

Lignum Regionis Gladiatoriiis Provocation Conventus Legatus Documentum

**Wood District
Gladiator's Challenge Camporee
Leaders Guide**

**October XVI-XVIII, MMXV
(October 16-18, 2015)
Basic Park, Luckey, OH**



**“Carpe Diem”
(Seize the Day)**

Legatus - Scoutmaster
Centurion – Senior Patrol Leader
Legionary - Troops
Decurion – Patrol Leader
Contubernium – Patrols

Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your Legionary prepare for the fun and excitement of this year’s Fall Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. Failure to compete in this spirit can result in point deductions for a patrol. The principles of leave no trace should be practiced at all times. All events for will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete. Passports will be given to each Contubernium listing the order of activities to visit. The score for each event will be recorded on the passport. Each Contubernium must turn in their passport to the Wood District Staff as they finish in order to be eligible for any awards.

All participating Legionary must sponsor one event or activity and provide the necessary adults and materials required to run the activity or event.

The Challenges of the Gladiator

Have you ever watched movies or read books based on the gladiator warriors of the ancient Roman Empire? If so, then you might have a fairly good idea of what is in store for you at the 2015 Wood District Fall Camporee, Gladiator’s Challenge. If not, then allow me to enlighten you on what it is to be a gladiator. In ancient Rome, contestants would compete in combat inside large arenas called coliseums. These contestants were called gladiators, and were usually men of great skill and strength. These gladiatorial competitions were not only physical challenges, but battles of will and sheer determination. Competitions would normally last until only one gladiator or group of gladiators remained. The victor or victors would then compete in numerous other competitions, becoming more skilled and knowledgeable with each consecutive battle. Beloved by the masses, Roman gladiators were the working class heroes of antiquity. The victorious gladiators would gain wealth and glory for their efforts, and a lucky few were even granted “a wooden sword” and along with it, their freedom.

The Gladiator’s Challenge will offer the same opportunities for competition and perhaps even victory to a chosen few. However, unlike the gladiatorial competitions of ancient Rome, all our gladiators, win or lose will be able to compete in all the competitions. Therefore, there will be many opportunities for each gladiator or group of gladiators to be victorious throughout the day.

The competitions will test many different areas, including physical fitness, sportsmanship, Scout skills, team work, first aid, creativity, and each gladiator’s determination to succeed.

How about it? Does the Gladiator's Challenge sound like fun? Do you have what it takes to face other Wood District gladiators in friendly competition? Do you have the sheer determination and prowess to overcome the Gladiator's Challenge?

Gladiator's Challenge Camporee Schedule

Friday: October 16, 2015

6:00 PM to 9:00 PM – Registration and Check-in.

9:30 PM – Legatus/Centurion (Scoutmaster/SPL) Meeting and Crackerbarrel

11:00 PM – Taps/Lights Out

Saturday: October 17, 2015

7:45 AM – Flag Raising, Fugitive Slaves study, receive time slot for Gladiator Robot War

8:00 AM to 8:40 AM Event #1 Roman Machine

8:45 AM to 9:05 AM Event #2 Don't Kill the Messenger

9:10 AM to 11:45 AM Events

11:45 AM to 1:15 PM Common Lunch. If a Legionary has a Gladiator with dietary restrictions that cannot eat the provided lunch, please prepare them an appropriate substitute sack lunch.

1:20 PM to 3:40 PM Events

3:45 PM – 4:15 PM Event #11 Circus Maximus (Chariot) Race

4:15 PM Flag Lowering

4:20 PM Dismissed for Saturnalia Feast preparations

6:30 PM to 8:00 PM – Saturnalia Feast/Clean-up

8:00 PM to 9:15 PM – Non-Denominational Service and Campfire Program

9:15 PM – Legatus/Centurion (Scoutmaster/SPL)/Camporee Evaluation and Crackerbarrel

11:00 PM – Taps/Lights Out

Sunday: October 18, 2015

8:30 AM to 10:00 AM – “Leave No Trace” Check-out.

Beginning at 9:10AM on Saturday, Contuberniums may choose which event to compete in next. If that event is full when they arrive, they must pick a different event and return to that event later in the day. Should a Contubernium finish their events early, they may return to the Tug-of-War or the Pugil Stick areas and compete in those again. All events except for the Chariot Race must be completed by 3:40PM. At 3:45PM the Chariot Race will begin.

Essential Items for Each Contubernium:

- Passport
- Ziploc bag for storing Passport
- Fire starter
- Tinder (no liquid accelerants allowed)
- Fuel for fire
- Pot with handle
- Scout Book
- Contubernium first aid kit
- Notebook and pencil
- Compass (1 for each member)
- Energy snacks for morning and afternoon
- Helmet
- Water bottle for each gladiator

The Gladiator's Challenges

Event #1: Romanum Mechanica - Roman Machine

The Romans put a great deal of effort into engineering. Roman engineering led to the building of some remarkable engineering feats that have survived to this day. Engineering was used as a way of improving the lifestyle of the Romans. Engineering was also institutionally ingrained in the Roman military, who constructed forts, camps, bridges, roads, ramps, palisades, and siege equipment amongst others.

Each competing Contubernium will bring a box containing the equipment listed below with their name and Legionary number on it to the camporee. This box of equipment will be turned in Friday night at check-in. The equipment will be returned to them on Saturday when they show up for this event. They must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Contuberniums will be scored on teamwork, time, spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the Legionary at the conclusion of the event.

Materials List

Each Contubernium needs:

- 3 sheets of paper
- pencil
- cardboard (12" x 12")
- 48" of masking tape
- plastic spoon
- 3 rubber bands
- 8 Popsicle sticks
- 4 straws
- 1 paper plate
- 1 Ping-Pong ball

Challenge

The goal of this challenge is for a Contubernium to design and build a catapult out of the provided materials. The catapult must be able launch a ping pong ball with enough accuracy to land on a paper plate from as great a distance as possible.

Event #2: Ne Occidas - Don't Kill the Messenger

The Romans had a postal service in the second century that might be called "letter perfect." Nothing, or almost nothing, could keep their postal carriers from completing their rounds. It was an easy task for messenger relay teams to deliver urgent messages and cover up to 170 miles a day on the well-engineered roads Romans were known for that covered the empire.

Six gladiators are required to compete in this relay race. The gladiators participating in this race will complete quarter-mile leg of a one and a half mile run. The initial runner will be given an urgent oral message before the race begins. He then must relay that message to the second runner; the second runner relays it to the third, and so on. Upon completion of the race, the sixth runner will be required to orally deliver the message to the Emperor, who will then compare it to the original message for authenticity. In order to be victorious, the gladiators must have the best race time and the fewest number of mistakes in the final deliverance of the message. Be careful, many messengers of bad news were imprisoned or harshly punished during the ancient days!

Event #3: Renuntiaret Emporer (Report to the Emperor)

Were the Romans exactly as they portrayed themselves—too noble and upright to resort to subterfuge? Was it only their enemies who relied on dirty tricks and clandestine operations? Although they wanted others to believe this, the historical record shows that, on the contrary, the Romans used a full range of covert intelligence techniques, as we would expect from any power that aspired to a world empire. Spies were sent to wander about enemy camps and reconnoiter the premises, making note of entrances, exits, and the location of each division. They were to look for the outposts and sentries and determine whether the camp was more vulnerable to attack by day or by night.

Within a limited amount of time, the Contubernium quietly (no talking or writing) observes important information and equipment about the enemy camp. The Contubernium touches nothing. After time is up, the team will leave the enemy camp and recall what features and mistakes they observed to the Legatus. The Legatus may ask questions of his spies about the enemy encampment. Scores will be based on how observant the Contubernium is.

Event #4: Asclepeion (The Temple of Healing) - Battle Damage

In ancient Greece and Rome, an Asclepeion was a healing temple, sacred to the god Asclepius. Since snakes were sacred to Asclepius, they were often used in healing rituals. In Greek mythology the Rod of Asclepius is a serpent-entwined rod wielded by Asclepius. The symbol has continued to be used in modern times, where it is associated with medicine and health care.



A fellow Gladiator has just been run over by a chariot. The team of gladiators must utilize their knowledge of first aid to field dress his battle wounds. The team of gladiators will first use their first aid kit to treat the injured gladiator and then construct a stretcher to transport the treated gladiator to the nearest healer. The team of gladiators who exhibit the best first aid skills and get their patient to the healer in the shortest time will be the victors. Work fast to treat your brother, but don't worry about scarring. Battle scars were worn as badges of honor; thus much desired by the gladiator!

Event #5: Aquaeductus Aedificium - Aqueduct Building

The great and highly advanced Roman waterway system known as the Aqueducts, are among the greatest achievements in the ancient world. The running water, indoor plumbing and sewer system carrying away disease from the population within the Empire wasn't surpassed in capability until very modern times. The Aqueducts, being the most visible and glorious piece of the ancient water system, stand as a testament to Roman engineering. Some of these ancient structures are still in use today in various capacities.

Contuberniums will be provided (3) 10' sections of 2" PVC pipe cut in half, (12) 8' staves, (4) ropes, (1) gallon milk jug completely full of water, (1) bucket, and (1) 12" ruler. Contuberniums must construct four tripods at indicated points. With the tripods as stands, they must use the PVC pipe to construct an aqueduct to transfer the gallon of water in the milk jug to the bucket. The starting point of the aqueduct must be at least 6 feet high. Scoring will be based on time and the amount of water that ends up in the bucket as measured by the ruler.

Event #6: Nero Ludit Fidim (Nero Fiddles) - Matchless Fire Starting

The infamous emperor Nero ruled Rome for less than two decades and there was no end to his ambition. One of his grandest plans was to tear down a third of Rome so that he could build an elaborate series of palaces that would be known as Neropolis. Exactly what happened next has remained a mystery for nearly 2,000 years. On the night of July 19, 64 A.D., a fire broke out among the shops lining the Circus Maximus. This was no ordinary fire and the flames raged for six days before coming under control. When the smoke cleared, 10 of Rome's 14 districts were in ruin. History has blamed Nero for the disaster, implying that he started the fire so that he could rebuild Rome to his liking.

Gladiators will be required to start a sustainable fire without matches (or lighters) and pop some kernels of corn. Any material may be used, but must not be artificially treated, such as liquid accelerant soaked tinder. You can use flint and steel, fire bow drills, magnifying glasses, magnesium strikers, battery and steel wool, or of like sorts. Points will be given for accomplishment and time. The fire must be doused when complete or you may witness the "Burning of Rome" ala Nero.

Event #7: Gladiator Pugil Lignum Impugnatio - Gladiator Pugil Sticks Challenge

The name "pugil stick" is from the Latin noun *pugnus* (fist) which is the source for other English words such as "pugilist" (boxer) and "pugnacious" (eager to fight). Pugil stick sparring was popularized in the United States by the game show American Gladiators.

In our "Joust" contest, two competitors will try to knock each other off of a 4' x 6' x 8' beam staked to the ground. To help their opponent exit more quickly, each will have a padded 7' pugil stick. Football helmets and shoulder pads will be provided and must be worn. No head or groin shots allowed. This is a fun event for bragging rights. Participation points will be awarded towards overall champions. A Contubernium must find another Contubernium willing to spar with them. A Contubernium may come back as many times as they would like as long as they complete their other events before those events close. Contuberniums may not match up with Contuberniums within the same Legionary unless they have already competed against other Contuberniums from other Legionaries. Priority for competition will be given to Contuberniums who have not yet competed in this event.

Event #8: Schola Gladiatorum (The School for Gladiators) – Obstacle Course

When a new recruit (novicius) entered one of the gladiator schools he would be checked by a doctor for any medical problems and whether he was physically suitable to train as a gladiator and equipped to withstand the rigors of training and combat. The regimen of the gladiators was harsh. They trained every day to gain the highest of skill levels.

All Contubernium members will train for the gladiator school by running an obstacle course. The average time will be used to score the event. Obstacles may include tires to run through and/or roll a certain distance, straw bales to hurdle, drainage pipes to climb through, rope swings, 6 x 6 balance beams set as a zigzag on the ground, crawl under a lane of ropes tied to stakes, throw tennis balls and knock cans over, etc. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing, or whip a rope end).

Event #9: Gladiator Automata Bella – Gladiator Robot War

Equipment: plastic buckets, compasses, styrofoam noodles

Half of the gladiators from a Contubernium will have a bucket over their heads, a compass in one hand and a styrofoam noodle in the other. The other gladiators in the Contubernium are Controllers and they issue orders to their gladiator. The gladiators can move one pace at a time, when they are ordered to do so and the Controllers must call out what direction (degrees on a compass) the pace is to be made in. The orders may vary and the gladiators could be ordered to lunge with the styrofoam noodle or to step forward. A lunge consists of holding the noodle vertically, at arm's length and then lowering it so as to strike another gladiator on the bucket. The first Contubernium that successfully knocks out all of their opponents wins. Contuberniums will be given a time to show up for this event at flag raising. Points will be awarded for participation and defeating another Contubernium.

Event #10: Trahitis Belli - Tug of War

Who doesn't love a game of tug-of-war?

The Rope: The game involves usage of single piece of equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the center point.

Contuberniums: According to the rules of tug of war, each Contubernium can accommodate a maximum of 8 members. However, the combined weight of these members must be within 100 pounds of the opposing team. If the Contubernium's total weight exceeds this limit, fewer members must then be used to meet this requirement. A bathroom scale will be available to enforce this rule.

Field and Marking: The game is played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either sides of the rope at the distance of 13 feet from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

How to Play: The center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each Contubernium can start pulling the rope into their territory. The objective of the game is for each Contubernium to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the Contubernium to pull the rope to their area wins the game. The wearing of cleats will not be allowed.

This is a fun event for bragging rights. Participation points will be awarded towards overall champions. A Contubernium must find another Contubernium willing to pull against them. A Contubernium may come back as many times as they would like as long as they complete their other events before those events close. Contuberniums may not match up with Contuberniums within the same Legionary unless they have already competed against other Contuberniums from other Legionary. Priority for competition will be given to Contuberniums who have not yet competed in this event.

Event #11: Circus Maximus (The Great Race Circuit) - Chariot Race

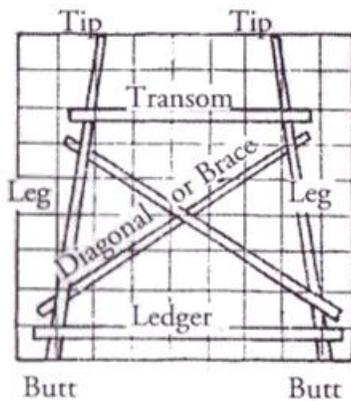
This race is based on the ancient chariot races of the Roman coliseums.

Materials:

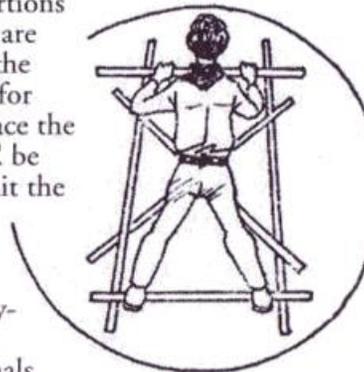
- 2 8'x 2'-3'-diameter spars for the legs
- 4 6'x 2'-3'-diameter spars for the ledger, transom, and cross braces (The ledgers can be 4' to 6' in length.)
- 9 15' lashing ropes
- 1 10' lashing rope for the reins
- 2 15' lashing ropes for the hauling lines

Procedure: The equipment is placed in piles at a distance from the Contuberniums. On signal, the Contuberniums run up and lash a chariot (see diagram on next page). When the frame is finished, all Contubernium members pull the chariot and rider down the field around an oval track to the finish line.

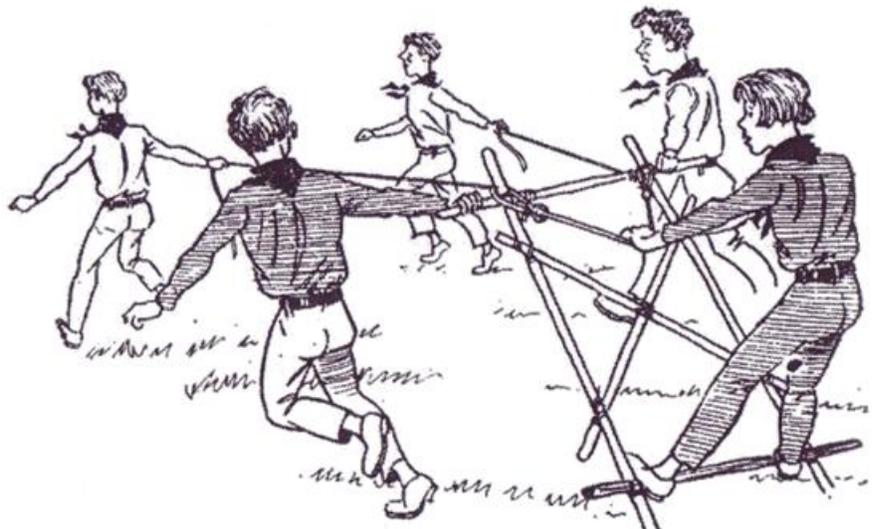
Scoring: The first Contubernium to cross the finish line with their chariot intact will be victorious. Points will be awarded for a Contubernium's overall place in this competition. Gladiators beware! Many chariot drivers were thrown from their chariots and injured by their competitor's horses! Riders must wear a bike helmet.



In mainline
Pioneering the
classic proportions
of the trestle are
as shown in the
diagram but for
the chariot race the
trestle should be
tailored to suit the
charioteer.



Square
lashings every-
where except
where diagonals
cross each other.



Additional Activities

Fugitivis Servis (Fugitive Slaves)

Slaves were considered property under Roman law. Unlike Roman citizens, they could be subjected to punishment, torture, and execution. Fugitive slaves were an obsession in Roman times. Rome forbade the harboring of fugitive slaves and professional slave-catchers were hired to hunt down runaways. Advertisements were posted with precise descriptions of escaped slaves, and offered rewards.

Contuberniums will gather at flag-raising where they may view and study the wanted posters for fugitive slaves for five minutes before they return them. They must keep their eyes open throughout the day to find the fugitive slaves. Contuberniums are not to approach fugitive slaves and must not be spotted by them or the slave may flee again. Their job is to write down an exact description of each fugitive slave they spot – clothing, hair, build, etc. and his or her location. At the end of the day, Contuberniums will turn in their notes to the slave catchers (District Staff) so that they can judge who identified correctly the most fugitive slaves, the best descriptions of the fugitive slaves, and where they were spotted.

Saturnalia (The Festival of Saturn) Cooking

The festive consumption of food and drink was an important social ritual in the Roman world known in general terms as the banquet. Public banquets, such as the civic feasts offered for all of the inhabitants of a city, often accommodated large numbers of diners. A proper Roman dinner included three courses: the hors d'oeuvres (*gustatio*), the main course (*mensae primae*), and the dessert (*mensae secundae*). Saturday supper will include each Legionary cooking food for a community banquet. Each Legionary will prepare enough of the three course dinner to feed their own Legionary (extra is encouraged to help feed the Wood District Staff). These dishes will then be shared with the other Legionary at the Camporee in a banquet to make an Emperor proud. Participation points towards the Gladiator's Challenge Camporee Champions will be awarded to each Contubernium from a participating legionary. All Contuberniums competing from that Legionary will receive the score from their feast preparations.

Roman Theatrum (Roman Theater)

The Romans loved theatre and they enjoyed watching performances. The audience would also voice their displeasure if they did not like the play. They might even throw food, sticks, or even stones at the actors. Acting in Rome could be dangerous. We will not allow the voicing of displeasure at the performances this time. Every Legionary is encouraged to have a skit at the campfire on Saturday night. Most importantly...EVERY skit must have a Gladiator Theme. It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most original skit with a gladiator theme. Skits will be awarded participation points and will be included as part of the final score to determine the Gladiator's Challenge Camporee Champions. Only one skit from each legionary please. All Contuberniums competing from that Legionary will receive the score from their Legionary skit.

Awards: Wooden Swords



Awards will be given for:

Chariot Race
Roman Machine
Don't Kill the Messenger
Report to the Emperor
Battle Damage
Aqueduct Building
Matchless Fire Starting
Obstacle Course
Fugitive Slaves
Roman Theater
Gladiator's Challenge (Overall Champion)
Participation

Wood District Gladiator's Challenge Camporee Registration

Legionary (Troop) Number and Town: _____

Legatus (Scoutmaster): _____

Centurion (SPL): _____

Contubernium (Patrol) Rosters:

Contubernium Name	Contubernium Name	Contubernium Name
Decurion (Patrol Leader)	Decurion (Patrol Leader)	Decurion (Patrol Leader)
1	1	1
Contubernium Members	Contubernium Members	Contubernium Members
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Adult Participants:

1	4	7
2	5	8
3	6	9

Registration Fees:

Total Youth Participation _____ X \$15.00 = _____

Total Adult Participation _____ X \$15.00 = _____

Total Fees Due: _____

All participants who are registered by the October Roundtable will be guaranteed a silkscreened cinch pack. Late registrants may have to pay an additional fee to receive a cinch pack.