



Theme: The Hunger Games

You are invited to the Capitol of Panem, located at Camp Frontier, in order to celebrate the 74th annual Hunger Games! Each troop will be representing a district (see assignments below) and should decorate their campsite in accordance with their specific district's theme.

District #	District Theme	Troops
1	Luxury Items	
2	Masonry	
3	Technology	
4	Fishing	
5	Power and Energy	
6	Transportation	
7	Lumber	
8	Textiles	
9	Grain	
10	Livestock	
11	Agriculture	
12	Coal	
13	Nuclear Weapons	

As always, the Camporee will include competitive games that relate to scouting skills and the theme for scouts to enjoy. In addition, this year, there will be an inter-troop competition to kick off the Hunger Games: troops will be sending 4 representatives to a relay race headed towards a cornucopia full of useful items for the competitive games to follow.

Events Guide

The following information gives rules and scoring guidelines of the competitive games taking place at this year's Camporee. In order to minimize un-scout-like behavior, all staff members have been notified to remove 10 points from a patrol for each instance of: swearing, misbehavior, lying, cheating, and other violations of the Scout Law.

Event Name: Race to the Cornucopia

Event Background: The Hunger Games usually start off with a brutal race to the center of the stadium, where a cornucopia is located. The cornucopia is full of goods and items that are useful to competitors in the Hunger Games that follow.

Event Details: At the start of the Camporee, each **troop** will send 4 representatives to compete in 4 legs of a relay race. The legs are as follows:

Leg 1: First Aid

Leg 2: Knot Tying

Leg 3: Military Obstacle Course

Leg 4: Eating

Each troop starts off with a baton (a frozen chocolate bar). The first member of the team will be tested on his first aid knowledge and skills, and will then run to the knot tying station, and hand his baton off to his next teammate. The second representative will be asked to tie some knots, and when successful, will run over to the obstacle course and hand the baton to the third representative. The third representative will complete the obstacle course, and hand the baton to the final member of the team. The final member will run down to the flag pole, eat the baton (which is a chocolate bar), and will then choose a prize.

Scoring: Troops will not receive points in this event. However representatives can receive the following prizes from the race:

Award 1: Events Cheat Sheet. A sheet of tips and tricks for members to succeed at events, compiled by the Camporee Staff.

Award 2: 3% Score Boost. Every patrol in your troop will receive a 3 percent boost to their total scores.

Award 3: 5% Score Boost. Every patrol in your troop will receive a 5 percent boost to their total scores.

Award 4: Fast Passes. Every patrol in your troop will receive 1 Fast Pass that can be exchanged at any event to join a Fast Pass line. The Fast Pass line will run substantially quicker than the normal line.

Award 5: Red Vines. You will get a large tub of red vines to share amongst your troop.

Award 6: Matches. Your troop will get a box of matches per patrol that may come in handy for some events.

Award 7: Redo Passes: Silver Pack. Each patrol in your troop gets 1 Redo Pass that entitles them to redo any event. The patrol keeps their best score in that event. You must stand in line again to use the pass.

Award 8: Redo Passes: Gold Pack. Each patrol in your troop gets 2 Redo Passes (see description above).

Award 9: Staff Surprise: Silver Pack. Each patrol in your troop gets 10 bonus points at Staff Surprise.

Award 10: Staff Surprise: Gold Pack. Each patrol in your troop gets 20 bonus points at Staff Surprise.

Awards are distributed on a first-come first-serve basis. That means the first troop to complete the relay race will get their choice of award, and troops that finish afterwards will choose from the awards that remain.

Tips:

- Pick the 4 representatives of your troop before you come to Camporee. Have them plan and prepare for the leg they will be competing in.
- All representatives will need to run for a stretch, so have them dress appropriately.
- The scout that runs the last leg will have to pick an award for the troop. Give him a list with your priority in awards (e.g. 7,3, 4, 10, etc.)

Event Name: Campfire Auditions

Event Background: An important part of the Hunger Games is to entertain and impress citizens of the Capitol, in order to earn a sponsorship from them. Sponsorships can give competitors useful items to survive in the games. The Campfire Auditions will give you an opportunity to entertain a member of the capitol in exchange for some valuable points.

Event Details: Patrols will be performing a skit up to 5 minutes in length. The skit's merit in areas such as humor, creativity, and originality will earn patrols some points. In addition, the top skits will have an opportunity to perform at the evening campfire.

Scoring:

Points Awarded:

25 Points: Incorporating the Hunger Games theme into skit

50 Points: Creativity and Originality in skit

10 Points: Patrol Yell, before and after the event

15 Points: Full Patrol Participation

Total Possible: 100 Points

Patrols scoring 85 points or higher will receive a slot at the Campfire. Qualifying patrols will receive 10 bonus points after completing their skit at the Campfire.

Points Deducted:

-20 Points: Skit is longer than 5 minutes.

-30 Points: Skit is longer than 6 minutes (skit will be cut-off)

Tips:

- Prepare your skit before coming to Camporee
- Create your own skit; don't browse the web for one. Original skits will receive the maximum amount of points.

Event Name: Hunger Games Surprise

Event Background: Intelligence, Endurance, and Fortune are some of the most important skills in order to survive the Hunger Games. The Hunger Games Surprise tests your aptitude in these areas.

Event Details: Surprise!

Scoring: Surprise! (Total Points Possible: 150)

Tips:

- Learn the plot of the Hunger Games
- Brush up on your math skills
- Remember: In the scout oath, you pledge to keep yourself physically strong!

Event Name: A-Frame Race

Event Background: The most knowledgeable person (patrol leader) from your district is injured. Some sponsors, impressed with your tenacity, have added healing powers to a creek near you. Your injured member is in critical condition and must be carried to the creek. You will make an A-frame with your patrol leader's guidance to transport him to the creek, treat him, and carry him back to the shelter before people from other districts find and kill you.

Event Details: You have 3 minutes to build an A-Frame, transport your patrol leader 25 meters and back on the A-Frame, and to put away your materials. You will be provided with 6 poles and 5 stretches of rope. You can use no more than 3 poles and 3 stretches of rope to create your A-Frame.

Scoring:

Points Awarded:

80 Points - Completion of Task

10 Points - Quality of Lashings

10 Points - Patrol yell, before and after the event

Total Possible Points: 100

Points Deducted:

-10 Points: Every 20 seconds over time limit

Tips:

- Brush up on Square and Diagonal Lashings

Event Name: Archery

Event Background: In order to survive in the Hunger Games, competitors were forced to use a vast variety of weapons, such as the bow and arrow. In a new bonus to this year's Camporee, patrols will get to test their skill at archery in a safe and scout-friendly environment.

Event Details: The patrol will select one member to shoot. The selected scout will receive a bow, 5 arrows, and a target. Simply, the goal is to hit the target as often as possible.

Scoring:

Points Awarded

20 Points: Every time the target is hit

Total Points Possible: 100

Tips:

- Have Fun!

Event Name: Cooking

Event Background: You are lost in the forest as night falls. All you have is the stack of firewood donated by a sponsor, an egg you scavenged, an orange, and whatever other fuel you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away, and cook your egg to eat for dinner.

Event Details: In your patrol, designate one member as a cook (cannot be the patrol leader). The patrol leader should help the entire patrol build a fire. The patrol will have to burn a rope hanging one foot over the base of the fire. Then the cook should cook an egg over the open fire. Judges will be looking at speed, quality of cooking, and quality of fire.

Scoring:

Points Awarded

10 Points – Patrol performs yell before and after task

10 Points – Patrol demonstrates good teamwork and leadership

10 Points – Patrol provides its own matches

10 Points – Patrol uses kindling from surrounding environment

30 Points – Patrol burns the rope provided

30 Points – Event Completion

Total Possible Points: 100

Points Deducted

-10 Points – Every minute over 10 minutes

-10 Points – Egg is raw or burnt

-10 Points – Fire is poorly and dangerously structured

Tips:

- Bring your own matches
- Be quick and efficient
- Practice cooking eggs

Event Name: First Aid

Event Background: Upon hearing your teammate scream, you and your group rush onto the scene only to find him severely injured. Identify and treat his wounds in order to save his life. Remember, the Hunger Games is a very dangerous place to be!

Event Details: You will be given a list of 5 symptoms. Time starts right after the list of symptoms have been given. You must identify and treat all of the injuries within 5 minutes; otherwise your teammate will die. The list of symptoms will only be read once. After completion you will need to give an autopsy report as well as explain the treatment that you gave him and why you chose your respective actions. Do not deviate from what you actually did in your explanation, or you will lose points for dishonesty.

Scoring:

Points Awarded

5 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

25 Points – Identifies injuries (5 points per injury)

25 Points – Treatment (5 points per injury)

35 Points – Autopsy report (7 points per injury)

Total Points possible: 100 points

Points Deducted

-15 points – Treatment not completed in 5 minutes

Tips:

- Brush up on Tenderfoot-First Class First Aid
- Use your surroundings
- Write down the symptoms immediately when given

Event Name: Blindfolded Obstacle Course

Event Background: While you were trying to build a shelter, you accidentally stumbled upon a nest, and were stung by a swarm of tracker jackers! You are suffering through hallucinations and can't see; make it to safety before anyone can take advantage of your weakness.

Event Details: You will have an obstacle course set up for the patrol leader to traverse through. The patrol leader will be blindfolded, but can receive any form of instruction from the rest of the

patrol. Your goal is to complete the obstacle course as fast as possible, without coming in contact with the obstacles.

Scoring:

Points Awarded

10 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

80 Points – Completion

Total Points possible: 100 points

Points Deducted

-5 points – Every 10 seconds over 3 minutes

-5 points – Every obstacle hit

Tips:

- Have a set of commands pre-prepared in order to guide your patrol leader
- Accuracy is just as important as speed!

Event Name: Trap Building

Event Background: With the constant physical activity required in the Hunger Games, competitors need a huge calorie intake in order to keep their bodies healthy. This event tests your adeptness in building traps which possess the capabilities of catching game that can quickly be turned into meals.

Event Details: You must build one of the 3 following types of traps: a deadfall, a snare, or a pit. You will be provided with a scarce quantity of rope, but nothing else; you must scavenge the rest of the materials from the campgrounds around you, or bring some from your campsite.

Scoring:

Points Awarded

10 Points – Patrol Yell, before and after the event

10 Points – Leadership and Teamwork

30 Points – Functionality

50 Points – Completion

Total Points Possible: 100

Points Deducted

-5 points – Every minute after 4 minutes

Tips:

- Research traps before coming to Camporee
- Practice building a trap on your own, before the event

Event Name: Presentation to the Game-makers

Event Background: Before the Hunger Games each patrol is allowed to make a private presentation to the Game-makers. The impression you make on them is important because they will be giving you a numerical score that will either help you stand above or sink below your competitors.

Event Details: Patrols will showcase their personal strengths in a creative, 3-minute presentation. Its focus can be purely physical, such as juggling a soccer ball, mental, such as group memorization, or anywhere in between. A patrol's score will be based on creativity, teamwork, originality, legitimacy, and overall showmanship. *Please no skits; save those for Campfire Auditions.*

Scoring:**Points Awarded:**

- 10 Points** - Patrol yell before and after the event
- 20 Points** - Enthusiasm and unity throughout presentation
- 20 Points** - All patrol members are involved in the presentation
- 10 Points** - Preparation before arrival at the event is evident
- 40 Points** - Originality/creativity

Points Deducted:

- 5 Points** - Swearing
- 5 Points** - Every 30 seconds over 3 minutes (for max. of 4.5 minutes)
- 5 Points** - Every patrol member who does not participate
- 20 Points** - Presentation is a skit
- 15 Points** - Presentation endangers the Game-makers

Tips:

- Plan ahead! This means bringing any necessary equipment or props that will enhance your presentation.
- Identify your patrol's unique strengths and capitalize on them in a way that utilizes every patrol member.
- Come early, as this will give you a better chance of having an original presentation and earning a higher score.