

Cuyahoga Valley

The Magic Gateway Camporee

Held in the Meadows of the
Brecksville Reservation

September 10, 11, 12 - 2010

ATTENTION FELLOW SCOUTS:

The Cuyahoga Valley District has planned a Fall Camporee to be held Friday, Saturday, and Sunday September 10-12, 2010, at the Meadows area of the Brecksville Reservation. The following pages will give you the basic information you will need to help get you started.

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 "Magic Gateway". All events have been planned by in full or in part by your SPLs. Patrols may build gateways to reflect the personality of your unit. You will be faced with a number of challenges that will test your ability. At each event, you will be confronted with a problem requiring a Scout skill to solve. Depending on how well you work out the challenges, you will receive a number of points.

HERE'S HOW IT WORKS:

1. Since we are dealing with a commercial golf establishment, we need a pre-registration fee of \$10.00 per unit if you do not want to register your Scouts by the deadline. The pre-registration deadline is September 3, 2010. This fee is non-refundable, but will count toward the unit's total registration cost.
2. Patrols enter by sending in one copy of the enclosed roster sheets with names of your patrol members. If you do not have an exact count of your patrol members, please send in what you have.
3. Brush up on your Scout skills.

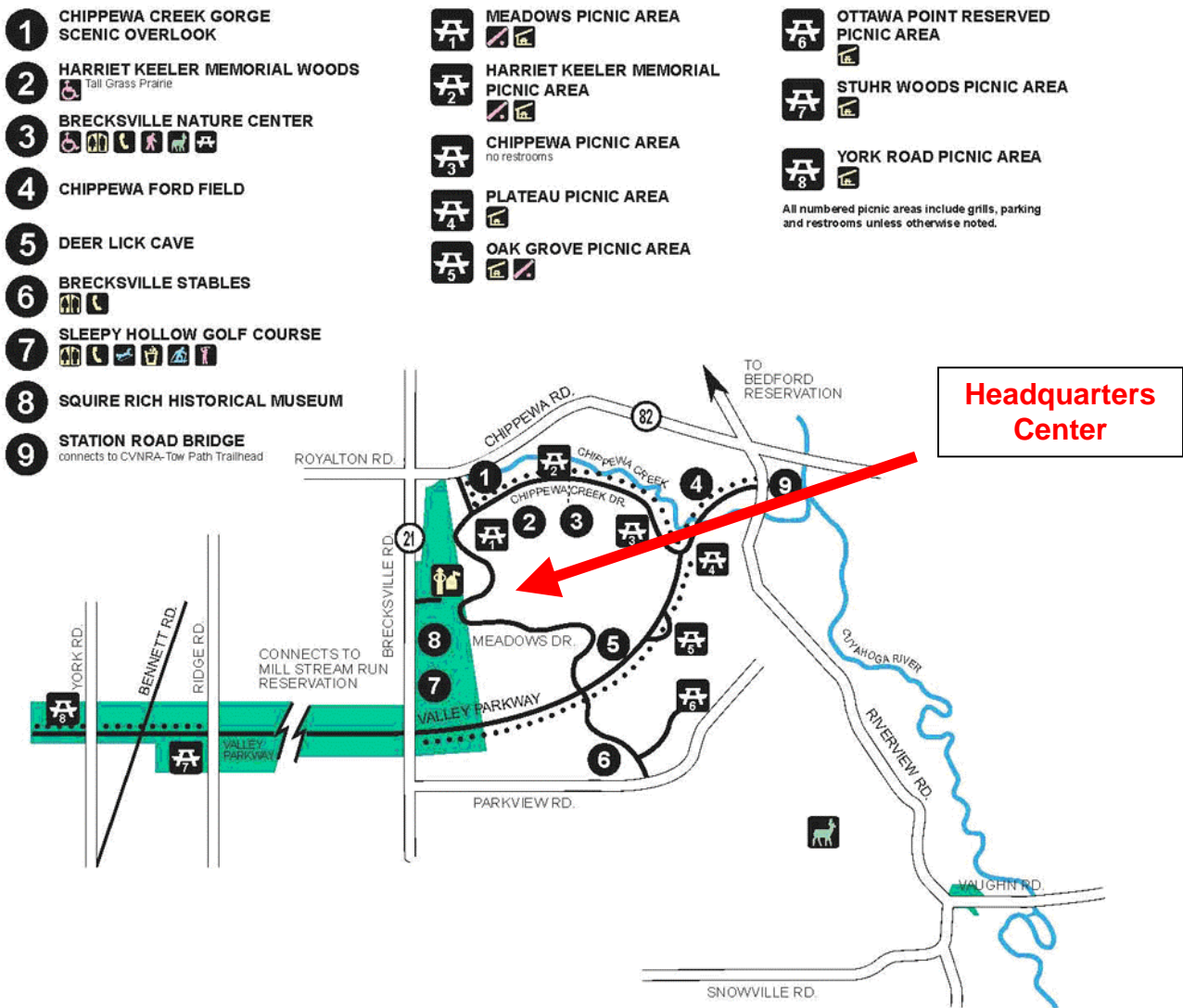
When you arrive at the Camporee, you will register and have your equipment checked for readiness at headquarters. All events will start at the same time on Saturday. Before the events, your Senior Patrol Leader will be given a secret scorecard to send your patrol in the right direction with their instructions for the day. When you have completed your events, your SPL will appear at headquarters

and have your scorecard tallied. Scoring will be based on the number of points earned for the events.

Don't forget---if your patrol is to take part, fill out the enclosed roster and mail it in right away!! The **deadline** for registration is **September 3, 2010.**

See you and your patrol on the 10th of September, 2010!

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 Headquarters Center is located down that road to the Meadows field.



**CUYAHOGA VALLEY DISTRICT
CAMPOREE**

PATROL ROSTER

SUBMIT ONE COPY PER PATROL BY September 3, 2010 TO:

Boy Scout Camporee
3376 Spring Valley Road
Akron, Ohio 44333
Attn: Jim Popik

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:

\$ 10.00 (Unit registration fee-non refundable) = \$ _____

(NOTE: the unit registration fee is only required if you do not want to register your patrol members at this time.

If you are registering your patrol, you do not need the unit fee)

\$ 16.00 X _____ (number golfing including adults) = \$ _____

\$ 8.00 X _____ (number of adults not golfing) = \$ _____

Patch only:

\$ 1.50 X _____ (number of patches) = \$ _____

GRAND TOTAL: \$ _____

Saturday lunch will be provided by the Commissioner Staff. You must have a ticket to receive your lunch. Tickets will be given out when you check in at the Camporee.

Each paying attendee will receive a patch. The extra patch fee is for additional patches for non-participants. Webelos showing up to observe will receive a patch at no charge.

Cuyahoga Valley District Camporee Magic Gateway September 10-12, 2010

GENERAL INSTRUCTIONS

1. The basic rules for this encampment are the Scout Oath and Scout Law.
2. There is 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. 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.
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, headquarters 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 dishwater 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. Plan to bring in all your own firewood.
14. Webelos will be able to take part in the events of the Camporee 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. 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.

16. 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.
17. The top three Patrols will receive prizes.
18. 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.
19. Patrols competing in the various contests should be NATURAL PATROLS wherever possible. Jr. Leaders (except Jr. Assistant Scoutmasters) MAY COMPETE with Patrol, but there must not be more than two Jr. Leaders in any one Patrol.
20. EACH AND EVERY TROOP MUST PROVIDE AT LEAST TWO PEOPLE PER PARTICIPATING PATROL WHO ARE AT LEAST 18 TO HELP JUDGE AT THE CONTESTS.
21. 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. **A PENALTY WILL BE ASSESSED FOR THOSE PATROLS WHO DO NOT HAVE A PATROL FLAG.**
22. An acceptable PATROL first kit should contain the following minimum:

Disinfectant	Triangular bandage
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.

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 6 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 tautline 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 Points	SCORED Points
SANITATION:		
1) Facilities for personal cleanliness	5 _____	_____
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 _____	_____
SAFETY:		
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 _____	_____
SHELTER:		
1) Tents set up properly	10 _____	_____
2) Tent guy lines properly done	5 _____	_____
3) Dining fly set up	5 _____	_____
FOOD SERVICE:		
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	

CAMPOREE SCHEDULE

FRIDAY, Sept. 18

5:00 – 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, Sept. 19

7:30 AM Reveille.
7:45 AM Assemble in front of Troop sites
7:50 AM TO THE COLORS ~ All Scouts come to attention and salute
8:00 – 9:00 AM Breakfast and Clean up.
9:00 AM AM Golf departs from parking lot
9:00 AM All event Judges arrive at your event area. Please be on time.
9:30 – 12:00 PM CAMPOREE EVENT (Golf) OPEN (SEE NEXT PAGE)
12:00 – 1:00 PM Lunch – **NOTE: Lunch will be provided by the Commissioner Staff**
You must have a ticket to receive your lunch. Tickets will be given out at registration.
1:00 PM PM Golf departs from parking lot
1:30 – 3:30 PM CAMPOREE EVENT STATIONS OPEN (SEE NEXT PAGE)
3:30 – 5:00 PM Patrol skit audition (Campfire area – worth 50 points for audition).
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 two (2) Dutch Oven Desserts to share at the Campfire)
9:30 PM Magic Gateway Show
10:00 PM Scoutmaster Cracker Barrel (HQ area).
11:00 PM TAPS

SUNDAY, Sept. 20

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, break camp and clean up.

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 EVENTS

The following Quests will be presented on Saturday:

- | | |
|-----------------------|-----------------------------|
| 1) Golf | 2) Compass |
| 3) Measuring | 4) Sightless Communications |
| 5) First Aid Problems | 6) Mystery |

The Events will start at 9:30 AM Saturday. The first three events are combined. One half of the patrols will participate in the Golf related events (events 1-3) in the morning and the other half of the patrols will participate in the afternoon. **Transportation will be provided by the District to and from Two-Club.** For those events at the Meadows each patrol will spend 30 minutes at each event and will have 10 minutes to move to the next station. For the events at the Meadows, you **MUST STAY** at the event site until you hear the signal to move to the next site. See each event'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 – SPL 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 encampment – Magic Gateway. The Gateway is to reflect the SPL and/or Troop personality. Please have an explanation of the gateway available for the judges.

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.

Golf

PROBLEM:

Using only two clubs, a pitching wedge and putter, you will play nine holes of golf.

INSTRUCTIONS:

This round of golf only requires the use of two clubs. Two-Club Golf only has twenty sets of "clubs." If the adult leaders have extra sets of pitching wedges and putters, please bring them for your unit. This event will have a "shotgun" start (meaning every golf patrol will start at the same time) and we will play a scramble. Scramble rules are as follows:

1. A scramble means that all patrol members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
2. The other patrol members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each patrol member hits their next shot from the chosen spot of the prior shot.
3. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also.
4. Putts need to be made within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score.
5. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you can not drop the ball outside of the hazard or rough even if relief is within one club length away.
6. Each team must use at least one of each team members tee shots during the round.

UNIVERSAL RULE FOR GOLF EVENTS: Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	...	10	points
	Accuracy points:			
	Pars	Add	5	points each
	Birdies or better	Add	10	points each
			<hr/>	
	Total possible score		100	points

Compass

PROBLEM:

As you enjoy your round of golf, you will need to employ your Scouting skills to determine the compass heading from the tee to the flag.

INSTRUCTIONS:

Standing at the left marker of the tee, determine the compass bearing to the flag of the hole you are currently playing. Only one member of the golf patrol will need to provide the bearing per hole, however, judges will be determining participation and department based on whether each member of the golf patrol determined at least one bearing to the flag.

Scoring is based on the universal rule as stated in the first event.

UNIVERSAL RULE FOR GOLF EVENTS: Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	10 points	
	Each correct bearing	<u>10 points</u>	(+- 5 degrees)
	Total possible score	100 points	

EQUIPMENT: You will need a compass

Measuring

PROBLEM:

You will need to determine the distance to the Two Club clubhouse.

INSTRUCTIONS:

At the start of the event, you will be given a hole number. When you reach the tee of that hole and before you play the hole, determine how far you are from that tee to the club house.

Scoring is based on the universal rule as stated in the first event.

UNIVERSAL RULE FOR GOLF EVENTS: Each golf patrol will consist of no more than 4 Scouts. If there is an odd number of Scouts in a patrol, they will be divided into two golf patrols as evenly as possible. Each golf patrol's score will count as an individual scoring event. If a **Unit's** total number of Scouts is 4 or less Scouts, they will participate as one golf patrol and their score will be doubled.

SCORING:	Participation and Department	...	10 points
	Within 50 feet		90 points
	“ 75 feet		80 points
	“ 100 feet		70 points
	“ 125 feet		60 points
	“ 150 feet		50 points
	“ 200 feet		30 points
	“ 250 feet		<u>20 points</u>
	Total possible score		100 points

EQUIPMENT NEEDED:

The patrol may use any non-electronic equipment that it deems necessary to determine the distance to the clubhouse. You may use your golf clubs. The Scout Handbook has information on distance measurements.

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 **non-verbal** communication. -5 points will be deducted for talking! (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; -2 points for touching the rope.

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	10 points
Negotiating the maze and picking up the equipment	40 points
First quadrant of finishers	40 points
Second quadrant of finishers	30 points
Third quadrant of finishers	20 points
Fourth quadrant of finishers	10 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.

First Aid Problems

PROBLEM:

This is a two part challenge.

INSTRUCTIONS:

It is not intended that this event be a critical review of a Scout's proficiency, rather an exercise for training. Therefore, upon completion of a problem, the judges will share their knowledge and information with the Scout.

There will be two problems for each Boy Scout patrol. The Boy Scout patrol problems are designed to highlight a particular aspect of First Aid. Patrols at the judging site are expected to allow enough time to complete both scenarios.

Several patrols will view the First Aid scenario. There will be an actual victim representing the scenario. All patrols at that scenario will be allowed to ask questions of the victim to determine the type and extent of injuries. After 7 minutes, each patrol will go with its judge to discuss the treatment of the victim as determined during the question and victim response period. Patrols are NOT required to treat the victim. Each patrol will give their judge how they would treat the victim.

Patrols will line up in front of a Judge. Each Scout, in turn, will approach the Judge and be given a first aid situation to which the Scout will give an answer. Since there are ten questions, the Scouts will rotate until all questions have been answered. NO HELP FROM OTHER PATROL MEMBERS IN ANSWERING.

Without question, First Aid treatment improves each year. Obsolete or not, for uniformity we must conform to the current edition of the Boy Scout Handbook for our problem answers.

SCORING:

Participation and Deportment	10 points
First aid scenario	50 points
Questions and Answers	40 points

Total possible score	100 points
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Mystery

PROBLEM:

?

INSTRUCTIONS:

?

SCORING:

Participation and Department	10 points
Up to 90 additional points	90 points

Total possible score	100 points
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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
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NOTE: The following three events are backups in case of really foul weather or whatever that cancels the golf.

Firebuilding

PROBLEM:

Correctly lay one 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 lay, 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 lay.

INSTRUCTIONS:

You may build your fire lay no higher than 12 inches. There will be two poles on either side of the lid with string attached at 12 inches and 20 inches. The twelve inch string is the maximum height of your unburned fire lay. The twenty inch string will have to be burnt completely through to complete the event. Ignite your designated fire lay without the use of matches – flint and steel only!

Time will start when the judge sees a flame. You will have up to 2 minutes for your fire to burn the twenty inch string.

After the fire has been lit, **NOTHING** is to be touched unless the fire goes totally out and only then will the patrol be allowed to attempt to restart your fire.

SCORING:

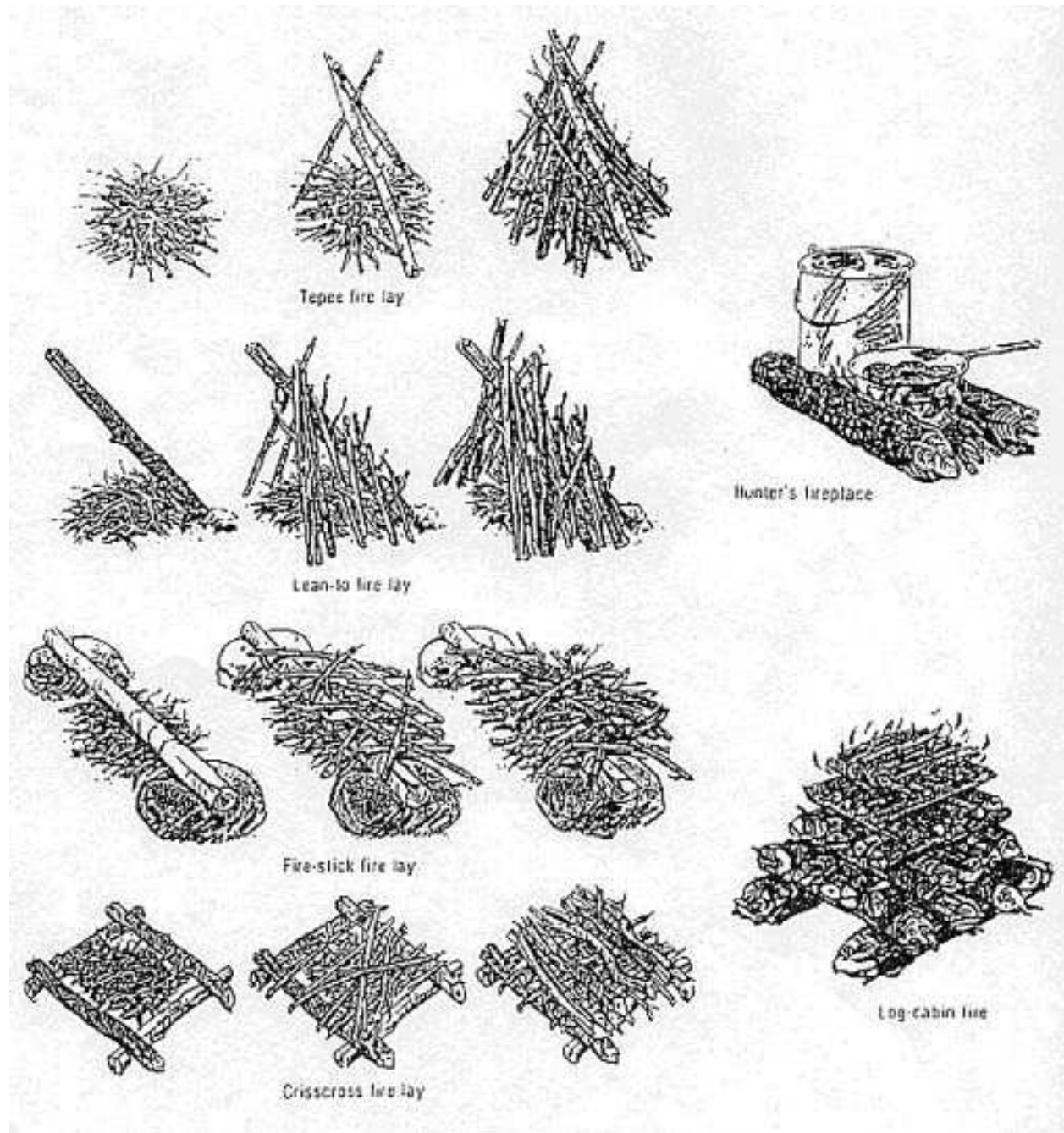
Participation and Deportment	10 points
Correct fire lay	20 points
Ignition of fire lay.....	20 points
Burn through 20" string in 30 seconds	50 points
1 minute	40 points
1.5 minute	30 points
2 minutes	20 points

Total possible score 100 points

EQUIPMENT NEEDED:

All wood will be supplied by the judges.

Firelay Examples



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 top 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)

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.

SCORING:	Participation and Deportment.....	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