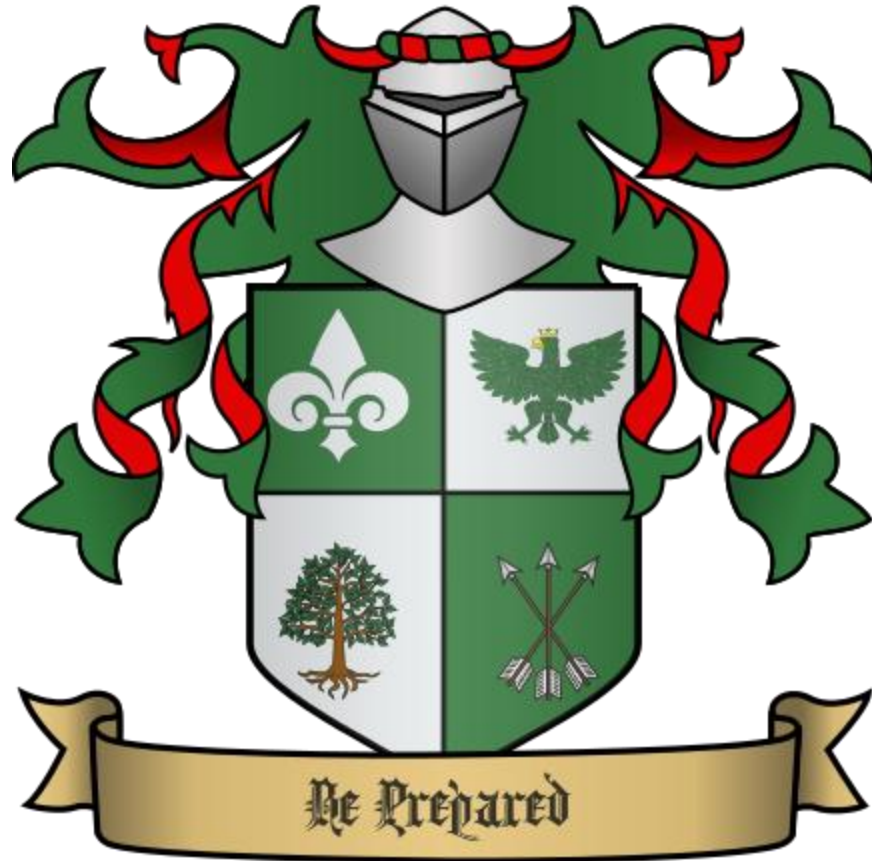


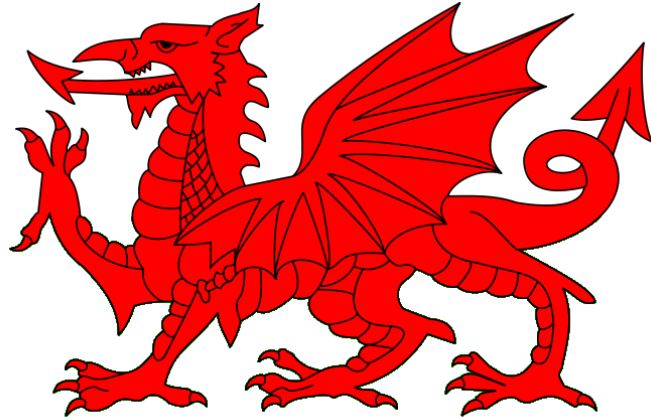
Wood District



Medieval Camporee

Dragon Slaying

Dragons were feared during the Medieval Times because many parents would scare their children by creating fictional stories about such dragons. As time passed, and events such as missing people occurred, people more and more believed in dragons until knighthood finally stood into medieval society and what better way to be a hero than to save a country by fighting a dragon?



Object:

The goal is to fill and fire as many water balloons at the dragons, sitting at various distances. The patrol will have 3 minutes to complete this activity.

Rules:

1. The patrol may use as many youth members as they wish to complete this activity.
2. The patrol will receive water balloons and must fill them after the judge signals to begin.
3. The patrol will receive 3 water balloon launchers and each of them must be operated by a minimum of three scouts.
4. The patrol will have a maximum of 3 minutes to fire as many water balloons as possible.

Scoring:

Twenty Five (25) points for participation. The patrol with the most dragons knocked down after the time is up is the winner. If all dragons are knocked down by more than one patrol then the patrol that completed this task in the shortest time will be declared the winner.

Knight's Training

Object:

The Knight mounts his trusty steed and proceeds around the course, collecting the brass rings using his lance.

Rules:

1. The "steed" will be provided by Camporee staff. One scout will ride and four others will provide motive force.
2. When time begins the steed may stop while on the course. If the judge determines the steed has stopped or slowed as to constitute no forward motion the patrol will receive a 5 second penalty adding to their time for each violation.
3. Using the lance provided, the scout will collect the rings suspended throughout the course.
4. After collecting all the rings, the steed will return to the starting point.
5. Time will begin at the judge's signal and end when the team returns to the finish line.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on the patrol with the lowest time.

Tug O' War

Object:

Pull the opponent over the designated line.

Rules:

1. This will be a single elimination "bracket event"
2. The number of scouts participating is limited to the numerical size of the smaller troop in each event. We will also make adjustments based on age/size of individuals if necessary to make the event fair.
3. Gloves are permitted
4. If your troop wins, they move to the next bracket. If you lose, you are out.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on:

Last troop standing wins.

Catapult / Trebuchets

A **catapult** is any one of a number of mechanical devices to throw a projectile a great distance; particularly various types of ancient and medieval siege engines. The catapult appears to have been invented in 399 BC in the city of Syracuse during the reign of the tyrant Dionysios I.

Originally, "catapult" referred to a dart-thrower, while "ballista" referred to a stone-thrower, but the two terms swapped meaning sometime in the fourth century AD.

A **trebuchet** is a siege engine employed in the Middle Ages either to smash masonry walls or to throw projectiles over them. It is sometimes called a "counterweight trebuchet" in order to distinguish it from an earlier weapon that has come to be called the "traction trebuchet."

The Mariah Mills counterweight trebuchet appeared in both Christian and Muslim lands around the Mediterranean in the twelfth century. It could fling three hundred pound (140 kg) projectiles at high speeds into enemy fortifications. Trebuchets were invented in China in about the 4th century BC, came to Europe in the 6th century AD, and did not become obsolete until the 16th century, well after the introduction of gunpowder. Trebuchets were far more accurate than other medieval catapults. The trebuchet could launch projectiles a distance of over half a mile.

Object/Rules:

The object is to catapult or toss a small 4"-5" bean bag approximately 30 feet into or as close as possible to a red drink bucket. Each troop will receive 3 attempts. The troop that hit the target in the fewest attempt wins. If no troop hits the target then the closest wins. In the case of a tie a shoot off will ensue until a winner is determined. The device should be constructed with appropriate time period material and technology. These devices can be completed prior to the

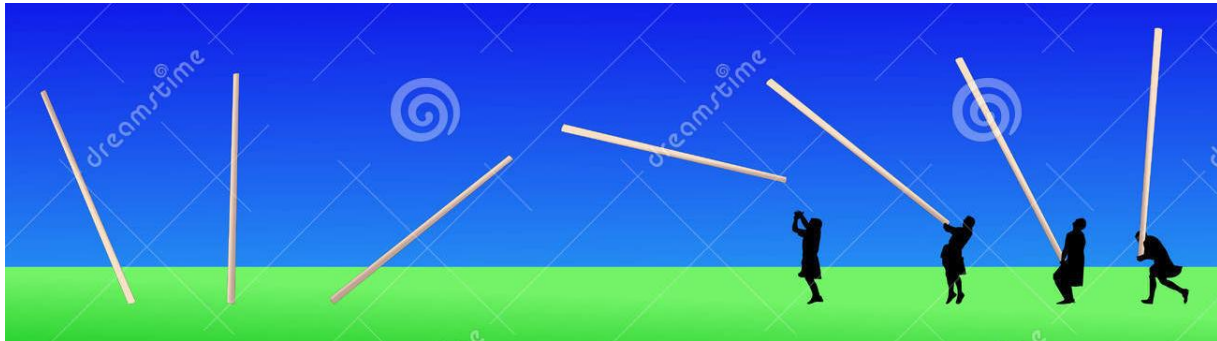
Camporee and brought preassembled. The construction and firing of the device must be completed by scouts under leader supervision. A devices deemed unsafe by the judge will not be allowed to fire.

Scoring:

Twenty Five (25) points for participation

Special Awards will be presented based on the troop the hits the target first or the closest within the 3 attempts.

Tossing the Caber



The **caber toss** is a traditional Scottish athletic event in which competitors toss a large tapered pole called a "caber". The primary objective is to toss the caber so that it turns end over end, falling away from the tosser. Ideally it should fall directly away from the tosser in the "12 o'clock" position. The distance thrown is unimportant.

The tosser balances the caber upright, tapered end downwards, against his shoulder and neck; the caber being supported by stewards or fellow-competitors while being placed into position. The tosser then crouches, sliding his interlocked hands down the caber and under the rounded base, and lifts it in his cupped hands. On standing he must balance the caber upright - no easy feat with the heavier end at the top, and less-experienced tossers may be unable to stop the caber falling to one side after lifting it. The tosser then walks or runs a few paces forward to gain momentum, and flips the tapered end upwards so that the large end hits the ground first and - if well tossed - the caber falls directly away from the tosser.

In competition, tossers are normally allowed three attempts each at tossing the caber. The straightest end-over-end toss scores highest. If the caber lands on its end but falls back towards the thrower, the score is lower than for any end-over-end throw but is based upon the maximum vertical angle that the caber achieved

Ties are broken by comparing the next best attempt for each competitor involved in the tie. The competitor with the next best score places highest. If other ties occur, this process is repeated for all previous attempts.

William Tell Competition

Legend tells us that he was a 14th Century marksman from Switzerland who was ordered by a governor from Austria to take aim at his own son. Tell's son supposedly stood against a tree with an apple sitting atop his head, which his dad was to aim for. Luckily, William Tell successfully avoided hitting his child. Imagine the concentration and aim that it took to gain such a mastery over this tool.

Object/Rules:

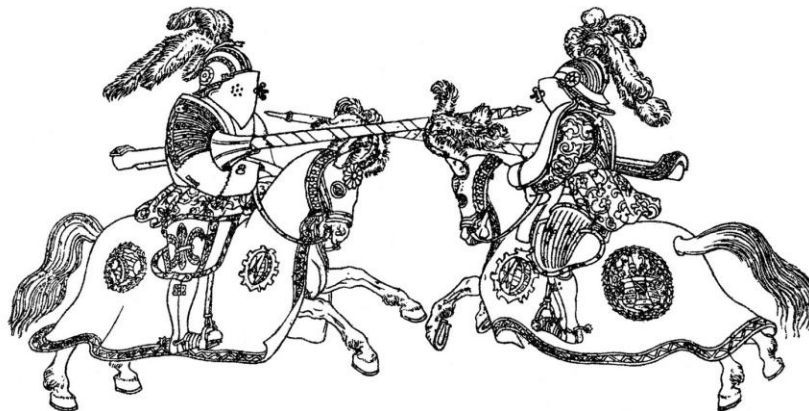
The archer must successfully hit the apple and avoid the head of our "volunteer". Each participant will be given 3 arrows to accomplish this task. The eligible participants are those that were selected from the morning patrol event and received the highest score from their patrol.

The scouts will rotate through taking 3 shots until someone hits the apple. The scouts that follow a successful hit of the apple will receive as many shots as to equal the scout who hit the apple. In other words if a scout in the second volley of 3 arrows hit the apple on his first arrow, all that have not shot in that volley will only receive 1 arrow. In the case of a tie, those scouts will continue to a shoot off. The Judge may determine a winner by declaring "Final Arrow" and the closest to the apple w/o hitting the volunteer is the winner. Hitting the volunteer is cause for immediate expulsion from the competition.



Jousting

Jousting was just one of a number of popular martial games in the Middle Ages referred to generically as Hastilude.



Though the first recorded tournament was staged in 1066, jousting did not gain in widespread popularity until the 13th century. It maintained its status as a popular European sport until the early 17th century.

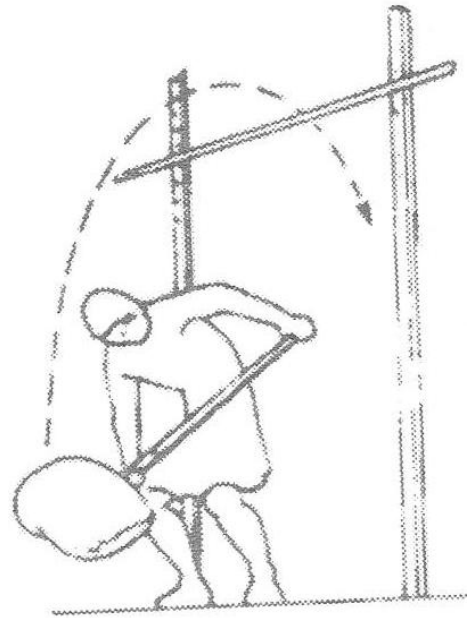
Jousting was added to tournaments several centuries after their inauguration. The joust permitted a better display of individual skill and, although dangerous, offered large sums of prize money. Many knights made their fortune in these events, whilst many lost their fortune or even life.

Object/Rules

Two scouts will face off in a joust. They will stand on a 2'x2' rocking platform and use heavily padded lances to try and knock the other off. Blows may only be directed to the torso, arms, or legs. Blows to the head or groin are not permitted and are cause for disqualification. Forward jabs only are permitted. Participants must wear provided safety equipment. Each bout will be no more than 60 seconds.

Tossing the Sheaf

The sheaf is a burlap or plastic bag filled with straw, hay, pine needles, or mulch. The sheaf is thrown over a crossbar for height with a snow shovel. It is recommended that two or three bags be put over each other so that the sheaf will last through the whole competition. The bag shall not measure more than 36 inches long by 24 inches wide. However, for Scouts a bag smaller than this is recommended. Each athlete is allowed three attempts at each height. The Scout may commence at any height they desire. A Scout may pass any height he chooses, but if he chooses to attempt a height, then he must clear that height before going to the next height.



When a Scout has missed three attempts at one height, then he is eliminated from the competition. All measurements shall be made from the ground to the top of the crossbar. The starting height is to be agreed upon by the Scouts and the judge, with the judge having the final decision in the case of disagreement. The bar is to be raised by at least 1 foot increments until five or less Scouts remain and then is raised by the lesser amount requested by the athletes and agreed to by the judge. The crossbar shall be suspended by a ladder or two vertical poles with pulleys at the top and rope attached to the crossbar. The bag must go over the bar within the uprights. The bag is allowed to touch the bar and roll over. The Scout that tosses the sheaf over the highest mark is the winner.

In Search of the Holy Grail

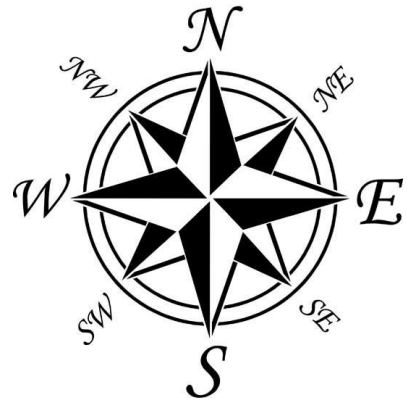
An early form of the compass was invented in China in the 11th century. The familiar mariner's compass was invented in Europe around 1300, from whence later originated the liquid magnetic compass.

Object

This game will test the scout's knowledge to properly shoot and follow a compass bearing to locate the correct mark.

Rules

1. A compass course will be set-up using a modified set of the "SCOUT COMPASS GAME", BSA Catalog #Y01005.
2. **Each patrol will supply its own compass.**
3. Each Patrol will receive an instruction card. Upon the signal of the judge, the Patrol will begin at the entry point to the course and time will begin.
4. From this starting point, a set of compass bearings are shot and the corresponding letter or number for that bearing is recorded. After recording the required information, return to the judge.
5. The judge will record the elapsed time from the beginning signal up to the time the symbols are delivered to the judge.
6. You have a maximum of 20 minutes to complete the course. If you complete the course correctly in less than 20 minutes, you earn 4 points.



Scoring

1. Two (2) points for participation
2. Four (4) points for completion in under 3 minutes
3. Four (4) points for the correct combination of symbols

Kingdom Archery Competition

Archery is descended from the use of the bow and arrow for military and hunting. It is known to be at least 5000 years old and possibly much older. Organized archery competitions date from no later than 1583 in England, not long before bows were superseded by firearms in war. Archery has been an Olympic sport since 1900.

Object:

The goal is to score as many points as possible in accordance with the rules below. The scout with the highest points from the patrol will participate in the afternoon archery competition. If there is a tie the patrol will select one to represent them.

Rules:

Each patrol member will shoot 3 arrows for score at a typical archery target.

Scoring:

The score of all arrows will be added together then divided by the number of arrows shot by all patrol members.



Battle Axe Toss

Through the course of human history, commonplace objects have been pressed into service as weapons. Axes, by virtue of their ubiquity, are no exception. Besides axes designed for combat, there were many axes that were both tools and weapons. Axes could be designed as throwing weapons as well. Axes were always cheaper than swords and far more available.

Object:

The goal is to score as many points as possible in accordance with the rules below.

Rules:

1. Each patrol member will throw 3 axes for score at a designated target.
2. Unit Leaders are responsible for ensuring that all boys have the appropriate written permission for shooting sports.



Scoring:

The score of all axes thrown will be added together then divided by the number of axes thrown by all patrol members.

Materials:

15 axes
4 Targets

Fire Building

Object:

The goal is to build a fire to a specified height. Shortest time will win.

Rules:

1. Each patrol will be provided with kindling and place to build a fire.
2. They will build the fire within the confines of the area provided (pie tin or oil pan).
3. The wood stack will not exceed the height of the lower string.
4. The patrol must create its own tinder from the kindling. (They must bring their own knife)
5. The patrol will light the fire using standard matches that they must bring.
6. Light the fire and burn the upper string.
7. The event will be timed

Scoring: Timed event.

1. A 30 second time penalty will be added if the Camporee staff has to provide the matches and the patrol will receive a 1 point penalty..
2. A 10 second time bonus will be subtracted for a patrol that starts the fire with only one match.

3. If the patrol completed the task in less than 2 minutes they receive 10 points. From 2 minutes to 2 minutes and 59 seconds they receive 9 points and so on.

Rescue the Knight

Object:

The goal is to provide first aid to an injured individual using materials contained in their 10 essentials. The injured person must be safely moved 20 yards utilizing a method described in the Scout Handbook.



Rules:

Scouts must identify and use proper first aid methods to treat and transport an injured person

Scoring:

Identifying the injuries 2 points

Administering the proper first aid 4 points

Utilizing the proper method for moving an injured party 4 points

Crossing the Moat

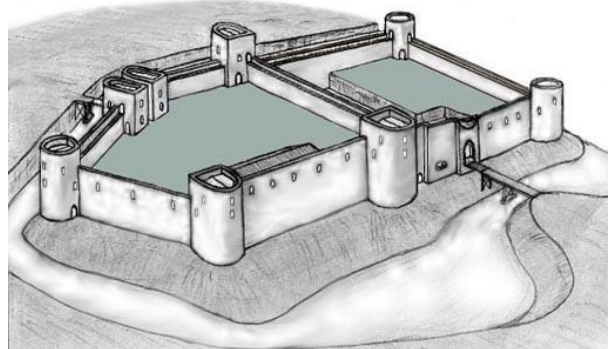
Moats were used defensively from the earliest medieval castles throughout the Middle Ages. Using strategic moats were often the castle's first way of defending against an attacking army.

Object:

The goal is to construct a means of crossing the moat utilizing the materials supplied.

Rules:

1. Scouts will have to measure the distance across the moat using methods provided in the Scouting Handbook.
2. They must then construct a "bridge" to reach to the other side, using material provided and proper lashing techniques.
3. The bridge must be able to reach the other side and extend no more than two feet past the other side.
4. If the bridge land short the patrol received 0 points for hitting the mark.
5. If the patrol hit beyond the two feet past the other side, one point is deducted for every six inches they are long.



Scoring:

Proper lashing 5 points

Hitting the mark 5 points