



Are you prepared to have a spooktacular time? Then you have come to the right camporee. This year Wood District of Erie Shores Council promises to give you the fright of the season with the Monster Mash Camporee. This Camporee promises to be a great one. We have grown the pumpkins, ordered extra ghosts, and hunted down some zombies, all so that each scout that comes can have a great time.

**Cauldron Cooking Competition** – Dutch oven cooking contest

**The Hunt for Frankenstein's Monster**

Learn basic orienteering skills with a compass and a GPS. There is also a GPS course to help learn basic skills

**Mummy Making** - Use basic first aid skills to bandage up your victim like a mummy.

**Zombie EMS** - Navigate a course using compass skills and assist injured zombie injured humans along the way!

**A-Frame Frankenstein Walk**- Build your A-frame and race it over a course! This competition requires lashing, teamwork and speed!

**Fire Building/Pumpkin Chucking**- be the first to build a fire using all natural materials and release your pumpkin!

**Spider Web Maze**- Get your Patrol successfully through the Spider's lair without touching the web! This competition will take teamwork and speed...Be prepared for a challenge and a surprise at the finish!

**“Scarea 51” Alien Golf Course** – Try your putting skills on the lunar landscape

**Zombie Putting** entails a patrol putting a Zombie head as far as they can.

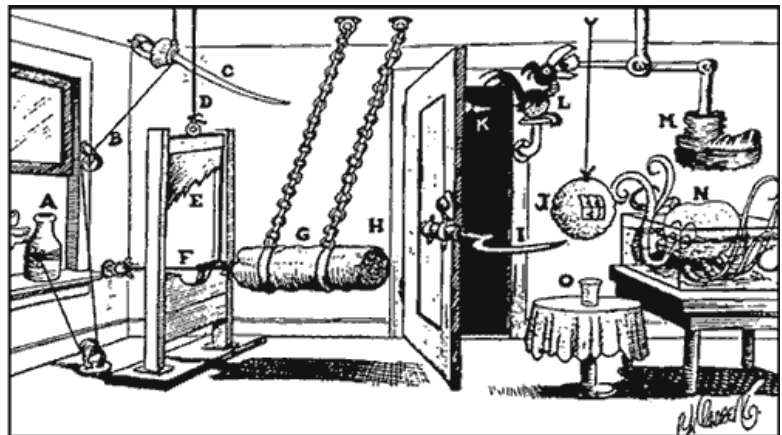
**Pumpkin Chucking** is an event where contestants throw a pumpkin as close to a basket as they can.

### **M6 Mouse Trap Build**

Recently, Wood District has been overrun by a scourge of Monstrous Mechanical Metal-Munching Monster Mice. These marauding rodents are known more conveniently by the moniker “M6”. The M6 are to metal as beavers are to wood. The M6 are feared throughout the universe, as a single family of these mice could devour the Golden Gate Bridge in as little as 87 minutes, 11 seconds.

Each troop is challenged to construct a “better mouse trap”, to capture or annihilate these ravenous, devouring creatures before they can destroy the camp, its structures, and all means of transportation back home. Following are the basic design criteria for the required mouse catching appliance:

- Each appliance must be designed in the manner of a Rube Goldberg machine (similar to but less complex than the Milton-Bradley/Hasbro Mouse Trap board game).
- At least one structural component (tower, platform, derrick, trestle, etc.) must be constructed of wooden spars (to thwart the metal munchers). The spars must be held together by lashings. All pioneering work must be completed on site.
- Other component doohickeys may be pre-constructed from any available materials.
- Optionally, the contraption may feature a waterworks component.
- The thingamajig must respond to a single trigger event which initiates a series of at least three distinct but chain-reacted actions.
- The contraption must demonstrate the principles of at least three simple machines (lever, inclined plane, wedge, screw, wheel-and-axle, or pulley) and/or compound machines. (Screws used as fasteners do not count as simple machines)
- At least one mechanical stored energy source is required to power the machine (suspended weight, pendulum, spring, flywheel, etc.).
- Batteries (24 volts DC or lower) may be used for auxiliary power to operate lamps, bells, magnets, etc.
- No high voltage, AC current, chemical, pneumatic, or other power sources may be used.
- The entire invention must be diagrammed on a poster, indicating how it is supposed to function. The Scouts assigned to the engineering team must be prepared to explain the



principles of operation, including the function of each simple machine, the use of mechanical power sources, and the conversion of potential energy to kinetic energy. Complete design and construction guidelines and game rules will be provided to units in a separate document prior to the camporee. The build phase takes place in the morning while the patrol games are being readied. The reveal phase occurs in the afternoon after the patrol games are completed.

- Each team is allowed three trials to execute one flawless full-cycle run through of the machine's intended sequence. Critical adjustments may be made between trials.
- The Scouts assigned to the engineering team shall explain the principles of operation, including the function of each simple machine, the use of mechanical power sources, and the conversion of potential energy to kinetic energy.

### **Coffin Race**

1. Each participating team shall provide a coffin conforming to the specifications below. Race officials will inspect all coffins before race time. Coffins not passing inspection will not be allowed to race.
2. All Scouts must finish that start. If they drop the casket they must start over.
3. All Scouts must take a turn in the casket. At the end of each leg, at the designate turn around marker, they change positions.
4. No pushing, shoving or dragging allowed.
5. Each team starts with one member in the casket and the others grab ropes.
6. On go patrol members pick up the casket and race to the turnaround point.
7. Upon arriving there, a new member gets in and the old casket rider joins the crew carrying the casket.
8. Once all members have carried the casket and rode in it they are done.
9. Total time will be divided by the number of patrol members for the average patrol time.
10. An award will be presented to the most creatively decorated coffin.

### *Coffin Specifications*

All coffins must meet the following specifications:

1. Coffin specifications: Size minimum is 24 inches wide by 60 inches long Size maximum is 42 inches wide by 84 inches long. There is no minimum or maximum height specification for the coffin or handles.
2. Rope handles must be securely attached to coffin (1 inch diameter rope is recommended).
3. Decorative projections will be allowed, not to exceed the maximum width and length of the Coffin. Decorations may extend up without limitations.
4. All coffin riders must wear a helmet (bring your own) during the race and have their legs in the Coffin. Protective gear for runners is highly recommended, but not required.

### *Safety Is Imperative!*

Coffin race officials may disqualify any coffin, if they feel it is dangerous.

# FINAL NAIL IN THE COFFIN BLUEPRINTS

