

# Expedition Endview – 1853

All the activities for the Expedition are based on activities and skills an outdoorsman from the 1850's would have used. The activities have been designed to test the units skills, knowledge, and to be great fun. Plus, the participants will be able to earn frontier dollars based on their ability to perform the various challenges. The more money a troop earns the higher they will be ranked. The events may be modified depending on weather.

## Competitions – Unit Based Points Award System

- 1. *Three Tier 1853 Communication Relay Race***- See Communication Relay Sheet
  - Steeple Chase Dispatch- Sprint/Run. More money for speed and accuracy of message
  - Semaphore Message- See Semaphore sheet
  - Morse Code Message- See Morse Code sheet
- 2. *Defending the Village Tomahawk Throw***- Everyone gets to throw. Troop will then select their top 3 throwers for points.
- 3. *Frontier Cooking***- See Frontier Cooking Sheet
- 4. *Stalking – Animal Track Identification***- The more correct tracks the more money
- 5. *Know your Woods – Plant Identification***- The more plants the more money. Bonus points for some lesser known plants
- 6. *Cartography – Laying it Out for Others***- See Cartography sheet
- 7. *Bonus – Living the Life***- Campsites will be visited to see how time period appropriate their campsites are. (Hints: Gateways are a good idea, visible electronics aren't. Propane lanterns are good, and charcoal or wood fired cooking are your best bet. Nylon tents are ok, don't want everyone running out to buy period appropriate tents, but nylon folding chairs should be put away for the visitation time period. Visitations will occur from mid-morning, not during lunch, till mid-afternoon)

## Demonstrations

- *Cooking*
- *Reenactors*
- *Surveying*
- *Wood Working*
- *Frontier Games*
- *Blacksmithing*
- *Plantation House Tour – must preregister*

At night, there will be a campfire full of songs, skits, jokes, tall tales and lots of fun. Units or individuals are encouraged to perform a song, skit, jokes, etc. at the evening campfire.

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## **Communications Relay Race**

This race will be broken up into 3 different sections.

The first is the steeple chase. This will be a sprint/run that will require a Scout to remember a message and relay it to another Scout. Only one Scout will be needed for this part of the race. Money will be given based on how quickly and accurately the message is delivered.

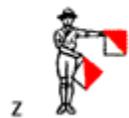
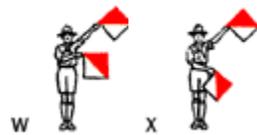
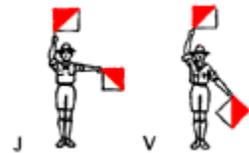
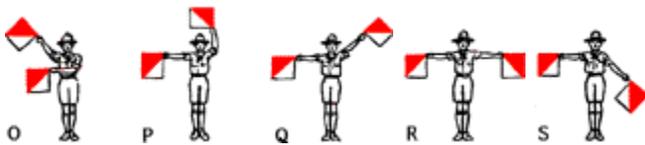
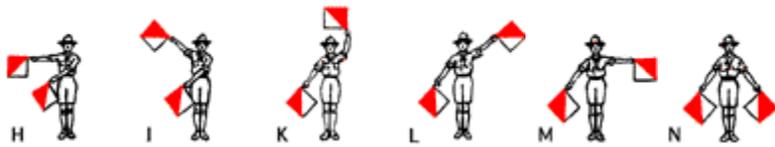
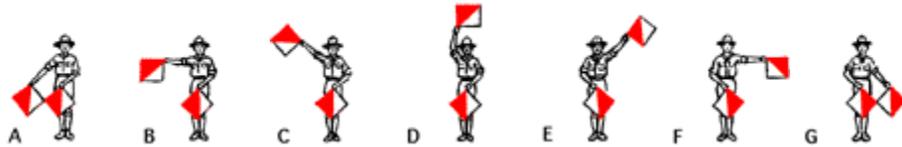
The second part is semaphore based. The first thing the troop must do is to build a 3 foot square platform 3 feet off the ground. Troops will need to provide their own materials to build the platform. Then one Scout will need to stand on the platform and send a message via semaphore to another Scout, who will write it down. Money will be given based on how quickly and well built the platform is and on accurately and quickly the message is sent and received.

The third section of this event will require 2 Scouts. One will send a message, via Morse Code to another Scout. Money will be awarded based on how quickly and accurately the message is delivered.

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## Semaphore

Scouts should use this guide for sending the message. They may have a copy with them. (A Scout is prepared!)



# Expedition Endview – 1853

## Morse Code

Scouts should use this guide for sending the message. They may have a copy with them. (A Scout is prepared!)

### The alphabet

.- A	--. G	-- M	... S	-.-- Y
-... B	.... H	-. N	- T	--.. Z
-.-. C	.. I	--- O	..- U	
-.. D	.--- J	..-. P	...- V	
. E	-.- K	---. Q	.-. W	
... F	... L	.. R	...- X	

### Numbers

.---- 1	-..... 6
..--- 2	--.... 7
...-- 3	---.. 8
....- 4	----. 9
..... 5	----- 0

### Punctuation marks

Point (.)	.-.-.-	(AAA)
Comma (,)	--..--	(MIM)
Question-mark (?)	..--..	(IMI)
Colon (:)	---...	(OS)
Hyphen (-)	-.....-	(BA)
At-sign (@)	.-.-.-.	(AC)
Error	.....	

<http://learnmorsecode.info/> is a good resource to prep.

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## Frontier Cooking

Troops will be able to send up to 4 Scouts to work on this activity. The Scouts will only be able to use period appropriate cooking utensils and food stuffs. All food and utensils must be provided by the troop. (No propane or charcoal. Only wood fires) The cooking area will open at 1:30 and judging will be at 4:15. Troops are not required to be in attendance the entire time but must be present at 4:15 to provide their meals to the judges.

The Scouts are tasked with providing one frontier meal for 4 people. The can bring the following ingredients.

Pork or slab bacon or beef (or mixture)  
Flour or bread, or corn meal (or mixture)  
peas or beans or rice (or mixture)  
Sugar  
Vinegar  
Salt  
Potatoes  
Onions  
Pickled onions  
Sauerkraut  
Molasses  
Dried apples

The meals will be judge on tastiness and presentation. Don't forget its 1853!!

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## Cartography

This event is all about producing a map that is a good representation of the selected area. Troops may send up to 3 Scouts to work as a team on this event. The more accurate their final sketch the more money they will earn.

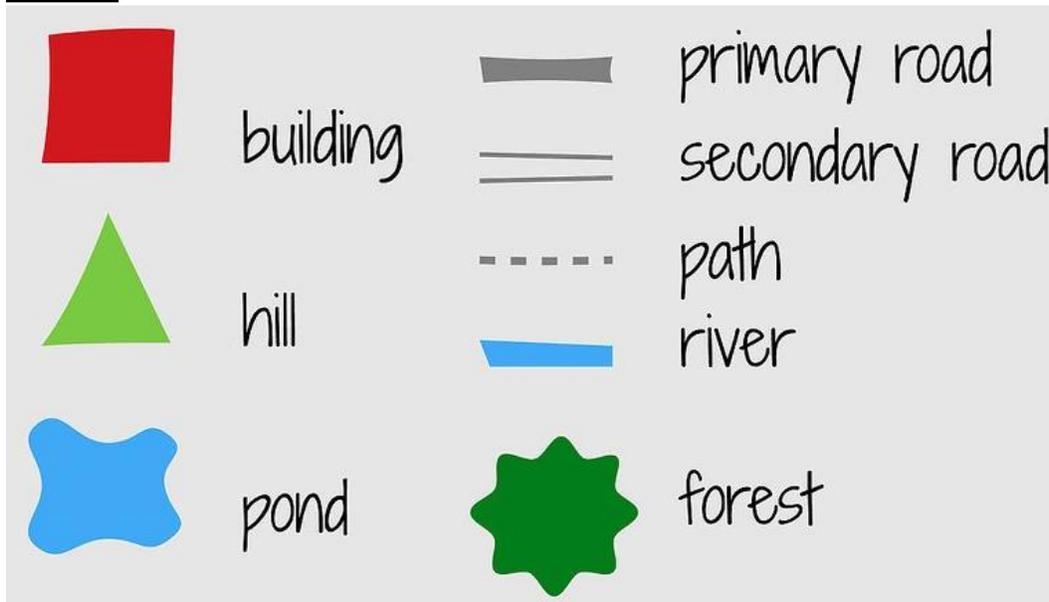
Cartography, the art and science of graphically representing a geographical area, usually on a flat surface such as a map or chart. This is not to be confused with a Survey Plat which shows property features with bearings and distance.

Map Making – Simple Planimetric Map. A planimetric map is drawn to scale with the objects in the correct positions, but shows no indication of height. Imagine it like flying over the area and taking a photo. If you look at the photo, you can see where everything is in relation to each other, but because it is 2D, you can't see how high up things are.

### STEP 1:

**Decide on a scale.** Wide area maps usually use 1:50 (1 inch = 50 feet) or even bigger. Remember that you need to say what the scale is on your map so others can read it correctly.

### STEP 2:



**Decide on a key.** Having a key makes it easier to put stuff on your map, without having to draw it out in miniature. Some usual symbols include blue lines for rivers, squares for buildings, triangles for hills and mountains, etc.

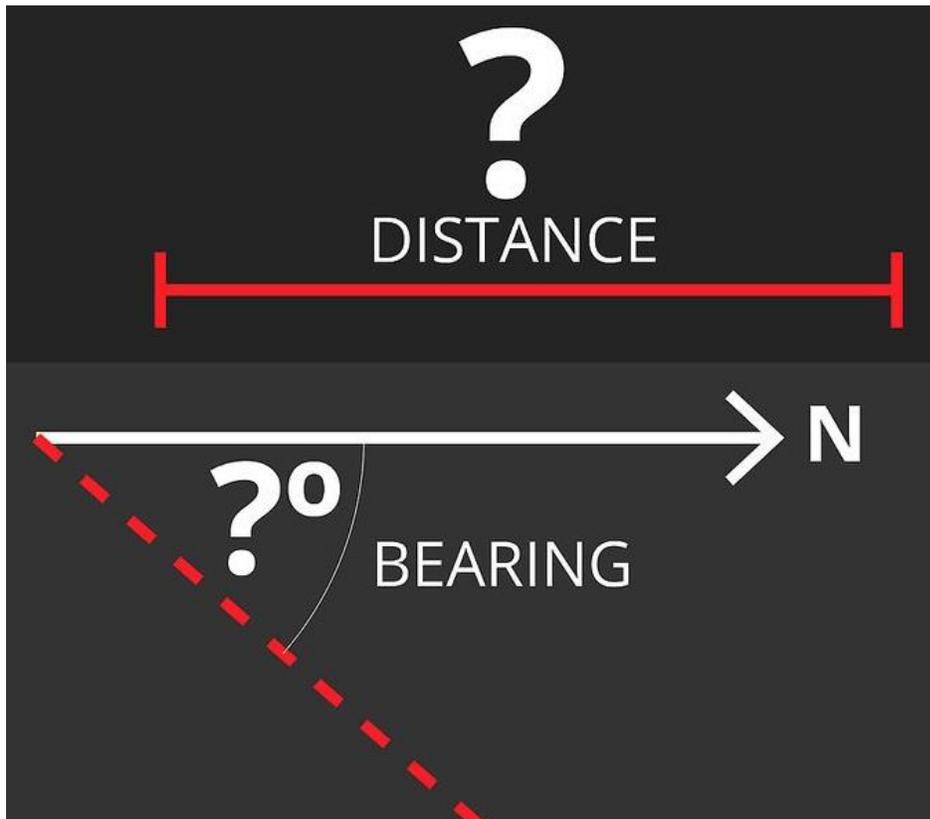
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## Cartography

### STEP 3:

**Pick a reference point.** As everything is drawn to scale, you need to pick a reference point (usually the middle of the map, or a prominent feature). Imagine it like plotting a graph, you have to have an origin so that you know where the points are meant to go.

### STEP 4:



**Decide which objects you want on your map.** For each object, you need to know it's distance from the reference point and it's simple compass bearing.

### STEP 5:

**Decide which direction on your map is North.** Draw a little compass on the map to show which way it is.

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## Cartography

### **STEP 6:**

**Use your scale to convert the real-life distances into map distances.** Say you have an object 100 feet away from your reference spot, and your scale is 1:50. 1 inch = 50 feet, so the object should be 2 inches away on the map.

### **STEP 7:**

**Start drawing the objects onto the map.** Say you have an object 200 feet away from your reference spot at a bearing of 255 degrees, and your scale is 1:50. Using the scale, it should be 4 inches away from the reference point. As the bearing is 255 degrees, it should be at an angle of 255 degrees *clockwise* from the North direction (usually towards the top of the map). You may wish to draw a faint pencil line from the reference point towards North. Measure the angles from this line.

**The following page is the sketch sheet that the Scout will be provided with for the event.**



*Expedition Endview*  
*Survey Crew*

