



INFORMATION SHEET

For the Mercer Area District's

Radio Patrol Mystery Camporee

Camping: 5-7 October, Rosedale Park

Activities: 6 October, Washington Crossing State Park

For updated information, check <http://mad-bsa.org/fall2012/>

For more information please contact: Steffen Parratt at radiopatrol@mad-bsa.org

Summary: The themes of this camporee are orienteering, geocaching (GPS navigation), and amateur radio direction finding. The objective of each participating patrol will be to decode a secret message and solve *The Radio Patrol Mystery* using modern technology and traditional Scout skills. Each participating patrol will be given a unique secret message on Saturday morning. Each message will be encoded with a unique secret key that will not be given to the patrol until they have earned enough points by completing activity stations and/or a mystery course.

Part II of this document provides more information about required patrol equipment and about the activity stations and mystery courses, but because of the nature of this event, many details will not be revealed until the event.

The camporee is based in Rosedale Park from Friday night until Sunday morning, but we will be traveling to nearby Washington Crossing State Park for activities on Saturday. This event will take place rain or shine so be prepared for inclement weather. All Scouts are encouraged to wear their Full Field Uniform on Saturday.

Location: Camping will take place at Rosedale Park. For a map and directions see <http://maps.google.com/maps?q=Rosedale+Park,+Hopewell+Township,+NJ>.

On Saturday, the activity stations and Mystery Courses will take place at Washington Crossing State Park (WCSP). For a map and directions see <http://www.state.nj.us/dep/parksandforests/parks/washcros.html>.

Tour permits should cover travel to both parks.

Webelos Camping: Troops are encouraged to invite Webelos Scouts to camp with them for the weekend. Webelos Scouts will be able to participate in nearly all of the Boy activity stations. Webelos Scouts may go on a Mystery Courses with a Webelos Patrol, but not with a Boy Scout Patrol. See Part II for more details.

Webelos Scouts must register and camp with a Boy Scout Troop. This is a great opportunity to introduce Webelos to your Troop and for the Webelos to have the opportunity to see what Boy Scouting is all about. A parent or guardian must accompany all Webelos Scouts. Webelos and their parent/guardian are to register with the Troop they are attending with and NOT through their Pack's registration.

Registration: Registration Forms are at <http://mad-bsa.org/fall2012/>. The early fee rate is \$20 for each participant: Boy Scout, Webelos Scout, or Adult. The late fee rate is \$30 per participant.

The late fee rate goes into effect on Friday 14 September 2012 at 5PM. A \$10 refund for a participant who drops out can be obtained before that time. No refunds will be given after Friday 14 September 2012, but substitutions are permitted. Registration for the event closes at 5:00 PM on Friday 28 September 2012. Everyone registered in advance will receive a patch made especially for this event.

The Returned Check Policy of the Central New Jersey Council (CNJC) is at: <http://www.cnjcsouting.org/about/returned-check-policy/>.

Note that CNJC will not accept credit-card payments for less than \$20.

Buddy System: Neither Rosedale Park nor WCSP will be closed to the general public during our event. Therefore, non-Scouts may be present and the Buddy System MUST be enforced at all times.

Prohibited Items: The following items are strictly prohibited: real or toy firearms; sling shots; B-B guns; bows and arrows; "paint ball" guns; crossbows; real or toy throwing or stabbing weapons (except for pocket knives) or items which could be used as such; explosives; sheath knives; fireworks; model rockets; alcoholic beverages; narcotics; hazardous materials. Scouts will not be allowed to bring electronic entertainment devices such as: gameboys, CD players, Mpeg players, radios and tape players.

ROSEDALE PARK

Check-in: Scout Troops may arrive no earlier than 5:00 pm on Friday. When units enter the park an adult Scout representative will greet them. You will be escorted to your site with your vehicle for unloading and trailer drop off. Check in will be at the campsite. Only the Scoutmaster and the Senior Patrol Leader, or the leaders acting in their capacity, can check-in their unit. At check-in the leaders should have their tour permit available along with a roster of Scouts and adults attending.

Parking: Units may park trailers at their Rosedale campsite with the hitch of the trailer facing the road. All vehicles must park along the tree line by the dumpsters and Porta-Johns. No parking of any vehicles is allowed in the split rail fence parking lot.

Campsite: Troops will be camping on flat to slightly sloping mowed grass. Access to the campsites is via paved roads. No vehicles will be allowed at campsite and trailers staying in campsites must not block the road when parked and must have the trailer hitch facing the road. The campsites are large enough to accommodate dining flies and shelters. Each campsite must be identified with a Troop banner, sign or gateway. Propane and liquid fuel stoves are allowed.

Water: At Rosedale Park there is a potable water spigot at the rear of the first red roof pavilion. Bring with you water jugs to transport your water to your campsite.

Rest Rooms: Porta-Johns will be available at Rosedale Park. Flush toilets in the Rosedale Park Bathroom Building are for Adults only.

Campfires: All campfires at Rosedale Park must be in raised half barrels or copper fire pits. Do not dump the campfire ashes on the ground. They must be totally out and cool to the hand so that ashes can be disposed in the dumpster.

Site Inspections: Sites will be inspected for such things as, cleanliness, adherence to leave-no-trace principles, use of patrol method, health, sanitation, and fire safety.

Dutch Oven Cook-off: Each Patrol/Troop may participate in the Dutch Oven Dessert Cook-off. At least ONE portion of the dessert must be brought to the headquarters at 6:00 PM on Saturday for judging. Each entry must be marked with your Troop number and patrol name. The desserts will be judged based on taste, appearance, and presentation. Participants may not be present during the judging. All cooking will be done at Rosedale Park.

Campfire and Awards Ceremony: Every Troop should come prepared with a skit or song and a cheer to contribute to the campfire. Winners of the Radio Patrol Mystery Course (at each level) and the Dutch oven cook-off will be honored, in addition to the troop with the highest campsite inspection score.

Check-Out: Troops may stay no later than 10:00 AM on Sunday. All campsites will be inspected prior to check out. Each Troop must send a representative to the headquarters tent when they are ready for inspection. Once inspected, units will be checked out and given their patches. There is no closing ceremony on Sunday morning.

WASHINGTON CROSSING STATE PARK

Travel To WCSP On Saturday: Each Troop will be responsible for shuttling their attendees to and from WCSP on Saturday. All Scouts and adults do not need to go to WCSP, nor do they need to stay at WCSP for the entire day. There will be a few staff members at Rosedale Park all day. Even if your troop has some adults remaining behind at Rosedale Park on Saturday, please do not leave valuable items at your campsite.

The tentative schedule on page 6 shows suggested travel from Rosedale from 8:00 AM - 9:00 AM and travel back to Rosedale from 4:00 PM - 5:00 PM. Troops can schedule their travel as they see fit, but need to make sure that Scouts arrive on time for any appointments such as the assigned time for a patrol to start a mystery course.

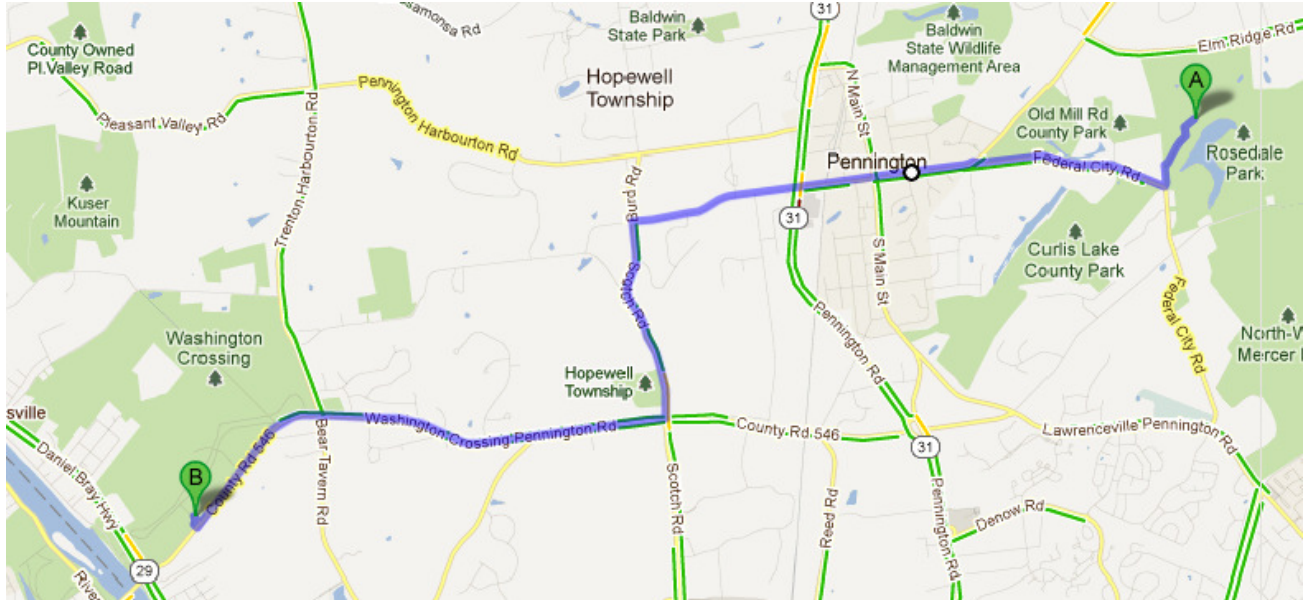
Parking At WCSP: At WCSP parking and activities will be around Knox Grove. Please see the maps on page 5 for a route to WCSP and the location of Knox Grove. There will be signs and volunteers on hand to assist with parking and to give directions to the activities. Parking at WCSP is limited, so please carpool.

Food At WCSP: There will be no food service at WCSP on Saturday. Scouts and adults should pack a lunch and water, along with sunscreen and appropriate clothing.

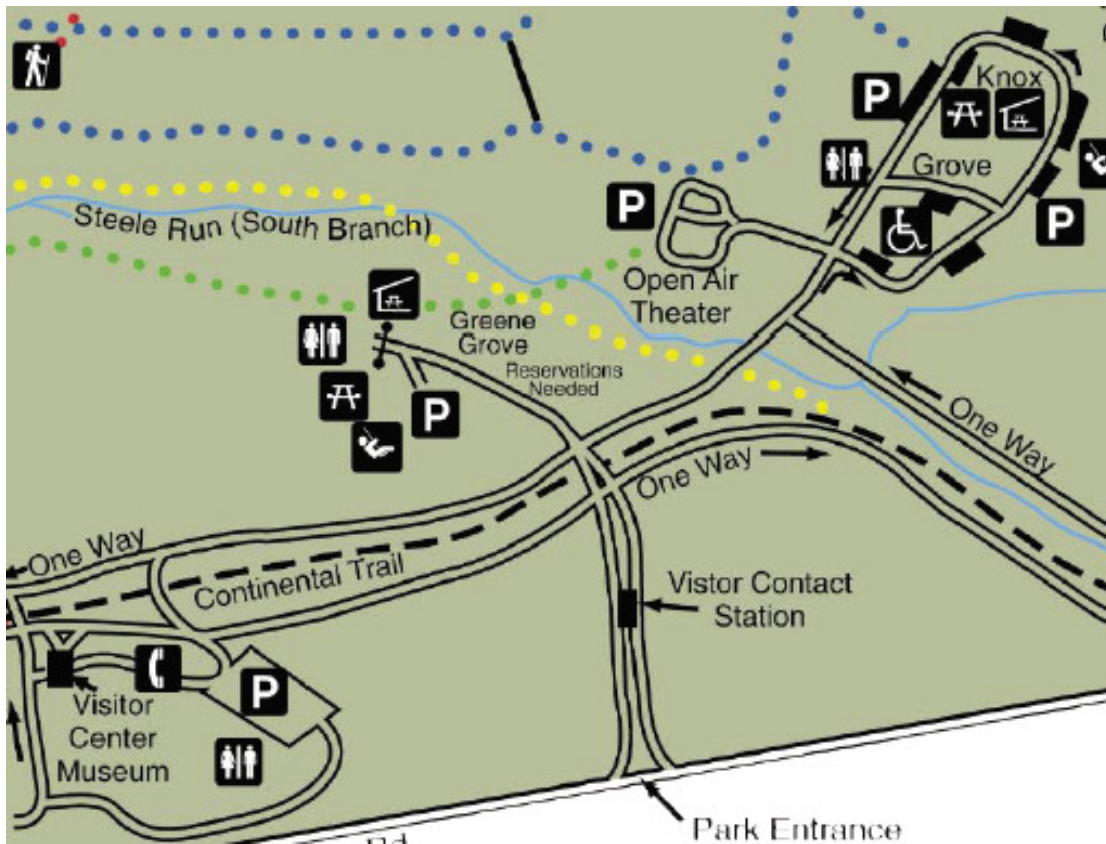
Water At WCSP: More information will be given later about water at WCSP. Please plan to bring some water with you from Rosedale Park.

Rest Rooms At WCSP: Porta-Johns will be available at WCSP.

Washington Crossing State Park and Rosedale Park



Knox Grove at Washington Crossing State Park



Tentative 2012 Radio Patrol Mystery Camporee Schedule
(AN OFFICIAL SCHEDULE WILL BE ISSUED AT CHECK IN)

FRIDAY, October 5th

5:00 – 9:30 PM Registration & Camp Set up
8:30 – 9:15 PM *The Radio Patrol Mystery* video @ Covered Pavilion
9:30 PM Leader’s Meeting (SM, SPL & Station POC) @ Covered Pavilion
11:00 PM Taps – Quiet in camp

SATURDAY, October 6th

7:00 AM Reveille
8:00 AM - 9:00 AM Carpool to Washington Crossing State Park
9:00 AM - 3:00 PM Activities Stations and Mystery Courses
9:00 AM - 4:00 PM Mystery solutions can be turned in at WCSP
4:00 PM Deadline for patrols to earn their Secret Key
4:00 PM - 5:00 PM Carpool back to Rosedale Park
4:00 PM - 6:00 PM Mystery solutions can be turned in at Pavilion
6:00 PM Deadline for all mystery solutions
6:00 PM Dutch Oven Submissions due at the Pavilion
7:00 PM Catholic Church Services at Pavilion
7:30 PM Non Denominational Service at Pavilion
8:30 PM Campfire Ceremony & Awards – Lower Field Below the
 Pavilions (Bring Camp Chairs)
11:00 PM Taps – Quiet in Camp

SUNDAY, October 7th

7:00 AM Reveille
8:00 – 9:00 AM Break Camp & Prepare for checkout
8:30 – 10:00 AM Site Inspection, Check Out and patch distribution

Part II: Patrol Information

Patrol Objective: The objective of each participating patrol will be to decode a secret message and solve *The Radio Patrol Mystery* using modern technology and traditional Scout skills. Each participating patrol will be given a unique secret message on Saturday morning. Each message will be encoded with a unique secret key that will not be given to the patrol until they have earned enough points by completing activity stations and/or a mystery course.

The exact points awarded for the completing a station or course will be provided to each patrol at the camporee along with the minimum number of points required to earn a secret key. Tentatively nine points will be the minimum required.

Tentatively each regular activity station will be worth one point. All the regular stations are pass-fail -- the only requirement is showing proper Scout Spirit, which is acting according to the Scout Oath and Scout Law. Tentatively mystery courses will worth up to twelve points depending on the level of the course and the number of checkpoints found. Note that finding no checkpoints will earn zero points.

Patrols will have until 4:00 PM to earn their secret key. After earning their key, each patrol will need to decode their secret message and solve the mystery. Patrols will have until 6:00 PM to turn in their solutions.

Required Patrol Equipment For All Patrols: All patrols participating in the camporee need to bring a Morse code table that includes at least all the letters and numbers. Actually knowing the Morse code is not required, but is recommended, because it can be a significant time saver.

Cell Phone Required For All Patrols On Mystery Courses: All patrols participating on a mystery course need to bring a fully charged cell phone. This phone is not to be used except for emergency purposes (to conserve battery life). Patrols will need to register their cell phone number(s) at the Mystery Course Headquarters at WCSP before going on a course. Each patrol will be also given phone numbers to contact Headquarters. When on a course, phones should be turned on, but set to vibrate or quiet mode. These phones must not be used on a course as a GPS device.

Regular Activity Stations: Some of the regular activity stations that we expect to be in operation at the camporee include tomahawk throwing, knot tying, signaling with sound, signaling with flags, and some special stations related to solving mysteries and code breaking. Because of the nature of this event, prior to the camporee youth participants will not know the details of many of the stations. There will also be stations for amateur radio, geocaching, and radio fox hunting so that patrols without their own equipment will be able to receive instructions and to practice some basic techniques.

Webelos Scouts may participate in all the regular stations. At the more challenging stations, Webelos Scouts may be given a slightly less difficult task than Boy Scouts. Webelos Scouts may receive adult help, but adults should refrain from helping the Webelos Scouts unless when clearly necessary.

Mystery Courses: There will be four Mystery Course levels:

Level 1: orienteering.

Level 2: Level 1 plus GPS navigation.

Level 3: Level 2 plus amateur radio direction finding (ARDF).

Level 4: Level 3 plus amateur radio transmitting (amateur radio license required).

Each Mystery Course will be about 6 km in length and have about the same number of checkpoints, but each level will be more difficult and time consuming.

Patrols will need to bring the following equipment to participate:

Levels 1-4compass.

Levels 2-4 ...GPS device or GPS-enabled smartphone.

Levels 3-4 ...directional antenna.

Level 3amateur radio 2m / 70cm receiver or transceiver.

Level 4amateur radio 2m / 70cm transceiver & a licensed radio operator.

Boy Scout Patrols On A Mystery Course: A Boy Scout patrol on a Mystery Course must consist of 4-8 Boy Scouts. No Webelos Scouts will be permitted with a Boy Scout patrol on a Mystery Course. No adults will be permitted with a Boy Scout patrol on a Mystery Course except for the special circumstances described in the section *Obtaining A Handheld Transceiver*.

Webelos Scout Patrols On A Mystery Course: A Webelos Scout patrol on a Mystery Course can be any size, but it is recommended to consist of 2-4 Webelos Scouts plus adults. Each Webelos Scout in the patrol must have an adult partner with him. Adults are permitted to help the Webelos Scouts, but should let the boys do as much as possible on their own.

Mystery Course Maps And Checkpoints: Each patrol will be issued a Course Map and Course Card for their course. The Course Card will list every checkpoint (orienteering, GPS navigation, or ARDF) on their course and the unique number of each checkpoint. Only the orienteering checkpoints will appear on the map, but in the field each Mystery Course checkpoint will be clearly marked with a standard 12-inch orienteering flag. Attached to each flag will be the checkpoint number and a hand punch with a unique hole pattern. There will be no hidden caches or transmitters. As a patrol follows their Mystery Course, at each checkpoint they will punch the appropriate space on their Course Card.

Equipment For All Levels: Each patrol on a mystery course will need to bring a magnetic compass. A clipboard, pencil, and ruler may also be helpful.

Additional Equipment For Level 2 – GPS Navigation: For Level 2 and above, a patrol will need someone with a dedicated GPS device or a GPS-enabled smartphone. Basic GPS-enabled devices are now very inexpensive and require no phone contract, but please check the features before buying one.

Additional Equipment For Level 3 – Amateur Radio Direction Finding: The key piece of amateur radio equipment for Levels 3 and 4 is the directional antenna. You cannot purchase one of these. Someone in your patrol may have built one over the summer, or you can build your own. The Mercer Area District has run a number of Antenna Building Workshops this summer where Scouts assembled antennas from inexpensive kits. See the Radio Patrol website <http://mad-bsa.org/fall2012/> for instructions on building an antenna.

In order to do a Level 3 course, you will also need a 2-meter receiver. For close up ARDF, your receiver should also be capable of receiving at the third harmonic of the transmitter in the 70-cm band. Unless you already own one, it may be easier and more cost effective to get a handheld transceiver (HT) and just not use the transmit feature. There are many inexpensive new and used HT's now available. You may even be able to borrow one. See the section below *Obtaining A Handheld Transceiver*.

Additional Equipment For Level 4 – Amateur Radio Transmitting: In order to do a Level 4 course, you will need a 2-meter HT, which as mentioned above should have a 70-cm capability. Transmitting on an amateur radio requires the presence of a licensed amateur radio operator. See the following section.

Obtaining A Handheld Transceiver: If you already have an HT or are about to purchase one, you can certainly use it for a Mystery Course. If you are a Scout with an amateur radio license and you have a directional antenna, you may be eligible to purchase an HT at a great discount through a special offer. See the Radio Patrol website <http://mad-bsa.org/fall2012/> .

There will be a limited number of HT's available at the Mystery Course Headquarters to loan to patrols. They will need to be reserved in advance. More information will be supplied to patrols that register for a Level 3 or 4 Mystery Course.

It may also be possible to borrow an HT from a local amateur radio operator. The Delaware Valley Radio Association and other clubs are providing support for this event and are enthusiastic about getting more Scouts involved in amateur radio.

Because of the many features in a modern HT, however, you will need to familiarize yourself with the unit before going on the course, preferably before the event. If you do have problems with your HT while on a course, you can use your emergency cell phone to contact the Mystery Course Headquarters for assistance.

As a last resort, it may be necessary for the owner of a borrowed HT to go along with the patrol to provide technical support in case of problems.

An owner accompanying a patrol will only be permitted to provide assistance regarding the operation and repair of their radio and, in the case of transmissions, regarding general amateur radio operating practices. An owner will NOT be permitted to point out checkpoints, to give advice on navigation, to give advice on routes, or otherwise assist the Scouts. Unless needed for a permitted application, an owner should remain behind the patrol as the Scouts move along their course.