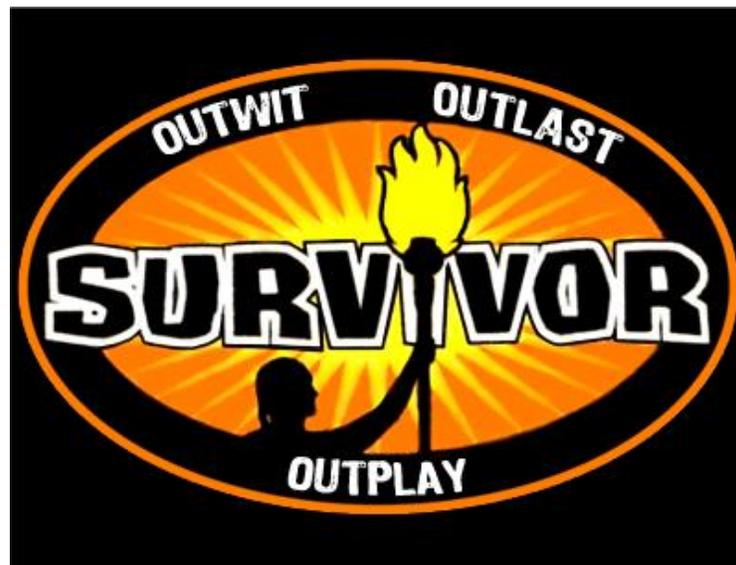


# Survivor Camporee



## Can You Survive

There will not be any elimination of any one or any head-to-head physical competition. There will be challenges, where based on speed, accomplishment or success, tribes or individuals will receive rewards.

### **Scoring**

Friday night at registration troops will be issued a leather necklace to hold Talisman earned at each Tribal Challenge activity on Saturday.

At 4 of the activities scouts/survivors will be competing as a Patrol/Tribe against another Patrol/Tribe for a reward talisman winning patrol/tribe receives the reward talisman. Losing survivors get nothing.

At the other 4 Tribal Challenges patrols/tribes will be competing against the other members of their own patrol/tribe to win the immunity talisman. Only one survivor in each patrol will win. The other survivors in the tribe get nothing.

Best Patrol/Tribe: Maximum possible score in the Reward Challenges is 4 talismans

Best Tribe Member: Maximum possible score in the Immunity Challenges is 4 talismans.

Maximum number of reward and immunity talismans that can be earned per individual 8.

Awards will be given for the best scores based on possession of necklaces and talisman at the tribal council.

### **Tribal Council**

At tribal council each SPL will be invited to participate in a voting session. The SPL will vote on a piece of paper for the challenge activity and staff they think was the best. The winning staff will be presented with awards.

### **Survivor Tribal Challenges**

Some of these challenges will be each patrol/tribe working together as a tribe competing to win the challenge against another tribe. The winners will receive a Reward Talisman. Some of these challenges will be the patrol/tribe members competing to win out over their fellow tribe members. The winners will receive an Immunity Talisman. In each case the winning Tribe or the winning Tribe member will receive a talisman to add to the leather necklace issued to each tribe member. Do not lose your necklace it will be used to decide the top winning tribes and the best tribe members in place of a point system.

## Challenges

### #1 Distress Signal

**Description:** In a fictitious scenario, a plane flies over the island. The survivors must build a distress signal on the beach to attract the pilot's attention. Best distress signal wins. Tribes will use the items they carry or have as well as what can be found in the area to make the distress signal. Tribes will have 10 minutes to make the signal.

**Winning Tribe Gets:** Reward Talisman

### #2 Choose Your Weapon

**Description:** An accuracy contest consisting of two disciplines: blow gun, and slingshot.

**Winning Tribe Member Gets:** Immunity Talisman

### #3 Challenge: Lock Step

**Description:** The tribes race against each other through a series of obstacles, while attached together by a rope. In this challenge, a tribe is only as fast as its slowest member. The first tribe to successfully complete the course with all of its members across the finish line wins.

**Winning Tribe Gets:** Reward Talisman

### #4 Challenge: True or False

**Description:** The tribe members play against each other in a quiz game testing their knowledge of the environment and survival knowledge. The first tribe member to answer the most questions correctly wins.

**Winning Tribe Member Gets:** Immunity Talisman

### #5 Challenge: Triage

**Description:** Each tribe selects two members to become "rescuers." The other members are placed at predetermined accident locations. Using a triangular-shaped stretcher called a "travois," each tribe must locate their tribe mates at the accident locations, provide emergency first aid, and bring them back, one by one, to the "first aid tent." First tribe to rescue all of its members and cross the finish line wins. The ropes and poles needed for the travois will be supplied by the staff. Survivors will need to know how to tie the appropriate lashings.

**Winning Tribe Gets:** Reward Talisman

### #6 Challenge: Blind Leading the Blind

**Description:** The tribes will select one member of each team to act as their "eyes" while the other members are blindfolded. Sitting atop two towers, the "eyes" must guide their blindfolded tribe members through a series of obstacles, such as stacking wooden beams and filling up buckets of water. The first tribe to successfully complete the course wins.

**Winning Tribe Gets:** Reward Talisman

### **#7 Challenge: Don't Fence Me In**

**Description:** The playing field consists of posts in rows of ten with ropes hanging from one side of the post. Survivors take turns connecting the rope of one post to another post in order to eventually make a square. The Survivor "owns" a square when he or she is able to close off the square upon their turn. The Survivor who "owns" the most squares wins.

**Winning Tribe Member Gets:** Immunity Talisman

### **# 8 Challenge: End of the Line**

**Description:** Each Survivor must follow a rope that will lead to 4 checkpoints. The Survivors will use 2 carabineers to traverse the rope course. One must be attached at all times. Survivors must clip onto a rope before they unclip to proceed through the race. The first Survivor to reach each checkpoint and cross the finish line first wins.

**Winning Tribe Member Gets:** Immunity Talisman

### **Scoring:**

Best Patrol: Maximum possible score in the Reward Challenges is 4 talismans

Best Surviving Tribe member: Maximum possible score in the Immunity Challenges is 4 talismans.

Maximum number of reward and immunity talismans that can be earned per individual 8.

### **SPL Tribal Council Vote:**

During your day of challenges each patrol should pay attention to the staff and the challenge itself so you can tell your SPL who you thought had the best staff and challenge. During dinner The SPL in each troop will take a vote and decide which Challenge he should vote for at Tribal Council later that night. At tribal council each SPL will be participate in a voting session. The SPL will vote on a piece of paper for the challenge and staff they think was the best. The winning staff will be presented with awards.