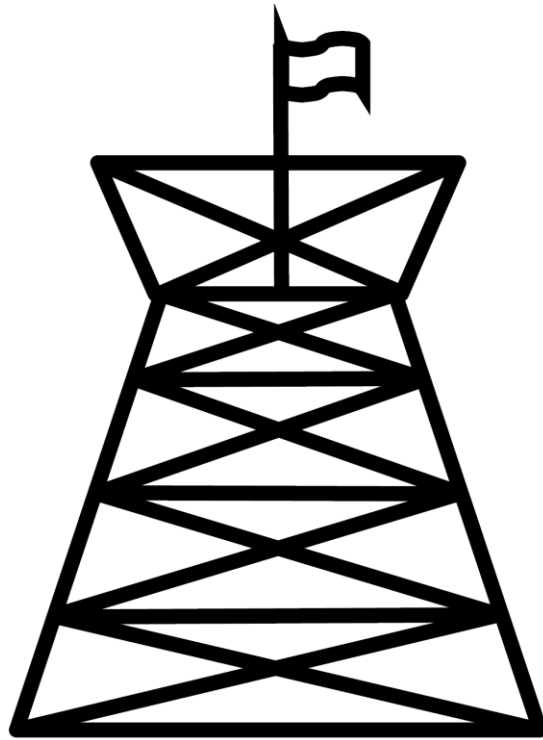


PIONEERING CAMPOREE



TOURNAMENT SUPPLIES

Patrols/Troops will need to provide the following supplies for the Tournament of Events, as they will be used at each event. After completion of the Tournament, they may be used as a part of your Pioneering Campsite.

- 6 poles (recommended size: 8 feet long, 2 inches diameter)
- 4 guide ropes (recommended size: 15 feet long, ¼ or 3/8 inch diameter)
- 9 lashing ropes (recommended size: 10-15 feet long, ¼ or 3/8 inch diameter)
- 3 Stakes
- Stake Hammer
- Small Pulley or eye bolt
- Patrol Flag
- Work Gloves

SAFETY NOTICE

Scouts and adults need to wear some form of work gloves when working with ropes, spars, and timbers to prevent rope burns, wood splinters and rope fiber splinters! Rope fiber splinters are very tiny and not visible when embedded in the skin. You may not feel them enter your skin and they will not cause short term pain. However, after approximately 18-24 hours there will be pain and discomfort and the affected area becomes sensitive to the touch. You may see redness or swelling. **PLEASE WEAR WORK GLOVES!**

PIONEERING CAMPOREE EVENTS

The Pioneering Camporee events will be the Tournament of Events and the Pioneering Campsite. The Tournament of Events consists of 7 stations that will test scouts abilities in knots and lashings in timed events. Scoring will be based on time to complete, as well as quality of knots and lashings. The Pioneering Campsite consists of projects your troop constructs in their campsites. Scoring will be based on the quality of the lashings.

TOURNAMENT OF EVENTS

FLAG POLE RAISING 70 POINTS

Patrols will work as a team to construct and raise a flagpole to fly their patrol flag.

*Lashings/Knots used: Round lashing, clove hitch, taut-line hitch, two-half hitches.

*Allowed supplies: 3 poles, 4 lashing ropes, 2-3 lashing ropes to hoist flag, 3 guide ropes, 1 small pulley or eye bolt, patrol flag, 3 stakes, hammer.



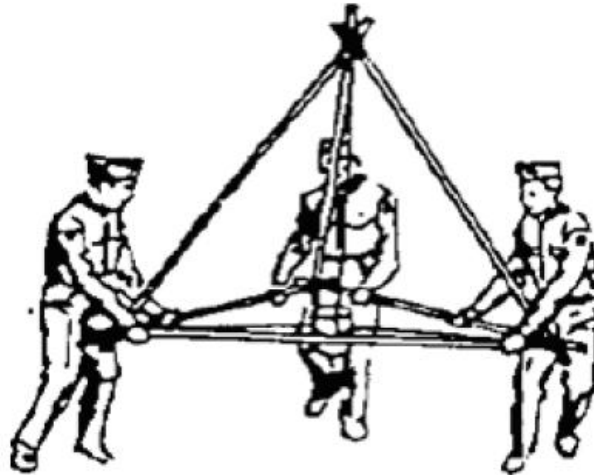
NITROGLYCERINE TRANSPORTER 70 POINTS

Patrols will construct a transporter to safely transport nitro, then attempt to transport it without detonating it.

*Lashings/Knots used: Tripod lashing, square lashing, clove hitch,

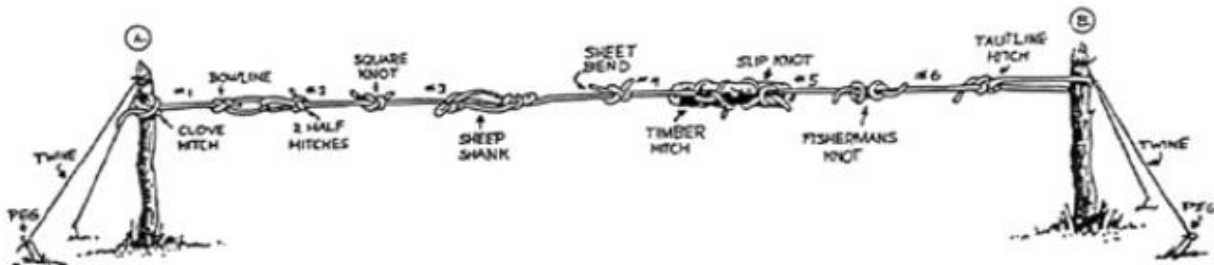
*Allowed supplies: 6 poles, 7 lashing ropes

*Supplied by Camporee: Nitroglycerine



SAVE THE LOG 70 POINTS

Patrols will tie a series of knots between two stakes to lift a log off the ground.



*Lashings/Knots used: clove hitch, bowline, two-half hitches, square knot, sheet bend, timber hitch, slip knot, fisherman's knot, taut-line hitch, sheep shank.

*Allowed supplies: 8 lashing ropes

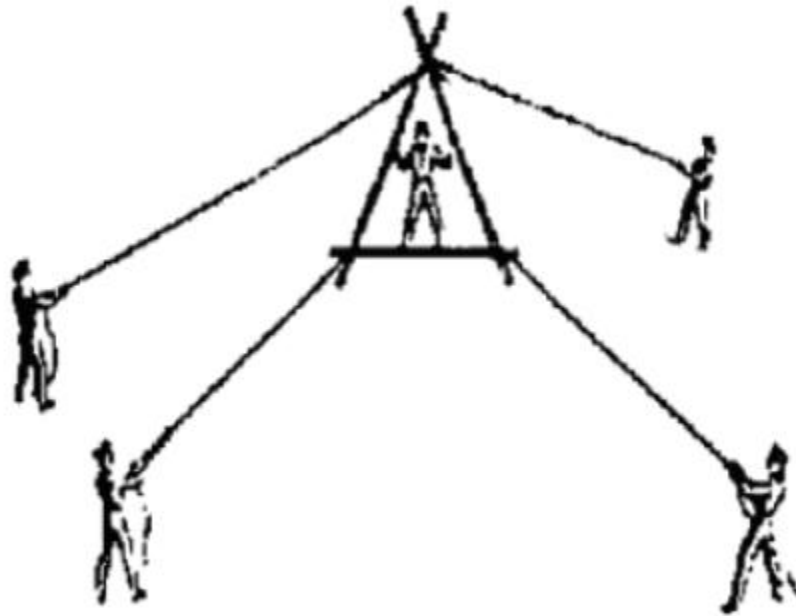
* Supplied by Camporee: Stakes, log

A-FRAME WALK 80 POINTS

Patrols will construct an A-Frame and walk it over a set course.

*Lashings/Knots used: Square lashing, clove hitch, two-half hitches

*Allowed supplies: 3 poles, 3 lashing ropes, 4 guide ropes



TRIPOD SWING 60 POINTS

Patrols will construct a Tripod strong enough to hold the weight of the judge!

*Lashings/Knots used: Tripod lashing, clove hitch, bowline

*Allowed equipment: 3 poles, 3 lashing ropes

KNOT CHALLENGE 70 POINTS

In relay fashion, Patrols will compete to successfully tie the list of knots as fast as they can.

*Lashings/Knots used: Clove Hitch, Sheet Bend, Square Knot, Bowline, Two-half Hitches, Timber Hitch, Taut-Line Hitch, Figure Eight

*Allowed supplies: 6 lashing ropes

LADDER LASHING 80 POINTS

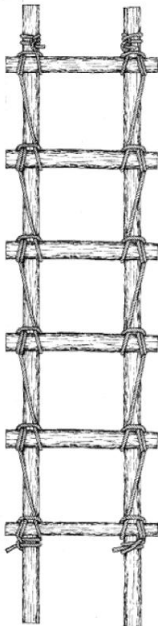
Patrols will construct a ladder to climb and ring a bell.

*Lashings/Knots used:

*Allowed supplies: 2 poles, 3 lashing ropes

*Supplied by Camporee: Rungs

LADDER LASHING:



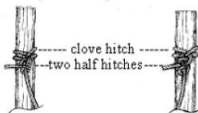
Comments:

Ladder lashing allows for a quick and secure method for constructing a ladder or for constructing a decking with evenly spaced decking pieces.

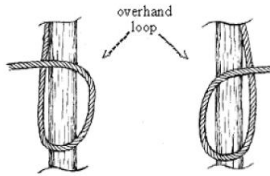
This form of lashing has several advantages over the traditional floor lashing. Less material is required because unlike floor lashing a space can be left between each piece of the decking. Also, each rung is securely lashed in place by several loops of rope in much the same way as a square lashing; with the traditional floor lashing only a single loop of the rope holds each end of the decking in place, therefore if one piece loosens, the entire deck loosens.

The ladder lashing has two forms; left and right, each is a mirror image of the other.

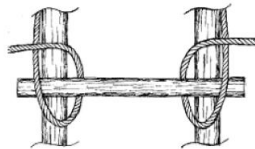
START: The ladder lashing is started by using a clove hitch stopped with two half hitches to secure a rope to the top end of each rail.



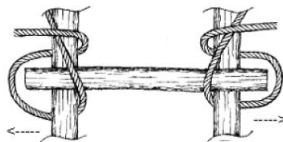
STEP 1: Lay an overhand loop over each side rail so that the running end of each loop is to the outside.



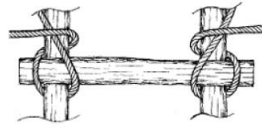
STEP 2: Place a rung across the rails so that the standing part of each overhand loop is over the end of the rung and the running part of each overhand loop is under the rung.



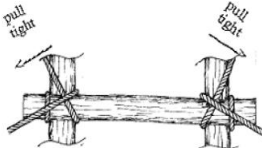
STEP 3: Pull the running part side of each overhand loop behind and to the outside of each rail.



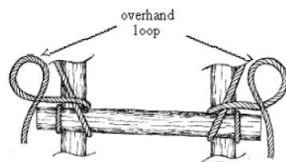
STEP 4: Then pull the loop over the end of the rung.



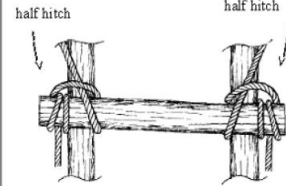
STEP 5: Work each rope until it is tightened around the rung and the rung is in its desired position.



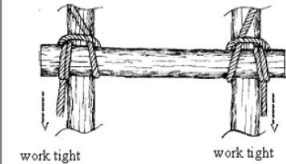
STEP 6: Form an overhand loop in each running part.



STEP 7: Place an overhand loop over each end of the rung to form a half hitch around each end of the rung.

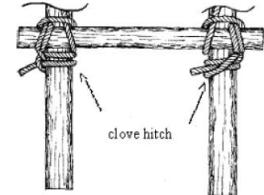


STEP 8: Work the half hitch tight.



STEP 9: Repeat steps 1 through 8 for each additional rung.

END: Finish the lashing by tying a clove hitch around each rail so that the clove hitch is directly under the bottom rung.



ROPE MAKING AND TYPES OF ROPE 60 POINTS

- * Describe the characteristics of at least 5 different types of rope and their uses.
- * Use your twine and the equipment at the station to make rope.

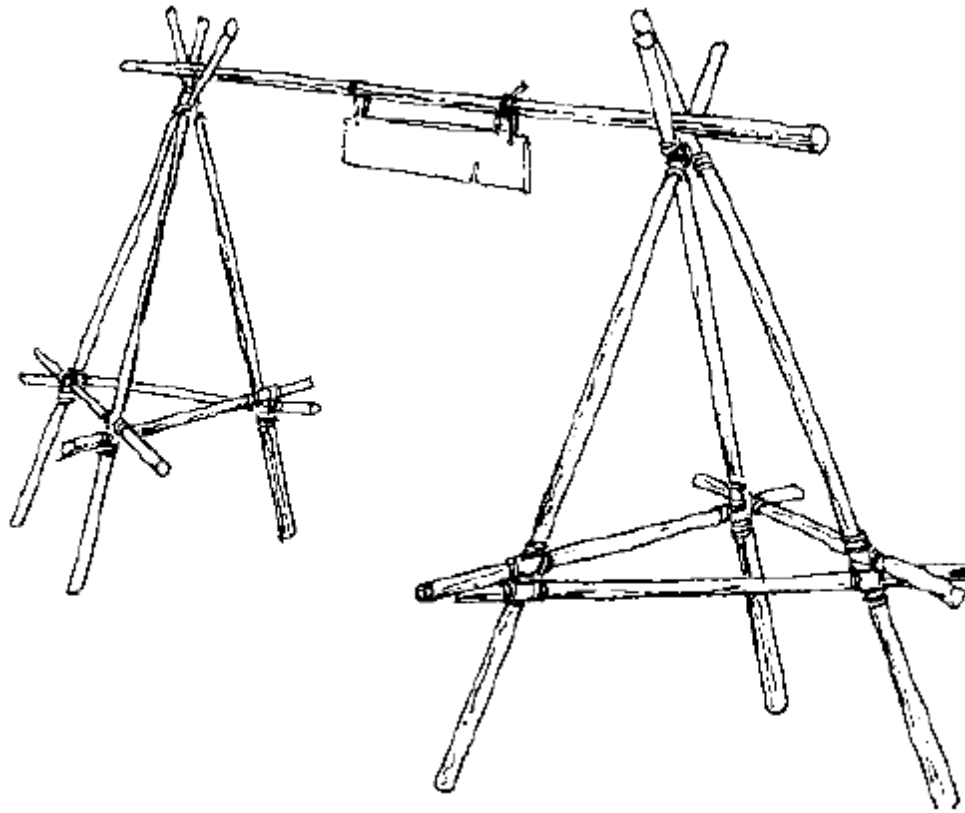
PIONEERING CAMPSITE

For the Pioneering Campsite, your troop will attempt to construct the projects listed below. You may not be able to construct them all, so be sure to use your time and abilities wisely.

General Rules:

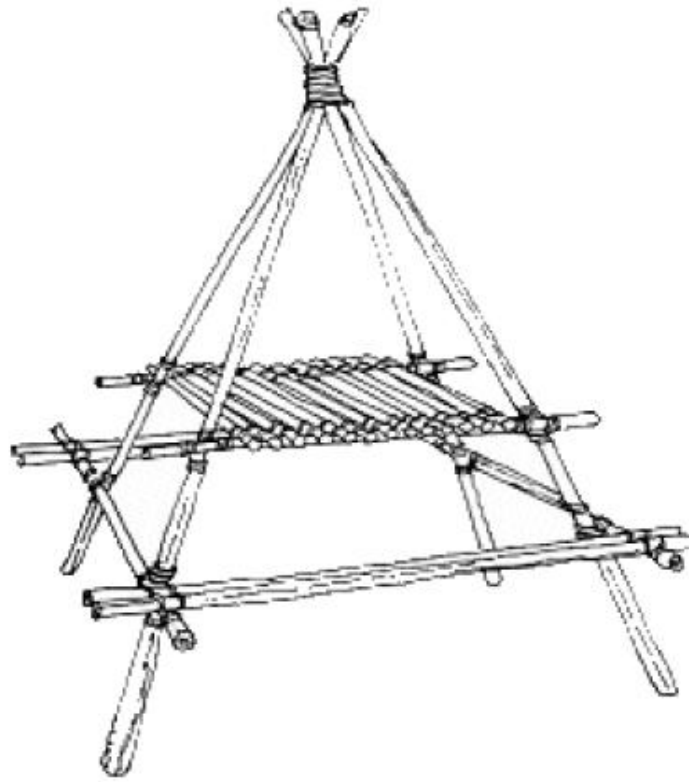
- * You may plan your projects prior to the weekend, including securing wood, but ALL projects must be constructed at Camp Gustin at the Pioneering Camporee.
- * You may begin your projects upon arrival Friday evening, but not before!
- * To reduce expenses, bailing twine may be substituted for rope for these projects.

Gateway



150 points
50 point bonus for a moving door
20 point bonus for a doorbell

Picnic Table
130 points

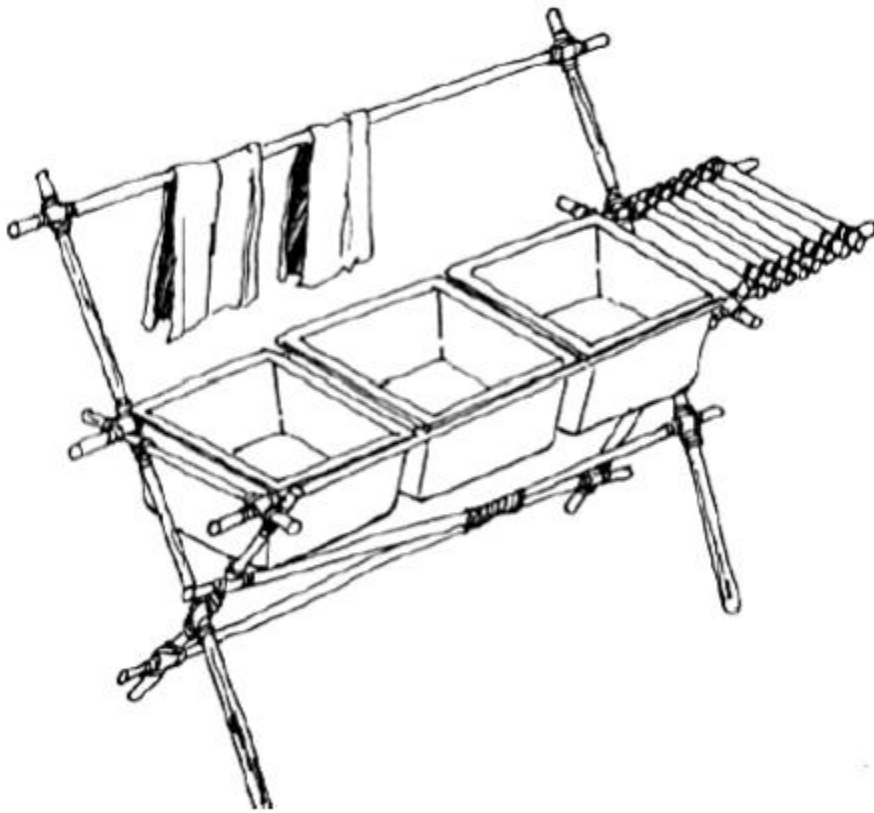


Lantern Tripod
10 points



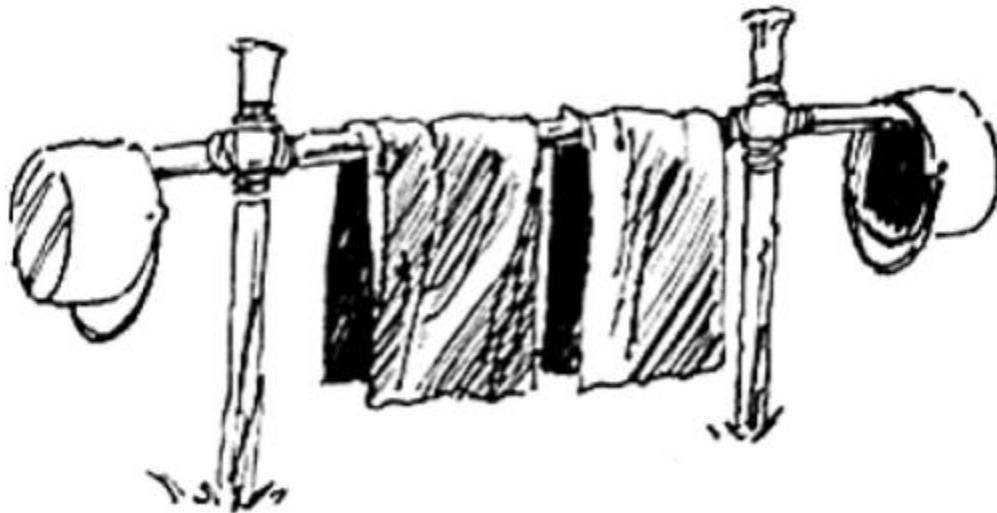
Dish Washing Station

60 points



Drying Rack

30 points



Troop's Choice -Create a useful camp gadget that uses at least four lashings 50 points
Reminder that scouts are not allowed to work at heights or on ladders (*Guide to Safe Scouting*).
Any gateways incorporating towers or other features that may require a scout to climb the structure must be constructed on the ground. Scouts are not to climb a finished gateway or tower.