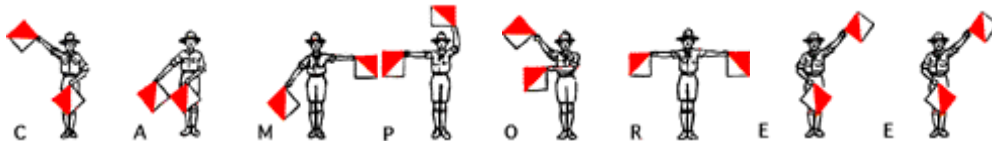
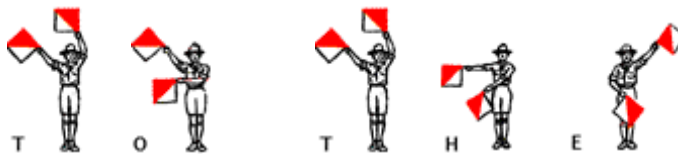
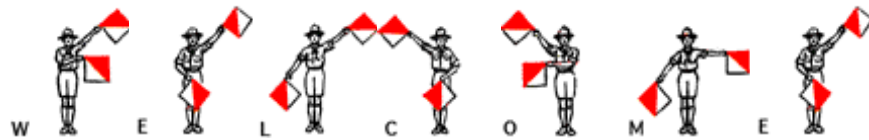


# Cuyahoga Valley District



Held in the Meadows of the  
Brecksville Reservation

September 14, 15, 16 - 2007

## **ATTENTION SCOUTS:**

The Cuyahoga Valley District has planned a Fall Camporee to be held Friday, Saturday, and Sunday September 14-16, 2007, at the Meadows in the Cleveland Metro Parks, Brecksville Reservation. The following pages will give you the basic information you and your fellow Scouts will need to help get you started. Your Scoutmaster will keep you up-to-date on further developments.

**Just what is a Camporee?** Well, it's like this. The Camporee is a fun-filled activity that will challenge your Scouting skills. This year the theme is Cuyahoga Valley Communication Camporee (CVCC). Patrols may build gateways that are indicative of any form of communication (semaphores, communications towers, etc.). From your base your Communication Operatives (Scouts) will have several challenges using various forms of communication for fun and learning. At each challenge, your team will be confronted with a problem requiring a Scout skill to solve. There is even blind obstacle course to navigate along with building a travois to race.

## **HERE'S HOW IT WORKS:**

1. Patrols enter by sending in one copy of the enclosed roster sheets with names of your patrol members.
2. Pre-registration fee is \$7.00 per attendee (include Adults, SPL and ASPL). Pre-registration is before September 1, 2007. After the 1<sup>st</sup>, the fee will be \$8.00 per attendee (including adults, SPL and ASPL).
3. Brush up on your Scout skills.

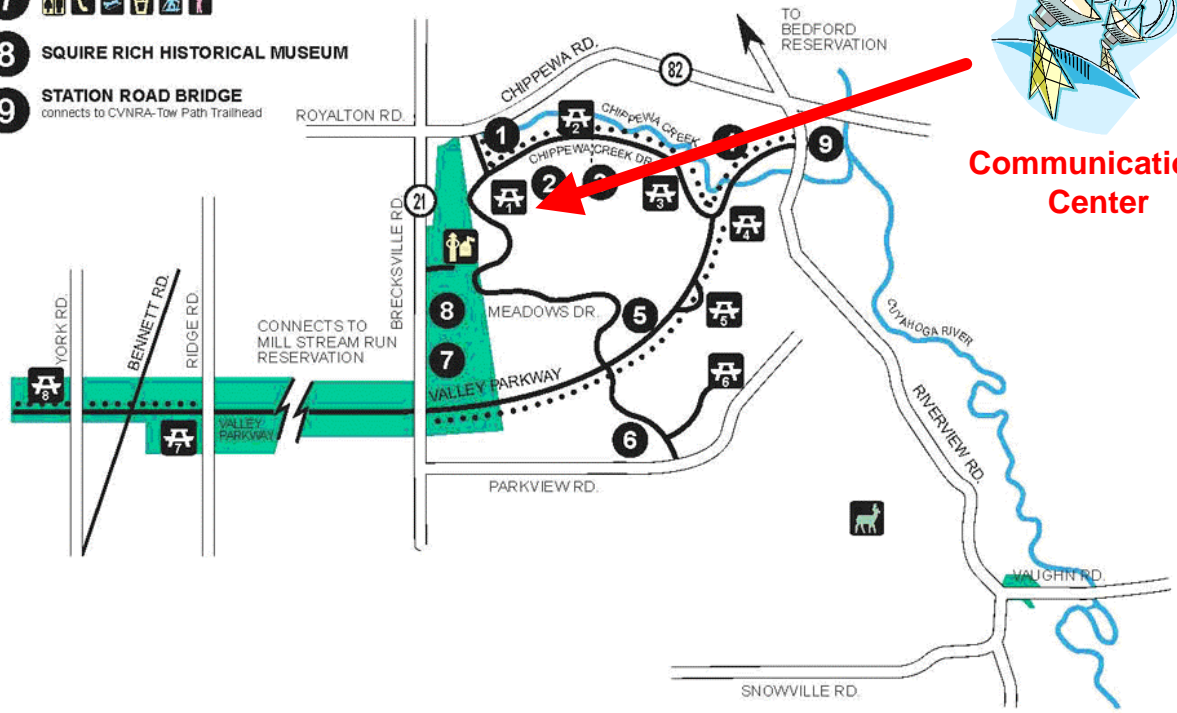
When the patrols have entered, you will register your Communication Operatives and have your equipment checked for readiness at Communications Center (headquarters). All challenges will start at the same time on Saturday. Before the challenges begin, your Senior Communications Officer (SPL) will be given a secret scroll to send your team in the right direction with their instructions for the day. When you have completed your assignments, your Senior Communications Officer will appear before BSCC (headquarters), and have your assignment scores tallied. Scoring will be based on the number of points earned on each assignment.

**Don't forget**---if your Communication Operatives are to take part, fill out the enclosed roster and mail it in right away!! The **deadline** for pre-registration is **September 1, 2007**.

See you and your Operatives on the 14th of September, 2007!

The Meadows is located east of Rt. 21 and south of Route 82 in the Brecksville Reservation of the Cleveland Metro Parks. On the map below, you can not see the road to the Meadows picnic area. It's a little short road next to the ball field. The Communications Center is located down that road to the Meadows field.

- |   |  |   |
|---|--|---|
| <ul style="list-style-type: none"> <li>1 CHIPPEWA CREEK GORGE SCENIC OVERLOOK</li> <li>2 HARRIET KEELER MEMORIAL WOODS<br/><small>Tall Grass Prairie</small></li> <li>3 BRECKSVILLE NATURE CENTER</li> <li>4 CHIPPEWA FORD FIELD</li> <li>5 DEER LICK CAVE</li> <li>6 BRECKSVILLE STABLES</li> <li>7 SLEEPY HOLLOW GOLF COURSE</li> <li>8 SQUIRE RICH HISTORICAL MUSEUM</li> <li>9 STATION ROAD BRIDGE<br/><small>connects to CVNRA-Tow Path Trailhead</small></li> </ul> | <ul style="list-style-type: none"> <li>1 MEADOWS PICNIC AREA</li> <li>2 HARRIET KEELER MEMORIAL PICNIC AREA</li> <li>3 CHIPPEWA PICNIC AREA<br/><small>no restrooms</small></li> <li>4 PLATEAU PICNIC AREA</li> <li>5 OAK GROVE PICNIC AREA</li> </ul> | <ul style="list-style-type: none"> <li>6 OTTAWA POINT RESERVED PICNIC AREA</li> <li>7 STUHR WOODS PICNIC AREA</li> <li>8 YORK ROAD PICNIC AREA</li> </ul> <p><small>All numbered picnic areas include grills, parking and restrooms unless otherwise noted.</small></p> |
|---|--|---|



**CUYAHOGA VALLEY DISTRICT  
CAMPOREE**

**PATROL ROSTER**

**SUBMIT ONE COPY PER PATROL BY September 1, 2007 TO:**

Greater Cleveland Council  
Boy Scouts of America  
2241 Woodland Ave.  
Cleveland, Ohio 44115  
Attn: Ryan Shoemaker.

**PLEASE KEEP ONE COPY FOR USE UPON CHECK-IN AT THE CAMPOREE.**

TROOP # \_\_\_\_\_ PATROL NAME: \_\_\_\_\_

ROSTER OF PATROL MEMBERS:

PATROL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

ASST. PTL LEADER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

MEMBER: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

**Participants:**

**\$ 7.00 X \_\_\_\_\_ (number participating including adults) = \$ \_\_\_\_\_**

**\$ 8.00 X \_\_\_\_\_ (if after September 1, 2007)**

**Patch only:**

**\$ 1.50 X \_\_\_\_\_ (number of patches) = \$ \_\_\_\_\_**

**GRAND TOTAL: \$ \_\_\_\_\_**

**Cuyahoga Valley Districts Camporee  
Brecksville Metro Park Meadows Area  
September 14, 15, 16 - 2007**

**GENERAL INSTRUCTIONS**

1. The basic rules for this encampment are the Scout Oath and Scout Law. If you have received an orange colored pamphlet entitled "Beaumont Scout Reservation-Year Round Guide" issued by Headquarters, please review the regulations pertaining to Scout camping. Specifically, but not all-inclusive, please note items 3, 5, 6, 7, 8, 9, 10, 19, 25, 27, 28, and 31.
2. There will be an enclosed restroom within a short walk from the main campsite. Please instruct your Scouts to keep it clean. Patrols should plan to bring their own toilet paper and disinfectant soap.
3. A city water tap is available. However, if you can bring water it is highly recommended. Please bring water carriers with Unit number marked on them. There will be NO personal washing or washing of dishes at the water tap.
4. Unit (troop) campsite gateways will be judged, but INDIVIDUALLY from the patrol activity scores. SEE INCLUDED SHEET.
5. Cars and trucks will not be permitted beyond the parking lot curbs. If the weather and ground conditions permit, you may be able to transport your trailers (by manpower) to the rear of your campsite. Before doing so, you must verify permission with the Communications Center. You may unload your equipment upon arriving at any location available. PLEASE BE BRIEF AND COMPLETE IT QUICKLY to avoid a traffic jam. You may park your vehicles in any of the designated parking areas, EXCEPT in the row adjacent to the campsites. Please be attentive to this. We dislike having to have your vehicles towed away.
6. Each Troop will be responsible for its own first aid and medical problems. H.Q. will assist with directions and transportation to doctors and hospitals and will have a small amount of minor first aid equipment. We cannot be responsible for treatment. However, for insurance purposes, the Communications Center must be informed of any and all injuries for the record.
7. No ditching around tents will be permitted.

8. No fire pits or fires may be laid upon the ground. All fires must be above ground on approved equipment. Propane stoves may be used. Ashes and unburned wood must be cleaned up and disposed of. Gasoline stoves and/or lanterns must be used only with specific adult supervision. **NO FIREWOOD MAY BE BROUGHT INTO THE PARK. The park will supply firewood if available. (Ash Borer issue)**
9. Put all garbage and trash into plastic bag that troop will provide. MetroPark personnel will allot a designated area for pickup. DO NOT burn any plastic or garbage.
10. Sheath knives are PROHIBITED. Axes are not allowed to be carried except for use at skill events and they must be properly sheathed.
11. No pits may be dug for refrigeration, garbage, or dishwasher disposal.
12. The Camporee will be conducted on a PATROL Basis. Emphasize this and plan accordingly. Patrol sites will be JUDGED (see point scale in this booklet).
13. Park rules expressly forbid taking any vegetation from its original location, regardless of whether it's alive, dead, standing, or fallen.
14. Webelos will not be able to take part in any of the events of the Camporee, except as observers. After the Boy Scouts have completed the event the judge may permit Webelos to attempt the event if time permits and if the event is permitted by BSA rules. Webelos may camp overnight in the confines of their Troop site either Friday or Saturday nights. Cub Scout attending for daytime observation will not be charged a fee nor will they receive a patch, but they must be registered with Council.
15. The fee for Adults and Scouts will be \$7.00 (if before September 1, 2007) each, payable at registration. Extra patches may be for sale depending on quantity available.
16. Headquarters Staff will patrol the area after taps, and any Patrol (or Troop), which does not observe reasonable quiet and minimum lights, may be asked to leave. Park Rangers will also be patrolling the area throughout the weekend.
17. No flames of any kind will be permitted in the tents at any time. NO food should be kept in tents or packs, as it will invite raids by raccoons and skunks.
18. Ribbons will be awarded to every participating Patrol, based on its overall score. The top three Patrols will receive prizes.
19. Police your campsite thoroughly before requesting checkout from Headquarters. No unit may leave the Camporee nor receive its patches until checked out by H.Q. personnel. Scout campers always leave an area in better condition than they found it. Please help us to remain welcome in the Park.
20. Patrols competing in the various contests should be NATURAL PATROLS wherever possible. JR. Leader (except Jr. Assistant Scoutmasters) MAY COMPETE with Patrol, but there must not be more than two Jr. Leaders in any one Patrol.

21. EACH AND EVERY TROOP MUST PROVIDE AT LEAST TWO PEOPLE PER PARTICIPATING PATROL WHO ARE AT LEAST 18 TO HELP JUDGE AT THE CONTESTS.

22. Every Patrol will need a Patrol Flag, which is relatively weatherproof and permanent. About 12 x 18 inches is a good size. The flag is to be displayed at the patrol site. **THIS FLAG WILL BE USED FOR ONE OF THE ASSIGNMENTS. A PENALTY WILL BE ASSESSED FOR THOSE PATROLS WHO DO NOT HAVE A PATROL FLAG.**

23. An acceptable PATROL first kit should contain the following minimum:

Triangular bandage	Disinfectant
Adhesive tape	Band-Aids
Gauze pads	Matches (in waterproof container)
Needle	Baking soda (in waterproof container)
Gauze	Plastic gloves
Soap	Mouth to mouth breather

ALL TO BE IN A PROPERLY MARKED CONTAINER  
You may bring more if you wish.

## CAMPOREE SCHEDULE

### FRIDAY, September 14, 2007

4:00 – 9:00 PM Check-in, Troop Site assignments, Set-up camp  
9:30 PM Scoutmaster Cracker Barrel (HQ). At least one adult per troop.  
11:00 PM TAPS – All noise and bright lights to be gone by 11:00 PM.

### SATURDAY, September 15

7:30 AM **Reveille.**  
7:45 AM Assemble in front of Troop sites and prepare to post unit flags at District Gateway.  
7:50 AM TO THE COLORS ~ All Scouts come to attention and salute as the National Colors are raised  
8:00 – 9:30 AM **Breakfast and Clean up.**  
9:00 AM All event Judges arrive at your event area. Please be on time.  
9:30 – 12:00 PM CAMPOREE EVENT STATIONS OPEN (SEE NEXT PAGE)  
12:00 – 1:30 PM Lunch and Clean up.  
1:30 – 4:00 PM Afternoon Events.  
4:00 – 5:00 PM Patrol skit audition (Campfire area).  
5:15 PM Non-denominational religious services (area to be announced).  
5:30 – 7:30 PM Dinner and Clean up.  
7:30 PM Assemble in front of campsite for RETREAT (full uniform).  
8:00 PM CAMPOREE CAMPFIRE/AWARDS. (Each troop is requested to bring a Dutch Oven Dessert to share at the Campfire)  
10:00 PM Scoutmaster Cracker Barrel (HQ area).  
11:00 PM **TAPS**

### SUNDAY, May 15

7:30 AM **Reveille**  
7:45 AM ASSEMBLE for flag raising (See Saturday AM).  
7:50 AM TO THE COLORS (See Saturday AM).  
7:50 – 9:00 AM **Breakfast and clean up.**  
9:15 AM ASSEMBLE at Camporee Flagpole for Closing Ceremony.  
10:00 AM **Break camp and clean up area.**

**TROOPS MAY PREPARE FOR DEPARTURE PRIOR TO THE CLOSING CEREMONY.**

**ALL SITES MUST BE INSPECTED BY HQ PERSONNEL BEFORE DEPARTURE:** Please advise HQ when your unit is fully cleared of the area and ready for inspection. Patches will be distributed on your way out in exchange for your inspection slip approval.

Picture taking is encouraged for your future archives. If you know any media person—newspapers, TV, or similar – please invite them to come and take a look. We are sure that they will find it worth reporting. We all know only too well that Scouting is in need of favorable publicity.

## SUMMARY OF CHALLENGES

The following Challenges will be presented on Saturday:

- 1) Blind Man's Bluff (Sightless Communication)
- 2) Mystery Event (A Secret Code?)
- 3) How Not to Get Lost (GPS and Compass)
- 4) Flags Aflutter (Semaphore)
- 5) Flags of Our Patrols (Flag Raising)
- 6) Smoke Signals (Fire w/o matches)

On Saturday after the Assignments have been completed, will be the evening meal. For the Campfire, all troops are requested to prepare a Dutch Oven dessert to be shared at the campfire.

The challenges will start at 9:30 AM Saturday. Your Communication Operatives will spend 30 minutes at each challenge and will have 5 minutes to move to the next station. The Operatives **MUST STAY** at the assignment site until they hear the signal to move to the next site. See each challenge's instructions for any additional equipment requirements.

## SUMMARY OF SCORING

1. Saturday Patrol competition .....	600 points per patrol
2. Patrol Site inspection .....	100 points per patrol
3. Scavenger Hunt .....	100 points per patrol
3. Campfire Skit Audition .....	50 points per patrol
4. Patrol Flag .....	30 points per patrol

## TROOP GATEWAYS – COMMUNICATIONS THEME

Troop Gateways are an essential part of a colorful and grand Camporee. These should not exceed 16 feet in height nor use material larger than 4 inches in diameter. Components of the gateway must be held together with proper lashings. Mechanical fasteners, such as nails, are not to be used. Wood, if used, may be natural or milled lumber. The entrance width should accommodate 3 Scouts walking abreast. Maximum width is the width of your campsite. No gateway shall require Scouts to be more than 6 feet (6') above ground in the erection and/or construction of the gateway. (Violation of this restriction shall be cause of disqualification of gateway). A troop flag, banner, or other insignia must be in evidence on the gateway noting the troop number. Any other flags pennants, or insignia in good taste may be a part of the gateway. All material attached should be done with proper Scout lashing (no nails, please). All dug holes must be refilled and tamped upon removal of your gateway at the end of the Camporee. The scouts should do the construction – adults may supervise. In order to permit set- up time for campsites on Friday evening, it is permissible to complete the gateway on Saturday morning. Judging will commence about noon on Saturday. Remember, the theme of the Camporee is Communications. Judges will take into account your patrol's adherence to the theme.

PLEASE NOTE: Gateway scoring will **NOT** be part of the Patrol scoring. Instead we will have a separate category for troop gateway. There will be three prizes for troop gateways according to the judge's evaluation and scoring. The prizes will be awarded to the Troop Senior Patrol Leader at the closing ceremonies for his Troop or Patrol use, at his discretion.

## PATROL SITE JUDGING

PURPOSE: The purpose of judging Patrol campsites is two-fold:

1. To examine the site to be sure that the Patrol is using accepted standards for camp sanitation, safety, shelter, and food service.
2. To teach those Patrols that are deficient the proper methods so that they will have a good learning experience, and so that their future camping may be more rewarding.

### INSPECTION;

The inspection will be made by at least two qualified Scouters, and the included Check-list will be used.

So that Scoutmasters and junior Leaders may prepare their Patrols properly, and so that all judging will be done on the same basis, a set of the Judge's notes is included here.

The Senior Patrol Leader, Unit Leader or Assistant Unit Leader **WILL BE REQUIRED** to accompany the inspectors through the area.

The Patrol Sites must be separated and the Patrol Name in evidence. **SHARING OF EQUIPMENT WITH ANOTHER PATROL (except for food storage) WILL BE CAUSE FOR DEDUCTION OF POINTS FOR EACH PATROL INVOLVED.**

Due to the lengthy time involved in these inspections (for the whole Camporee site) times cannot be scheduled for any given Troop. If you determine that you have not been inspected *by* 2:00 PM, please contact HQ. (It is possible that due to lack of Troop personnel the inspectors may have to skip a site to return later).

Inspections will take place between 9:00 AM and 5:00 PM on Saturday.

A completed Check-list will be left with the person accompanying the inspectors. Any disputes maybe discussed with HQ personnel at a later time.

THE JUDGES MAY VISIT YOUR SITE BEFORE, DURING, OR AFTER LUNCH. They will take into consideration the activity, or lack of activity, appropriate for the time of day.

PATROL CAMPSITE INSPECTIONS  
JUDGES' NOTES

**SANITATION**

- 1) A pan, bucket, or **container of some sort** suitable for **washing hands** and face should be set up in the Patrol area. The basin should be on a stand, table, or anything stable at least 12" off the ground. Basin should be clean with water and soap nearby.
- 2) Utensil wash\_--\_Begin with a garbage can or bag for scrapings. Follow with three pans (each large enough to hold 3 quarts of water). The first pan will contain hot soapy water for washing...the second will contain cold water for initial rinse....the third will contain very hot water for final rinse. It is suggested that a brush with handle be available for washing, and a pair of tongs (or other) be available to hold items in the final rinse. This area must be strictly supervised to AVOID scalds. The pans should be on a stand, table, or other stable place at least 12" off the ground.
- 3) Cooking gear clean and stored off the ground, in a wanagan or airing rack.
- 4) Trash bag or can with lid, available and set up so as to make it easy to put refuse in it. If a bag, it should be off the ground and out of reach of animals and rodents.
- 5) Patrol site should be clean and free from litter.

**SAFETY**

- 1) All fires must be at least 12" off the ground and means provided to catch ashes and falling embers, if any.

Liquid fuels are NOT recommended. IF USED, MUST BE BY ADULTS ONLY, OR UNDER ADULT SUPERVISION.

- 2) Properly sheathed axe and/or hatchet, and other tools properly stored when not in use.
- 3) Axe yard should be properly set up and marked, with chopping block in axe yard. Only one axe yard per troop need be provided.
- 4) Fire buckets (at least #10 can size) should be beside every tent, fly, and fire area.
- 5) An acceptable first aid kit should be in the possession of each Patrol. (See page 7 for minimum contents)

**SHELTER**

- 1) Tents should be set up properly--tight, square, and usable in rain or sun.
- 2) Tent guy lines should be properly tied using a taut-line hitch or mechanical adjuster.
- 3) Dining fly should be set up to protect against rain, sun, and prevailing wind. Dining fly should accommodate the entire Patrol

## FOOD SERVICE

- 1) All food should be stored in a wanagan, boxes, or coolers out of the sun or weather. Troop storage of food is acceptable.
- 2) All food containers should be sealed to keep out bugs, rodents, and animals.
- 3) Patrol menu should be in evidence. Food should be prepared on a Patrol basis.

PATROL CAMPSITE INSPECTION CHECKLIST AND SCORECARD

TROOP \_\_\_\_\_

PATROL \_\_\_\_\_

	MAXIMUM	SCORED
	Points	Points
<b>SANITATION:</b>		
1) Facilities for personal cleanliness	10	_____
2) Facilities for utensil cleaning	5	_____
3) Cooking gear clean and properly stored	5	_____
4) Trash and garbage storage	5	_____
5) Patrol site cleanliness	5	_____
<b>SAFETY:</b>		
1) Cooking fire properly done	5	_____
2) Properly sheathed axe or hatchet, properly stored tools	5	_____
3) Axe yard (One per Troop)	5	_____
4) Fire buckets	5	_____
5) Acceptable first aid kit	5	_____
<b>SHELTER:</b>		
1) Tents set up properly	10	_____
2) Tent guy lines properly done	5	_____
3) Dining fly set up	5	_____
<b>FOOD SERVICE:</b>		
Food storage (As Troop is acceptable)	10	_____
Food containers sealed against bugs, etc.	5	_____
Food preparation and posted menu	10	_____
Duty roster posted	5	_____

\_\_\_\_\_

TOTAL 100

**MYSTERY EVENT**  
**A Secret Code?**

**PROBLEM:**

Is it a secret code or a new way of communicating? Only the judge knows for sure.

**INSTRUCTIONS:**

All instructions will be given on the field of challenge.

<b>SCORING:</b>	Participation and Department	...	10 points
	Unknown		90 points

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Total possible score	100 points
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**EQUIPMENT:**

You will either have all of the needed equipment with you, or it will be provided by the judge.

**SMOKE SIGNALS**  
**(Fire Building w/o matches)**

**PROBLEM:**

Correctly lay three of the following fire lays – Teepee, Lean-To, Log Cabin, Criss-Cross, and Fire Stick (see examples on next page). As you are building your fire lays, choose the one that you will be lighting and place it on the ground protection as provided by the judge as you build your fire lays. Only one fire lay will be placed on the ground protection.

**INSTRUCTIONS:**

Ignite your designated fire lay without the use of matches. You may only use flint and steel, friction (bow or stick), magnifying glass, or a battery and steel wool.

SCORING:	Participation and Department.....	10 points
	Each correct fire lay (10 points per fire lay) .....	30 points
	Proper method of extinguishing fire.....	10 points
	Ignition of the chosen fire lay .....	50 points
		<hr/>
	Total possible score	100 points

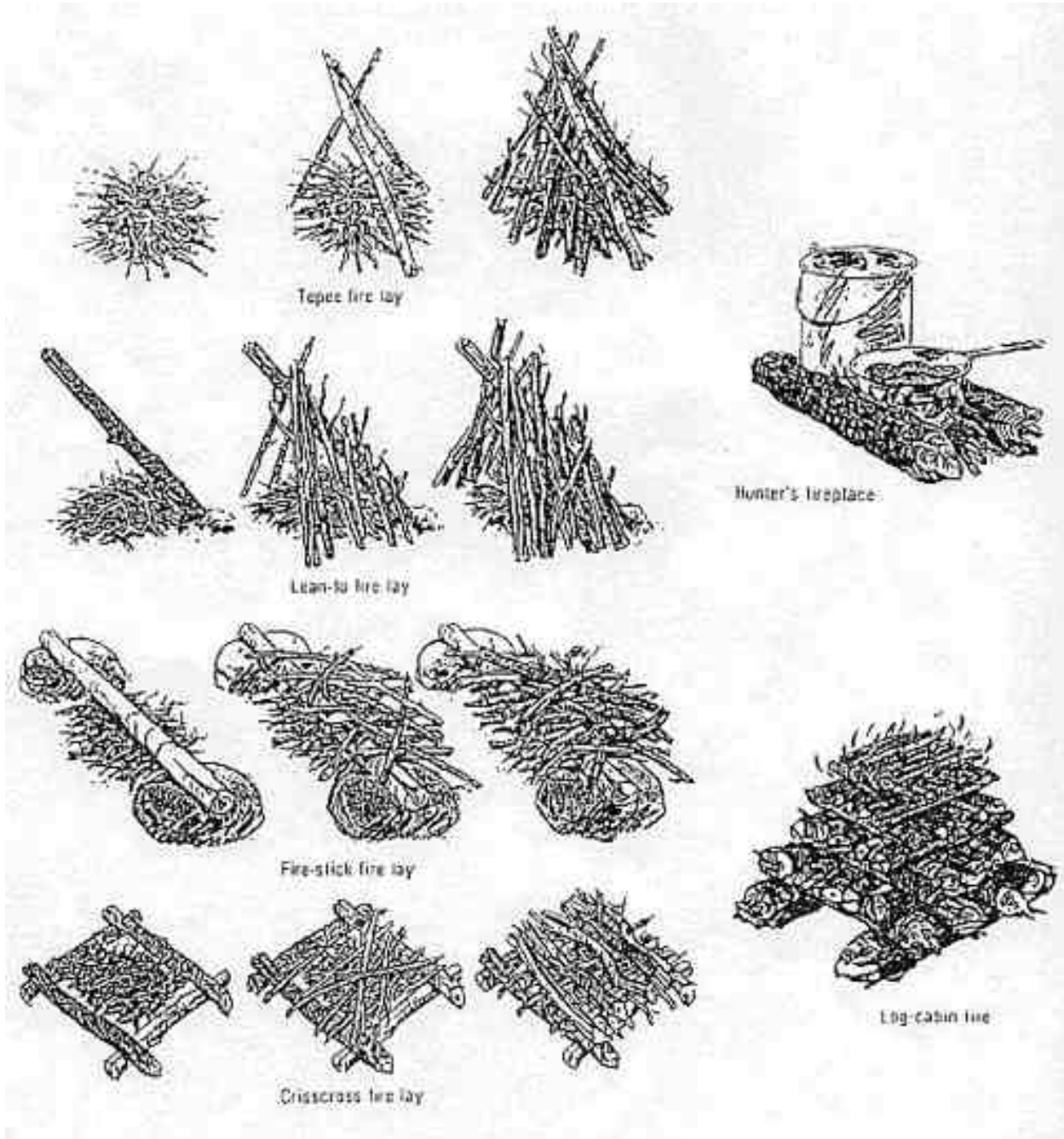
**EQUIPMENT NEEDED:**

All materials for the fire lay including materials for starting the fire.  
The material cannot be treated wood and not in excess of 18 inches in length.  
Liquid fuels and any type of fire starter may not be used.

If a battery is used, it must be no larger than 1 ½ volts.

Excess materials may be recovered by the Patrol or donated to the Evening Campfire.

# FIRELAY EXAMPLES



# **FLAGS OF OUR PATROLS**

## **Flag Raising**

### PROBLEM:

It is imperative that you signal to your base that you have completed this challenge. In order to do this, you must raise your patrol flag so that the whole camp may see it.

### INSTRUCTIONS:

Lash together and erect a flagpole at least 14 feet high using four poles (each five to six feet long), in the center of a circle 20 feet in diameter without stepping inside the circle. After the pole is erected, raise and fly a flag from the tope of the pole. The flagpole must be free standing.

### SCORING:

Department .....	10	points
Completion (Maximum) .....	50	"
Less than 5 minutes to complete	50	points
5 to less than 10 minutes to complete . . . . .	40	"
10 to less than 15 minutes to complete .....	30	"
Correct Lashings (6 3 points each) (Maximum).....	18	"
Straightness of Pole (Maximum) .....	10	"
Flag Flying .....	12	"
TOTAL MAXIMUM POINTS. ....	100	

Note: If pole is less than 14 feet high, DEDUCT 5 points

### EQUIPMENT NEEDED

- 4 -- Poles 5 to 6 feet in length, 1 to 1 1/4 inch in diameter, round or natural.
- Material for lashing
- Material to permit pole to be free standing (stakes)
- Patrol Flag
- Means to raise flag after pole erected. (No metal or wooden pulleys permitted)

**BLIND MAN'S BLUFF**  
**Sightless Communication**

**PROBLEM:**

This is a two part challenge and is a timed event.

**INSTRUCTIONS:**

Part 1: The first challenge is for each Patrol member to navigate an obstacle course blindfolded with the other Patrol members giving guidance through verbal communication. (If less than 8 in the patrol, one or more members must complete the course until 8 have navigated the course.) The obstacle course will be constructed using rope or twine tied to various trees or poles. Along the way, each member of the Patrol will pick up a section of the chariot to build for the chariot race (4 poles and 4 ropes even though only 3 poles and three ropes will be used). Patrol members navigating the course may not touch or remain in contact with the rope (accidental touching is okay) – additional time (30 seconds per instance) will be assessed if the judge determines that the patrol member used the rope to assist in navigation.

Part 2: This is the chariot race portion of the challenge. The race will be run as each patrol finishes the obstacle course. The starting line will be set approximately 60 feet from a vertical pole. When all patrol members have completed the obstacle course the patrol, working together, will lash three poles into a triangle such that one patrol member can ride the horizontal pole while the rest of the patrol members pull the apex formed by the other two poles. It is not necessary that all patrol members pull the chariot, but other patrol members must run along side. If the chariot does not stay intact, the patrol will stop and relash. The chariot will be pulled around the pole and back across the starting line.

**THE HORIZONTAL POLE MUST BE OFF THE GROUND.** It is not necessary that the **rider retains contact with the horizontal pole however their hands and feet** must not contact the ground. If ground contact is observed by the judge, a penalty of 30 seconds will be assessed for each instance.

SCORING: Participation and Department.....	10 points
Correctly lashing the three poles together .....	30 points
First quadrant of finishers.....	60 points
Second quadrant of finishers.....	50 points
Third quadrant of finishers .....	40 points
Fourth quadrant of finishers .....	30 points

Total possible score	100 points
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The quadrants will be determined after all patrols have completed the event. The total number of patrols will be divided by four and their total times grouped accordingly.

**EQUIPMENT NEEDED:**

Listening, cooperation, 4 poles 5 to 6 ft, and rope for lashing.

**HOW NOT TO GET LOST**  
**GPS and Compass**

**PROBLEM:**

Using modern (GPS) and an older device (compass), the patrol will need to find each of 12 posts and record the meaning of a topographical symbol from each post.

**INSTRUCTIONS:**

The course consists of 12 posts scattered around the Camporee area. Each post has a topographical symbol on top of it. Each patrol will be divided into pairs. If a patrol has less than 8 members, one or more of the pairings will count for more points. (i.e. 6 members, pairing 3's score will count double)

Each group will be given a sheet with a GPS location and 5 compass coordinates (direction and distance). To start, each group will use a GPS position to get them to their first marker. They will use the direction and distances to get to each of the subsequent marker. At each marker they will write down the GPS location. Each marker will have a token on it. It will be a topographical symbol. They will have to write down what the symbol is and means before going to the next post.

<b>SCORING:</b>	Finding the first post using the GPS .....	10 points
	Finding the remaining posts using the compass .....	50 points (10 per)
	Correctly identifying the topographical symbols.....	25 points (5 each)
	Complete course within time of event.....	5 points
	Department.....	5 points
	Mystery question.....	5 points
	Total .....	100 points

**EQUIPMENT NEEDED:**

At least one compass, notebook and a pencil. The GPS unit will be supplied by the judge.

**FLAGS AFLUTTER**  
**Semaphore**

**PROBLEM:**

Your patrol must send and receive a message using semaphore flags.

**INSTRUCTIONS:**

Each patrol will be divided in two and placed at either end of a 50 foot course. The first member will be given a message by the judge. All other members of the group must stay 10 feet or more behind the Scout currently participating and they are prohibited to talk to or coach the Scout sending or receiving the message. 10 points will be deducted for each infraction of the non-interference rule.

Using the semaphore flags, that member will send the message. The Scout at the other side of the course will write down the message and hand the results to the judge. The Scout that just received the message will then be handed their portion of the message to send to the Scout that just sent a message. When the receiving Scout has written down the message, they will hand it to the judge. The Scouts in the front of the line will then proceed to the back of the line and the next pair of Scouts will take their place and repeat the process. This alternating will continue until 8 Scouts have sent/received a portion of the message.

<b>SCORING:</b>	Participation and Department .....	10 points
	100%-95% of the words correct.....	90 points
	94%-75% of the words correct .....	70 points
	74%-50% of the words correct .....	50 points
	49%-25% of the words correct .....	30 points
	 Total possible score.....	 100 points

**SCAVENGER HUNT**  
**This is an all day event**

PROBLEM:

The Patrols will be given a list, either by way of the Scoutmasters at the Friday Crackerbarrel or at the first event station on Saturday morning of the items they are to find. These may be physical things, such as a stone, or it may be vegetation or an object to be verified. It may even be a characteristic of a person (i.e. – oldest person in camp). Verification may require someone's signature indicating that they have located the item.

INSTRUCTIONS:

The Hunt will begin with the first event at 9:00 AM Saturday. It will close at 4:00 PM Saturday. All score cards must be turned in at Headquarters **no later** than 4:15 PM, or sooner if you have completed the card.

SCORING: The list of items to be found will give the number of points to be earned for locating each item.

TOTAL MAXIMUM SCORE      100 points