

SPY VS. SPY



CAMPOREE

The Mission Brief:

“Good morning teams. My name is Carlos, of Spy Inc. We work with the government, not for the Government. In times of crisis we call upon ordinary citizens such as you to undergo extraordinary missions. Today is your day! Read your mission brief which contains valuable GPS coordinates to help you locate Q’s lab. To prevent enemy agents from using this information, you must create a fire and destroy your instructions prior to leaving for Q’s lab. Finding Q will be critical to obtain the necessary spy equipment that will be needed to complete your mission. After that, the rest is up to you. Good luck teams. The free world is counting on you.”

Q's Gadget Lab – Q will provide a decoder that requires the team to identify the specific locations for each part of their mission. Once identified, the location names can be used to fill a code sheet which will require the team to unscramble one final clue necessary for the mystery challenge.

Gathering Intelligence – Every good spy is proficient at gathering intelligence. Sometimes you have to be very elusive and escape from enemy spies and sometimes you have to take the intelligence right out from under their noses. Patrols will have the opportunity to have some fun and test their skills as a team in gathering “Top Secret” intelligence. This will be a double elimination, tournament style patrol match-up. The members of each patrol are numbered 1 through 8. If there are less than 8 patrol members in a patrol, the numbering will be ‘doubled up’ so some patrol members will represent two numbers. Patrols form two opposing lines facing each other. Top secret intelligence will be placed in the exact center between them. The Director calls out a number (1 through 8) and the players on each side who are assigned that number must try to get the intelligence back to their team. Neither player may touch one another until someone touches the top secret intelligence. Once a player touches the intelligence, the other player may tag them. If a player is able to grab the intelligence and carry it back over to his own side without being tagged, his patrol scores a point. If a player is tagged after touching the intelligence and before he returns to his own side, the team that tagged him scores a point. Whoever steals the most top secret intelligence at the end of 8 rounds will win the match. If the score is tied after 8 rounds, one more round will be played as a tiebreaker. Winning a match may provide helpful information for other events during the day.

Blind Escape – The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team. Your group is entering an area that has been booby trapped by the infamous enemy agent, the “Gremlin”. Your patrol leader trips a wire that creates an explosion. He is injured and must be carried by the group, but he still has his sight. The rest of the patrol was temporarily blinded by the blast. You have just minutes to escape before the entire area is consumed in fire. The Patrol Leader can see, but must be assisted in walking. He must verbally direct his entire patrol to safety. He can see the obstacles, they can't. He has to describe the obstacle, what they need to do, and coach them through it. Time is limited.

Covert Key Search – This event is a test of your patrol's ability to use GPS devices and Compasses with given coordinates from headquarters given to you from the secret outpost, your patrol is to find and eat the Golden Keys needed by the enemy to arm missiles in your quadrant before they can launch their missiles.

Laser Wire – Your Patrol comes to a major obstacle to confiscate the enemy's box of their evil world secrets. One of your Patrol members trips an alarm timer and your whole Patrol must get to the other side of the obstacle before being captured by the enemy's agents. Touching the laser wire will injure an individual.

Espionage Adventure – You must recover an item of secret information. It is stored in a container in a distant location. You will follow directions that will take you to the container. When you arrive you'll find several booby-trapped decoy containers near it. Which is the right one? If you carefully follow clues, you will choose wisely. If you choose the wrong container, it could be a tragic end!

Doom Room Escape –The Patrol finds themselves on a platform that is surrounded by water. They must escape from the platform before the enemy releases the sharks with lasers. With access to three special moveable platforms, patrol members must escape the platform to a safe area 20 feet away. Timing is critical as is the Patrol working together as a team to save everyone.

Secret Stranger – The evil agent is known as the Spectre. The good agent is known as the Bond. The Patrol will meet both of them one at a time. They must decide which agent is Bond and present their top secret CD to him/her. They must determine who is who by asking them questions and judging their character by the responses. You must get information to a secret intelligence unit of the United States government. Your contact is an agent known only as the Bond. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as Spectre is operating in the area and may try to impersonate Bond to intercept the information on your CD. If your information gets into the wrong hands it could be disastrous for the free world.

Enemy Encampment – You must evaluate the strength of an enemy encampment and make a map of the location. You cannot be seen or heard in your attempt. The future of western civilization depends on your successful completion of this mission.

Agent Rescue – An agent has been hit. You will be given instructions for finding him. Treat his wounds, and then evacuate him to safety. The trouble is enemy agents are looking for him too. Who will find him first?

Laser Gauntlet – Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are “flashed” with a laser, they’re dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. There is a time limit for each round.

Hitting What You Aim For – Every good spy maintains his skill level by training in their weapons. You have to be able to hit your target when the time comes to obtain the key to the enemy’s secret facility. By the way, you also have to be silent so guards are not alerted. Looks like you will have to throw knives.

Opening the Vault – You are now in front of the vault door in the enemy’s lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.

Mystery Challenge – There is a final challenge to be found inside of the vault that will be critical for saving the free world. Intelligence has no clue what the challenge might be. Be aware, even though you are a spy, you are also a Boy Scout. “Be Prepared” for anything!