouting. This means that each scout or leader must have completed a swim test within the last calendar year and bring documentation of that test to camp. The pool (or lake) will not be available for testing at the event. Camp records available from 2021 (pre-tests) can be used, or records (i.e., camp buddy tags) used for summer camps in 2021. If this information is not available, a pre-camp swim test option is scheduled for March 26, 2022, in Lincoln from 9 am to noon (**INSERT EVENT LINK**) as an option for your troop to prepare for the event and the 2022 camping season. Buddy tags will be issued prior to open boating for use that day.

### Campfire (Saturday Night Entertainment)

- Campfires are the time for sharing the camaraderie of the World Brotherhood of Scouting after a long day of healthy competition.
- Each patrol is encouraged to participate in this activity and share their favorite skit or song with their fellow scouts. Participating Companies will receive the joy of performing a skit or



song during the Saturday Evening campfire. All skits and songs must be approved by the Expedition Leader prior to 3:30 PM Saturday.

### Cook Off

- We all know Mountain Men and Women like to eat and that Scouts like to eat. So, if the Patrol is still alive at the end of the day on Saturday, why not make a nice recipe to reward yourself. If you are making something good, why not get judged for it as well?
- **Fires must be in an elevated burn barrel supplied by the Fur Trading Company.** Keep filled water bucket handy.
- ***All entries MUST be prepared, cooked, and presented by patrol members without the assistance of adults. Adult participation in any part of the cookoff will disqualify the entry.***
- **Scoring:**
  - Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook-off.
  - All preparation must take place at the campsite on Saturday.
  - All items to be judged must be brought to the judging area.
  - Judge's Form completed with - NAME OF DISH / COMPANY #.
  - Entries will be judged between 6:30 PM and 7:30 PM on Saturday.
  - *Points will be deducted for not following directions.*
  - ***SPECIAL INGREDIENT: Bacon***

## CAMPSITE PROTOCOL

**Patrol Rotation:** Coordinates to the events will be given just prior to the start of the event just after flags.

**Off Limit Areas:** The wilderness is a rough place. It's best to enter only during the Expedition. These areas include any campsites not your own and the activity areas. ***The Expedition staff requests that no scout will leave their campsite without their SPL's permission, and then only with a buddy. Additionally, DO NOT go into other Fur Trading Company campsites.*** Thank you.

**Leaving the Grounds:** No Scout will be allowed to leave the Lewis & Clark Expedition without first notifying their Fur Trading Company Owner / Company adult Leader and the Expedition Administration Staff.

**Company Leadership:** The Fur Trading Company Owner is the on-site leader responsible for the Company. If for any reason the Fur Trading Company Owner must leave the Expedition, a replacement must be found, and the Expedition Administration Staff notified of the change.

**Camp Setup:** Fur Trading Company cooking is in effect. Companies must bring their own camping and cooking gear. Companies will be prepared to eat all meals at their campsite except for lunch on Saturday which will be a trail meal to be taken when each patrol is ready to stop and eat. Companies will have no wooded cover at their campsites, but the activity area is an open field. Please plan accordingly to ensure that your Scouts are protected from the sun and rain.

**First Aid:** Companies are responsible for initial first aid for their Scouts. If the injury requires more than a band aid, bring the scout to the first aid station immediately.

**Waste Disposal:** Do not burn or bury any trash. You pack it in; you pack it out. Observe Leave No Trace principles! **Grey water barrels will be placed in several locations around the campsite area for your Company to use.**

**Company Duties:** Each Company will be responsible for maintaining the 11th point of the Scout Law, A Scout is Clean. If you notice trash on the ground, pick it up. Clean up after yourself. MAKE BADEN POWELL PROUD!!!! Also, each Company will be assigned an area to help clean, in addition to their campsite.

**Motor Vehicles and Trailers:** A Company trailer will be allowed to remain in the Company campsite throughout the weekend. One vehicle per Company will be allowed to drive back to the campsite to drop off gear and/or the Company Trailer. No other vehicles, unless there is a valid medical need, will be allowed back to the campsites. There will be no vehicles driving back to

the campsite while camp is in progress. That means that all Company Trailers must be dropped off at the campsite before 8:30 PM on April 8th and cannot be picked up until 9:00 AM on April 10th.

## SAFE SCOUTING

As in all Scout outings, Safe Scouting regulations are in effect for all participating Companies and people. The *BSA Guide to Safe Scouting* is the authoritative source for all safety-related questions. Several aspects of Safe Scouting that are particularly relevant to this event are outlined below for emphasis.

Follow the Scout Oath, Law, and Outdoor Code always.

**Alcohol:** No alcoholic beverages of any kind will be allowed in any container (especially human). It is against Scout regulations. If alcohol is discovered, you will be told to leave the Expedition.

**Knife and Axe Safety:** An axe yard may be set up and must be clearly marked. Scouts will carry folding knives only if they have earned the Totin' Chip. Card must be with Scout at Camp.

Sheath knives are not part of scouting and are not allowed at the Expedition. Leave them at home! The staff will protect you enough from the wilderness.

**Fire Safety:** Fires must be in an elevated burn barrel supplied by the Fur Trading Company. Keep filled water bucket handy. Please be especially careful to follow fire safety protocols throughout the event. The presence of so many people in one area increases the potential impact of a fire-related incident.

**Fuel Safety:** Knowledgeable adult supervision must be provided when Scouts are involved in the storage, handling, or lighting of chemical fuels. Flammable liquids, such as gasoline, are not permitted for starting any fire.

## EMERGENCY PROCEDURES

Small first aid needs should be tended to at the campsite using the Company's first aid supplies and trained adult leaders. Larger needs should be directed to the medic located at the Health Lodge.

Medications requiring refrigeration may be stored in the Health Lodge. Participants must bring their medical forms. Please have all medical forms for each Company in one binder/folder. Medical forms will be kept by the Company and brought to Medical as needed.

See attached form for Covid protocols.

# SCORE SHEET

Each Patrol must have their own score sheet.

Company \_\_\_\_\_ Patrol \_\_\_\_\_

Company Competition	Possible Points					Score	Judge Initials
Campsite set up according to specifications	0	25	50	75	100		
Expedition Check-In <ul style="list-style-type: none"><li>Patrol Roster Form (one for each patrol) (50 points)</li><li>Medical (for each participant) (50 points)</li><li>Patrol Score Sheet (one for each patrol) (50 points)</li></ul>	0	50	100	150			
Preparation Check-In Total @ Lewis & Clark Camp	Discretion of Lewis & Clark						
Collect Specimens – How many did they find?	10 points per specimen.						
Geography – Completeness of map.	0	25	50	75	100		
Rescue lost Mountain Men and Women – How many did you find and rescue?	25 points per Mountain Man or Woman saved.						
Hike – How many events completed.	0 points if event not attempted.	10 points per event attempted but not completed.	20 points per event completed.				
Hike – Number of times you got “Lost” and needed help along the way.	0 = 100 points	1-5 = -20 points	6> = -50 points				
Foraging – Collected at least one edible plant.	0		50				
Hunting – How many pounds of meat did you collect?	1 point per pound						
Fishing – How many fish did you catch?	5 points per fish	Bonus points – The Judge knows!	0	20	40		
Negotiating – Successfully crossed territory?	0		100				
Shelter – Successfully create shelter?	0	25	50	75	100		
Wildlife – Successfully capture a prairie dog?	0		50				
Fire – Successfully get fire going?	0	25	50	75	100		
Purification – Successfully purified water?	0		50		100		
Portage – The final voyage. Boat successfully navigates the water. Did all supplies make it across?	0	25	50	75	100		

## COOK OFF PARTICIPATION FORM

**Please complete this form and return it at the Fur Trading Company Owner (Scoutmaster) and SPL Orientation/Cracker Barrel on Friday night, or at the Saturday morning flag ceremony, at the latest.**

**A separate form for each Company / Patrol or Crew is needed.**

<b>District:</b>	<b>Company:</b>
<b>Name of dish:</b>	
<b>Please give a short description, including how the secret ingredient was used (incorporated) in the dessert.</b>	
<b>Score: Entries will be judged on the following:</b>	
<b>Aroma, Appearance, and Presentation</b>	
<b>Consistency and composition (Lumps, Watery, Burns)</b>	
<b>Taste</b>	
<b>Innovation or Degree of Difficulty</b>	
<b>Overall Appeal</b>	

## CAMPFIRE PARTICIPATION FORM

**Please complete this form and return it at the Fur Trading Company Owner (Scoutmaster) and SPL Orientation/Cracker Barrel on Friday night, or at the Saturday morning flag ceremony, at the latest.**

**A separate form for each Company / Patrol or Crew is needed.**

**Please limit songs and skits to no more than 3-5 minutes.**

<b>District &amp; Company:</b>	<b>Patrol:</b>
<b>Title of Song or Skit:</b>	
<b>Patrol Leader's Name:</b>	
<b>Please give a short description:</b>	
<b>APPROVED BY:</b> _____ <b>(Expedition Staff Member)</b>	



## CLEAN UP DUTY – CHECK OUT FORM

**Company:** \_\_\_\_\_

**Campsite Cleanup Done? Yes:** \_\_\_\_\_ **No:** \_\_\_\_\_

**Checked By:** \_\_\_\_\_

**Fort Grounds Cleaned Up: Yes:** \_\_\_\_\_ **No:** \_\_\_\_\_

**Checked By:** \_\_\_\_\_

**Patches picked up. Yes:** \_\_\_\_\_ **No:** \_\_\_\_\_

**Do you still have everyone? Yes:** \_\_\_\_\_ **No:** \_\_\_\_\_

**Did you get lost in the wilderness? Yes:** \_\_\_\_\_ **No:** \_\_\_\_\_

# CORNHUSKER LEWIS & CLARK SHOOTING SPORTS CHALLENGE

## Participation and Hold-Harmless Agreement

Salt Valley District is conducting a shooting sports program. Scouts will be instructed on how to handle, maintain, and shoot a rifle safely, and be provided instruction to increase their shooting skills. Scouts will have range instruction in which they will fire a rifle safely under the supervision of a trained Range Safety Officer.

Scouts will be required to always wear eye protection and hearing protection while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk.

I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

1. Complete the training offered as part of the program.
2. Wear all safety gear while on the range, always.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s).
5. Do not handle any rifle until safely instructed to do so by the instructor(s).
6. Always follow the instructions of the Range Safety Officer(s).
7. Is a registered Scouts BSA, Venturer, or Sea Scout

Participant Signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/Guardian Signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/Guardian Printed Name \_\_\_\_\_ Date: \_\_\_\_\_

Home Phone \_\_\_\_\_ Cell Phone \_\_\_\_\_