

***2010 EVANGELINE AREA COUNCIL
SPRING CAMPOREE***

CAMPOREE GUIDE



March 26 - 28, 2010
Mt. Bayou Lake Scout Camp

Fellow Scouters:

This year's Council Camporee will be held on Friday March 26th to Sunday March 28th at Mt. Bayou Lake Scout Camp. We are seeking volunteers to run events from the list below.

Last year the 7 competitive events were:

- 1) First Aid and Stretcher Relay
- 2) Knot Tying Relay
- 3) Fire Building/String Burning
- 4) Compass Game
- 5) Map Symbols Relay
- 6) Ladder Lashing
- 7) Nature ID

We want to do these again and will need volunteers to help judge. If we can get multiple judges per event, it will be easier for everyone to compete. As we did last year, if a patrol enters all seven (7) events, we will drop the lowest score. Again, as last year, we will ask the judges to reopen for a short time after lunch to give any patrol that wishes a chance to participate in all events.

For the afternoon, we will once again have non-competitive events. We can use assistance for these, as well. Last year these were:

- 1) Canoe races
- 2) Tug of War
- 3) Climbing Tower
- 4) BMW Bicycle

We could add Kim's game, catapult build and toss and any other than someone might be interested in operating.

If you are interested in assisting in any of the events, please pick one and notify me by either phone or e-mail ASAP. As soon as I receive your request, you will put on the list with your designated event.

Thank You for your help.
Cell 337-298-8641
Email: rileym624@cox.net

Sincerely,

Mark Riley
Council Commissioner
Camporee Chairman

SUGGESTED EVENTS SIGNUP

EVENT VOLUNTEER / SPONSOR

1. FIRST AID & STRETCHER RELAY
2. KNOT TYING RELAY
3. FIRE BUILDING / STRING BURNING
4. COMPASS GAME
5. MAP SYMBOLS
6. LADDER LASHING
7. NATURE ID

NON-COMPETITIVE EVENTS:

1. KIM'S GAME
2. CATAPULT TOSS

UNIT LEADERS ARE ASKED TO REVIEW THESE EVENT DESCRIPTIONS CAREFULLY AND NOTE WHICH ONE REQUIRE THE PATROLS TO HAVE TOOLS OR MATERIALS FOR AN EVENT. IN ANY CASE, PATROLS SHOULD HAVE THEIR COMPASSES, SCOUT HANDBOOK, POCKET KNIVES, TOTEM CHIT, FIREMAN CHIT, PAPER PAD, PENCIL AND WATERPROOF BAG (ZIP LOCK) WITH THEM AT ALL TIMES DURING THE COMPETITIVE EVENTS.

EVENT DESCRIPTIONS

1. FIRST AID & STRETCHER RELAY (Hurry Cases)

You will receive information about a victim of an accident. What will your patrol do? Do it right and earn 100 points. Your victim will be a "Hurry Case" and in need of a bandage for his head, hand, knee or foot. You will also have to build a stretcher and transport your victim. You need to know things that you always do while providing First Aid.

Score: Things you always do.....20 points
Hurry Case Treatment.....20 points
Bandage.....20 points
Stretcher Use.....20 points
Speed.....20 points

2. KNOT TYING RELAY

Form your patrol in a line for a relay. On signal, your patrol will relay to tie knots from a written description of their use. Earn 100 points by being both fast and accurate. Six basic knots tied correctly will give you 15 points each, for a total of 90 points. Be quick and get bonus points. Those able to tie a "surprise" knot will be given an extra 5 points. Time limit for this event is fifteen (15 minutes)

Time Score: 0 – 3 minutes ...5 points
3 – 5 minutes 4 points
5 – 8 minutes 3 points
8 – 12 minutes 2 points
12 – 15 minutes 1 points

3. FIRE BUILDING / STRING BURNING

You will be given a one (1) foot long 2” x 4” timber for fuel, a knife, a hand axe, and two matches. Safely make kindling, tinder and fuel and build the fire to burn the string stretched 18” above the ground. Afterwards, properly extinguish the fire – DEAD OUT. For a price of 30 seconds for each match, you may ask for up to 8 extra matches. The time limit for this event is 15 minutes. NOTE: Each member of the patrol must have in his possession his, properly filled out and signed, Totem Chit and Fireman’s Chit card to participate in this event

- Score: 0 – 3 minutes100 points
- 3 – 5 minutes 80 points
- 5 – 8 minutes 60 points
- 8 – 12 minutes 40 points
- 12 – 15 minutes 20 points
- Over 15 minutes 10 points (for trying)

4. COMPASS GAME

A 100 foot long rope, numbered from 1 to 20 in 5 foot intervals will be stretched from west to east. Your patrol will be given a starting number and at least 3 compass bearings, with distances in feet. After moving through the course, you will arrive at a number on the starting rope: which you will report to the judge. You can earn an easy 100 points, but you will lose 10 points for each 5 foot interval that you are off your true destination. Time limit is 15 minutes.

5. MAP SYMBOLS RELAY

Your patrol will have to match twelve (12) map symbols with their proper names. In this relay, each patrol member may add or move one symbol, but not both on each turn. Each correct identification will earn you seven (7) points. An additional sixteen (16) points can be earned for your speed, if you have placed ALL the symbols correctly. Time limit is fifteen (15) minutes.

- Time Score: 0 – 3 minutes 16 points
- 3 – 5 minutes 14 points
- 5 – 8 minutes 12 points
- 8 – 12 minutes 09 points
- 12 – 15 minutes 06 points
- Over 15 minutes 03 points (for trying)

6. LADDER LASHING

With materials supplied, construct a ladder using proper lashings. With the rest of the patrol (minimum 3) holding, a member of the patrol scrambles up the ladder and sees what he can find. Time is of the essence, but good tight lashings are most important. Proper lashing is good for 50 points and your speed is good for additional 50 points. Time limit is fifteen (15) minutes.

- Score: 0 – 5 minutes 50 points
- 5 – 8 minutes 40 points
- 8 – 12 minutes 30 points
- 12 – 15 minutes 20 points
- Over 15 minutes10 points (for trying)

7. NATURE ID

The patrol will write down the name of each of twenty (20) wild plants on display. Each correct answer is worth five (5) points. A patrol correctly identifying all plants will receive a bonus of 50 points. Time limit is fifteen (15) minutes.

FUN EVENTS

1. KIM'S GAME

A collection of more than twenty (20) items will be shown to the patrol for five (5) seconds. The patrol leader will then be given paper and pencil to list as many of the items as they remember seeing. Each item remembered will be worth 5 points. However, each item guessed, but not in the collection will cause ten (10) points to be deducted from the final score. Time limit is fifteen (15) minutes.

2. CATAPULT TOSS

The patrol is given the challenge of building a "catapult" from the materials provided and using that "catapult" to throw a standard baseball as far as possible. Patrols must complete construction of the "catapult" and throw the ball within the fifteen (15) minute time limit. Points will be awarded on patrol cooperation (25 points), ingenuity (25 points), and success (50 points). The patrol that throws the ball the furthest during the time limit will receive a bonus of 100 points at the end of the day's competition.