

Camporee 2009 Event Details

Below is a list of the Camporee events and some details to allow the Troops to better prepare. Please note that some events will have individual 1st, 2nd, and 3rd place awards for the camporee, and other events will be awarded by Troop. To avoid having a “stacked” patrol, all points from the patrols in a troop will be averaged for the “Troop” awards. It will therefore be a better strategy to put some older scouts in each competing patrol, rather than having one “super” patrol of older boys. We want the boys to have fun, but we want them to learn scout skills as well.

Obstacle Course / Knot Tying

There will be an obstacle course set up for the boys, which will include a monkey bridge, a 6 ft. climbing wall, crawling, and several other obstacles. Best individual times and Troop times will be awarded.

At the same time, a second mini-event involving knot tying will be underway. The boys will be tested on the Eagle required Boy Scout Knots (in the Boy Scout Handbook). We will have a knot tying relay race where each boy in the patrol will have to tie a specified knot. The boy will randomly pick a card with one of the knots on it. They will run to the knot tying board and tie their knot. Even if they don't know their knot, they must run to the board and back. Points will be awarded for number of correct knots, tie breakers will go to fastest time. An exception will be made for first year scouts who have just crossed over. They will only have to know the square knot, two half hitches, and taut-line hitch.

Axe Throw

We will have 2 axe throwing ranges and will be using hand-throwing axes. Strict safety rules will be enforced. Points will be awarded for sticking an axe in the target. The bulls-eye will have 3, 2, and 1-point rings. Individual and Troop awards will be given. In the event of a tie in the individual awards, a run-off axe throw may need to be held at the end of the day.

Team Building

The boys will be challenged with a series of team building games that will require their problem solving abilities and teamwork skills. Details will not be given, as we seek to make them think. Most games will be graded by completion of the task, and by time. Troop awards will be given.

Noodle Wars

The boys will use pool noodles to joust, duel, and have group battles. If you are tagged (hit by the noodle) you are out. The noodles are made of foam and do not hurt. Individual and Troop awards will be given.

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Fire Building / Flap Jack Cook-off

Scouts will be given a few minutes to gather wood and supplies to build a fire. Flint-and Steel must be used. The troop may bring their own flint and steel (or we will provide them with basic flint-steel). Each patrol may bring their own tinder (natural items, lint, cotton balls, etc., but they may not have any combustable liquids, vasoline, gas, kerosene, or be treated in any way to promote combustion.) The fire will be limited to one closed fist of tinder. The object is to build a fire, cook a flapjack, and be the first team to eat it. The flapjack must be cooked as determined by the judge. The event will test the boys fire building skills and open fire cooking skills. The event will be timed, with the best time winning. Troop awards will be given. Points will also be given for completion of the event.

Shelter Building

Basic materials (4 6ft. poles, 2 12 ft. poles, a tarp, rope, and 6 stakes) will be provided. The scouts will be given a picture of a shelter to construct (A-frame, Lean-to, and a 1 man pole shelter). They will be graded on proper construction, lashings, and penalized if they go over the allotted time. Troop awards will be given. Patrols will be allowed 1 minute to discuss the shelter, and 9 minutes to build the shelter.



A-frame shelter



Lean-to shelter



1 man pole shelter

Boy Scout Trivia

Attached is a collection of Boy Scout Trivia. Each patrol will be given 2 random questions at each station. If the question is answered correctly, the patrol will be given bonus points towards the best overall troop award. The purpose is to promote the boys learning about Scout history and trivia.

Boy Scout Trivia for 2009 Camporee

1. Who was the founder of the Boy Scouts of America?
 - a. William Dickson Boyce
2. Who was the first Chief Scout Executive?
 - a. Ernest Thompson Seton
3. Who, as one of the first National Scout Commissioners served for 30 years?
 - a. Daniel Carter Beard
4. Who is credited for founding the Scouting movement?
 - a. Robert Stephenson Smyth Baden Powell
5. When was the Boy Scouts of America founded, the year?
 - a. 1910
6. What virtues do the stars on the Boy Scout Emblem represent?
 - a. Truth and Knowledge
7. On what Island was the first Boy Scout Encampment held?
 - a. Brownsea Island
8. What is the only Merit Badge that has always been required for the Eagle Scout Badge?
 - a. First Aid
9. What are the three points of the Scout Oath?
 - a. Duty to God and Country, Duty to others and Duty to Self.
10. When did the Boy Scouts began publishing Boy's Life Magazine ?
 - a. March, 1911
11. What does the knot at the bottom of the Scout Badge represent?
 - a. The knot is a reminder to Do a Good Turn Daily, the Scout Slogan.
12. What is the Scout Slogan?
 - a. Do a Good Turn Daily
13. What is the Scout Motto?
 - a. Be Prepared
14. What knot forms a loop that won't slip that is primarily used for rescues?
 - a. The Bowline
15. What does the Eagle and the Shield on the Scout Badge represent?
 - a. The Eagle and the Shield stand for Freedom and the readiness to defend that Freedom.
16. What does the Scroll on the Scout Badge represent?
 - a. The Scroll represents the smile on a Scouts face as he does his duty.
17. Who served as Chief Scout Executive for over 30 years in the early days of Scouting?
 - a. James E. West
18. Identify the STOP steps used when you are lost?
 - a. (S)tay Calm,(T)hink, (O)bserve, (P)lan
19. What is the joining knot, usually the first knot learned in Scouting?
 - a. The Square Knot
20. What do you call a small, thoughtful act, that is done every day by a Scout without pay or reward?
 - a. A Good Turn