



2016 Leader Guide

2016 CAMPOREE / CHALLENGE

Gold Country District

Events:

- 1. CANOE RACE.** A patrol of 4 will get in 2 canoes. Fastest time for BOTH canoes to return.
- 2. POND ROPE CRAWL.** Each patrol member one at a time will attempt to crawl along ropes with no assistance from anyone else through obstacles to other side. Hands must remain on top rope. A bell must be rung before other member can start. Fastest time.
- 3. PULL LINE JOUST.** Each patrol member must spear rings onto jousting pole. 2 tries each. Highest team score.
- 4. KNOT TIE.** Each patrol member, one at a time will be required to tie several different knots. Fastest team time.
- 5. FIRE BUILD.** Each patrol is required to split and build 2 fires and boil 1 cup water on each fire. Fastest team time.
- 6. GIANT SLINGSHOT CHALLENGE.** The patrol together will construct a sling shot and shoot 8 shots at a “special” target. Each target hit is 1 point.
- 7. BEAR BAG TOSS & HANG.** Each patrol member, one at a time will attempt to toss a rope over high limb and secure a weighted bear bag. Fastest team time.
- 8. RESCUE TOSS.** Each patrol member will toss a rope with a stick attached between two markers in the water. Fastest time.
- 9. PATROL FLAG POLE BUILD.** Each patrol will lash three poles together with their patrol flag on top and raise and secure poles in vertical free standing position with ropes and stakes supplied. Fastest time.
- 10. OBSTACLE COURSE.** Each patrol will run through course. Rope course, Net climb, Island swing, balance beam and others. Each completed event is worth 2 points. Fastest team time.
- 11. PIPE MAZE.** Each patrol will place a ball into maze and move maze to bring ball out other end. Fastest team time.

12. **ARCHERY.** Each patrol member one at a time will shoot 5 arrows. Highest team score.
13. **ROPE BRIDGE CROSSING.** Each patrol member one at a time must cross bridge without falling into river then each member must hit target on other side of bridge then return across bridge. Last scout has to ring a bell. Fastest team time.
14. **COMPASS COURSE.** The patrol working together must follow compass coordinates from one location to another returning with a token. Fastest time. 20 min.
15. **KIM'S MEMORY GAME.** 1 point for every remembered pair. 10 mins. Highest score.
16. **RAFT & TARGETS.** The patrol will move a raft across the pond and shoot at targets in water and trees with sling shots then return. Each target **MUST** be hit. Fastest time.
17. **HATCHET THROWING.** Each patrol member throws 3 hatchets. Each stuck hatchet in target is 1 point. Highest team score.
18. **4 SQUARE PUSHUP & LINE PUSHUP.** Patrol must perform a **PERFECT** push up in two different configurations. Fastest time.
19. **ATLATL THROW.** Each member will get 5 throws at target. 1 point for each stuck target. Highest team score.
20. **MUD CHALLENGE.** TBD (A surprise!)
21. **CLIMBING WALL.** Each member climbs wall and rings buzzer. Fastest team time.

ADULTS

All these events will require 2 adults to run. We will be counting on you to be there.

Please bring

- | | |
|--|---|
| <input type="checkbox"/> Chair | <input type="checkbox"/> Phone battery charged if you're |
| <input type="checkbox"/> Hat | using it to time events |
| <input type="checkbox"/> Water | <input type="checkbox"/> Whistle to start and stop your event |
| <input type="checkbox"/> Pen, paper | if require |
| <input type="checkbox"/> Stop watch or watch to time the event | |

Young people have a keen sense of fairness so make sure you are prepared!

Hopefully most adults will be coming out Friday and camping out Friday. Your help is NEEDED!

SCOUTS

This is a camp out. All scouts should come prepared just as if they were on a pack trip.

You will need:

For the challenge:

- | | |
|---|---|
| <input type="checkbox"/> small day pack | <input type="checkbox"/> good shoes and socks |
| <input type="checkbox"/> personal snacks | <input type="checkbox"/> clothes you can get dirty and wet in |
| <input type="checkbox"/> tent | <input type="checkbox"/> hat |
| <input type="checkbox"/> mosquito repellant | <input type="checkbox"/> compass |
| <input type="checkbox"/> sunscreen | <input type="checkbox"/> water bottle or hydro pack |
| <input type="checkbox"/> water | <input type="checkbox"/> gloves for climbing ropes |
| <input type="checkbox"/> hat | <input type="checkbox"/> change of clothes to wear home! |
| <input type="checkbox"/> Be Prepared! Sound familiar? | <input type="checkbox"/> plastic bag for dirty clothes |

Some of these events may be rough on bare legs, but hey, you are Boy Scouts!!!

There will be an open cold shower to rinse off pond water if you're lucky enough to fall in.

CAMPOREE PREP

This Camporee is being run as a challenge testing your Scout Skills, your physical endurance and your team/Scout Spirit.

Here's what you'll need:

- ☐ Patrols of 4
 - *If you do not have 4 Scouts to complete a Patrol there may be Scouts from another Troop to add in*
 - *A team of 3 WILL BE ALLOWED to participate with one of the three doing an event twice to make up for the missing 4th person*
- ☐ Patrol Flag
- ☐ Patrol Yell
- ☐ Scout Spirit – demonstrated throughout the entire day
- ☐ Own camp equipment and food
 - There is clean water and some power available in picnic area but not at your campsite.
 - NO campfires except in bonfire area.
 - Portable BBQs okay as long as they do not destroy the pasture

SCHEDULE

6:00 am	Rise and shine
7:15	Opening flags
8:00	Events start
12:00 pm	Lunch
1:00	Events resume
4:00	Events conclude
5:00	Clean-up, Dinner
6:30	Bonfire, awards – be in Class A

Following bonfire may pack up and head home or stay the night and leave Sunday

Sunday morning – clean-up help will be greatly appreciated!