

# **Wood District Scout Commander Camporee SPL Guide**



The Camporee theme is "Scout Commander" and is based on the popular Duck Dynasty TV show. The events will reflect this. **The wearing of camouflage and beards are highly recommended and may play a role in Scout spirit bonus points awarded at some stations.**

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 unit prepare for the fun and excitement of this year's Spring Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. 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 patrol listing the order of activities to visit. The score for each event will be recorded on the passport. Each patrol must turn in their passport to the Wood District Staff as they finish in order to be eligible for any awards.

# Scout Commander Camporee Schedule

## Friday: April 17, 2015

6:00 PM to 9:00 PM – Registration and Check-in.  
9:30 PM – Scoutmaster/SPL Meeting and Crackerbarrel  
11:00 PM – Taps/Lights Out

## Saturday: April 18, 2015

7:45 AM – Flag Raising  
8:00 AM to 9:00 AM Duck Blind Building  
9:05 AM to 9:35 AM Far Buildin’  
9:40 AM to 11:45 AM Sessions  
11:45 AM to 1:15 PM Common Lunch  
1:20 PM to 3:30 PM Sessions  
3:35 PM to 4:15 PM Outhouse Races  
4:20 PM to 5:00 PM Conclusion of Corn Hole Tournament  
5:00 PM – Flag Lowering  
5:05 PM to 8:00 PM – Dinner/Clean-up  
8:00 PM to 9:15 PM – Non-Denominational Service and Campfire Program  
9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Crackerbarrel  
11:00 PM – Taps/Lights Out

## Sunday: April 19, 2015

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

Beginning at 9:40AM on Saturday, patrols 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. All events except for the Outhouse Race must be completed by 3:30PM. At 3:45PM the Outhouse Race will begin. The races will be followed by the conclusion of the Corn Hole tournament.

### Essential Items for Each Patrol:

- Passport
- Ziploc bag for storing Passport
- Frying pan
- Spatula
- Fire starter (no flammable accelerants allowed)
- Fuel for fire
- Gallon jug of water
- 1 bag of miniature marshmallows
- Rope (8 feet)
- Scout Book
- Patrol first aid kit (include 3 gauze pads and latex gloves)
- 1 roll of duct tape
- Energy snacks for morning and afternoon
- Helmet
- Water bottle for each patrol member

# **Scout Commander Camporee Events**

## **Event #1: Duck Blind Building Competition**

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage.

## **Event #2: Far Buildin'**

This competition is based on time. Patrols will bring their own fuel along with a fire starter. Charred cloth, lint and other natural materials are acceptable but may not contain petroleum jelly, paraffin, or other types of flammable accelerants. Matches will be provided at the event. Patrols should be prepared to build and light a fire and do a little cooking. Knowing the Scout Oath and Laws will be very helpful. If a patrol has less than 7 members, some members will have to complete more than one portion of the contest.

## **Event #3: All Tied Up and Batty Jack!**

This will be a timed event. The patrols should be prepared to tie the following knots: square knot, timber hitch, clove hitch, two half hitches, bowline, taut line, and sheet bend.

## **Event #4: Duck Tape First Aid**

Tapes of all kinds have been used to treat various ailments and injuries, and duct tape is one of the cheapest and most useful. There is a wide range of medical applications for using duct tape. Patrols will be given a first aid scenario where they have to get creative and use duct tape for each treatment. Knowledge of Tenderfoot, Second Class, and First Class first aid requirements is a must. In addition, knowing how to improvise a stretcher will also be helpful.

## **Event #5: A Mountain Man Machine**

Each competing patrol will bring a box containing the equipment listed below with their name and troop 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. Patrols will be scored on teamwork, time, patrol spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the troop at the end of the day.

**Equipment to be place in box:** 3 rubber bands, 4 pencils, ruler, scissors, paper towel roll, masking tape, small cup, duct tape, paper, cardboard, clothes hanger, plastic spoon

## **Event #6: Frisbee Golf**

Garbage cans will be spaced out around the field as the hole targets. The hole is completed when a Frisbee is tossed into the garbage can for that hole. The course will have 9 holes. Patrols will play a scramble format (everyone tosses a Frisbee and the next throw is played from the best throw). An adult will accompany each patrol to keep score. Best overall score wins. In the event of a tie, there will be a sudden death playoff between the tying patrols. The first patrol to win a hole, wins the event.

## **Event #7: Toilet Seat Toss**

The rules and scoring for the toilet seat toss are the same as horseshoes. Instead of using actual metal horse shoes and metal stakes, use two wooden stakes and two toilet seats as the shoes. Toilet seats must have an open end and cannot be a complete circle. The toilet seats will be cut out of  $\frac{3}{4}$ " plywood. Hammer the wooden stakes into the ground 20 feet apart. Then toss the toilet seats and try to ring them around the wooden stake opposite your team. Have a few extra seats and wooden stakes around in case they break. Two wooden stakes and four toilet seats are needed for every two patrols.



### **The Rules:**

1. Each player pitches both toilet seats followed by their opponent's two seats.
2. In pitching a seat, the player may not cross the foul line.
3. Half the patrol throws from one stake and half throws from the other. After each round patrol members must switch so that all patrol members participate.
4. Games will be played to a 40 toilet seat toss per patrol limit game.

### **Scoring:**

1. Any toilet seat must be within one toilet seat-width of the stake to be considered for points.
2. The closest toilet seat to the stake gets 1 point.
3. If you have two seats closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest seat and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel and no points are scored.
7. Leaners are worth 1 point and are considered closer than any adjacent seat except ringers.
8. Ties will be broken by the following rules:
  - a. Team with the most ringers.
  - b. If the tied patrols have the same number of ringers, one toilet seat will be tossed at a time by each patrol until a winner can be determined by using normal scoring rules.

## Event #8: Marshmallow Gun Top Shot

**Target Range #1:** Everyone takes turns firing 10 marshmallows to see how many Styrofoam cups they can knock over.

**Target Range #2:** Everyone take turns firing 10 marshmallows to see how many marshmallows they can put through the target opening.

## Event #9: Outhouse Race

Don't be a party pooper. Let's get this "potty" started by entering your patrol in the outhouse race. Design and build a person powered outhouse capable of withstanding multiple races. Outhouses must be pulled. How creative can you be using the construction requirements listed below? There will be an award for the most creative design. The painting and decorating of outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to flag-raising to be eligible for the Party Pooper Award. Judging will occur in the morning, races in the afternoon.

### Team Rules

1. Each team consists of pullers and one rider.
2. Maximum of eight people can be on each team and one person must ride inside the outhouse and remain in the outhouse throughout the race.
3. During the race the rider must be seated over the hole.
4. The rider must wear a safety helmet during race.
5. Race course is 200 feet.
6. The course will be divided into lanes.
7. No outhouse may go into another's lane. If a collision occurs, both teams will return to the start line and restart the race.
8. You must pull your entry, people power only.
9. Each outhouse will go under a safety inspection. A patrol may not be allowed to participate if their outhouse is deemed unsafe.

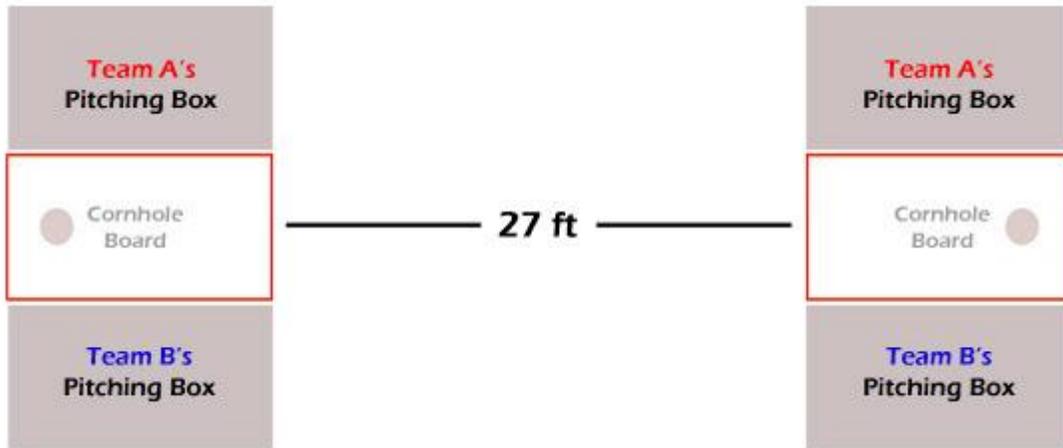


### Construction Requirements (See provided blueprints for suggestions)

1. Build an outhouse on a plywood base. Outhouse should have 4 sides, a roof and a doorway. It may also have a door but the door must be secured open during the race.
2. Dimensions of the outhouse must be at least 2' 6" wide by 2' 6" deep and at least five feet from the floor to the highest point of the outhouse.
3. The exterior of the outhouse is to be corrugated cardboard stapled to the frame.
4. Mount it on skis or runners — no metal or wheels allowed!
5. Outhouse interior must contain a toilet seat with a hole that one team member sits on during the race. The seat must be attached securely to a frame which is attached to the outhouse base. The rider must hold onto some type of grasping device secured to the base during the race for safety reasons.
6. Interior of the outhouse must have one roll of toilet paper on a roll holder or hanger and reading material.
7. Each outhouse must have its name or theme displayed on the exterior of outhouse.

## Event #10: Corn Hole Tournament

Our Corn Hole tournament will be played with 4 players from each patrol, two on each side. Pick which side of the board you'll throw from. Your patrol members pitching box will be directly across from each other.



Decide who goes first then take turns throwing bags with your opponents. A patrol member throws one bag, then their opponent. Alternate tosses between the two patrol members on each side. Your feet may not go past the front edge of the board. If they do, a foul is called and the toss is forfeited. Also, a tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown. If it's hanging off the board and touching the ground, remove that as well. When all 8 bags have been tossed to the other side, add up the score (see scoring below). If you earned the most points in that single round, your team will throw first in the next round.

Scoring is simple. After all bags have been thrown, a bag remaining on the board is worth 1 point. A bag that went in the hole is worth 3 points. Add up how many points your team earned. Count every point (no negation of equal points) and see who has the most points at the end of 10 rounds. A minimum of two games and a maximum of three games will be played. Patrol members who play in a game must switch places with other noncompeting patrol members in subsequent games. The first team to win 2 games wins the match.

This will be run as a tournament. Each patrol will be given a time to show up at this event. Patrols more than ten minutes late will forfeit their match. Winners of each match will be paired up against each other after the outhouse races to determine the overall camporee winner.

## **Campfire Event: Duck Call Competition**

Judging shall be based upon contestant's ability to bring in a simulated flight of ducks using a homemade call (instructions below). You may want to research calls on YouTube and then practice them prior to the competition. The calls will be performed at the evening campfire.

**Duck call competition scores will be included as part of the final score to determine the Scout Commander Patrol Camporee Champions.** Only one caller per troop will be allowed. All patrols competing from that troop will receive the score from their troop Duck Call.

### **Duck Call Instructions:**

#### **Step 1: Size up the Straw**

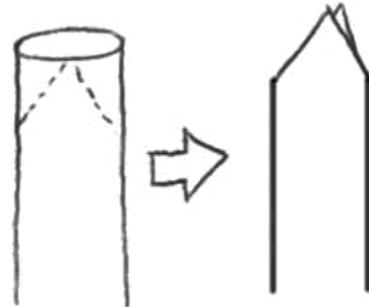
Take an ordinary drinking straw and cut off any pleated elbow ends. This generally works well when the straw is cut down to a 4 to 6" length.

#### **Step 2: Flatten an end**

Take one end of the straw and flatten the last half inch of it. A blunt edge of a butter knife rubbed against the end of a straw works well. Make sure the creases are well defined, but don't flatten too much or it will become difficult to blow.

#### **Step 3: Cut a reed**

On the flattened end cut off the last quarter to 3/8" of the EDGES. Angle the cuts inward toward the flat end of the straw so that it forms an angled U.



## **Campfire Event: Scout Commander Theater**

Every Troop is encouraged to have a skit at the campfire on Saturday night. Most importantly...EVERY skit must have a Duck Dynasty 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 Duck Dynasty theme. **Skits will be included as part of the final score to determine the Scout Commander Patrol Camporee Champions.** Only one skit per troop will be allowed. All patrols competing from that troop will receive the score from their troop skit.

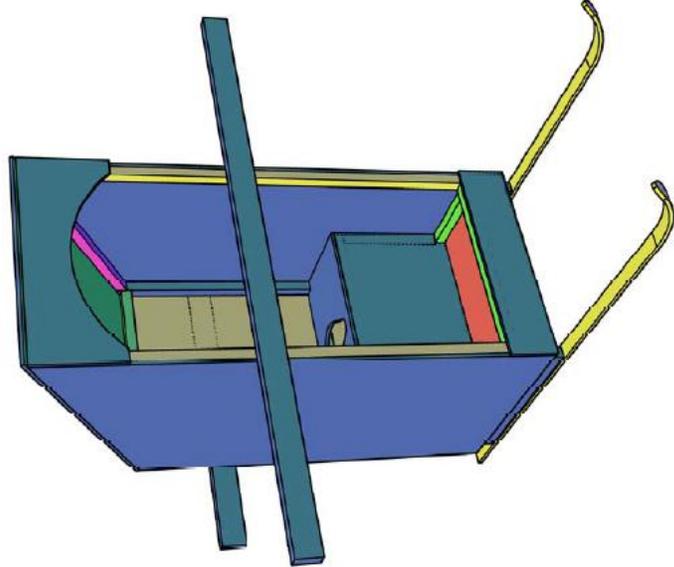
## **Awards:**

- Scout Commander Patrol Champion – Top combined events points
- Party Pooper Award - Most attractive or spectacular looking cardboard outhouse.
- Outhouse Race Champions - Class I for Ages 13 and under. Class II for Ages 14 and up.
- Corn Hole Tournament Champions
- Duck Blind Building Champions
- All Tied Up Champions
- Duck Call Champions
- Mountain Man Machine Champions
- Frisbee Golf Champions
- Toilet Seat Toss Champions
- Far Buildin' Champions
- Duck Tape First Aid Champions
- Marshmallow Gun Top Shot Champions
- Scout Commander Theater Champions
- Scout Commander Participation Plaque

All participants who are registered by the April Roundtable will be guaranteed a silkscreened camouflaged ball cap. Late registrants may have to pay an additional fee to receive a ball cap.

# Materials

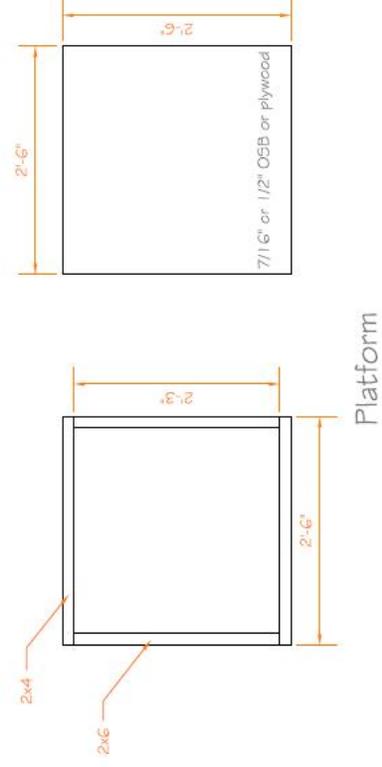
- 1 pair cross country skis
- 3 sheets 4'x8' - 1/2" plywood or OSB
- 1- 8' - 2x6
- 3- 8' - 2x4
- 8- 8' - 2x2
- 1# - 3" screws to assemble frame & platform
- 2# - 1 1/4" screws to attach skin
- Toilet paper holder
- Toilet paper
- Reading material



## Notes:

This outhouse meets all requirements for the Traditional Class  
 Push bars are 7' and 55"  
 Decorate to taste (PG rating)

Skis mount to 2x6s



# The Frame

2x2 lumber

A= 7@27"

B= 2@66" longest point - 30° cut

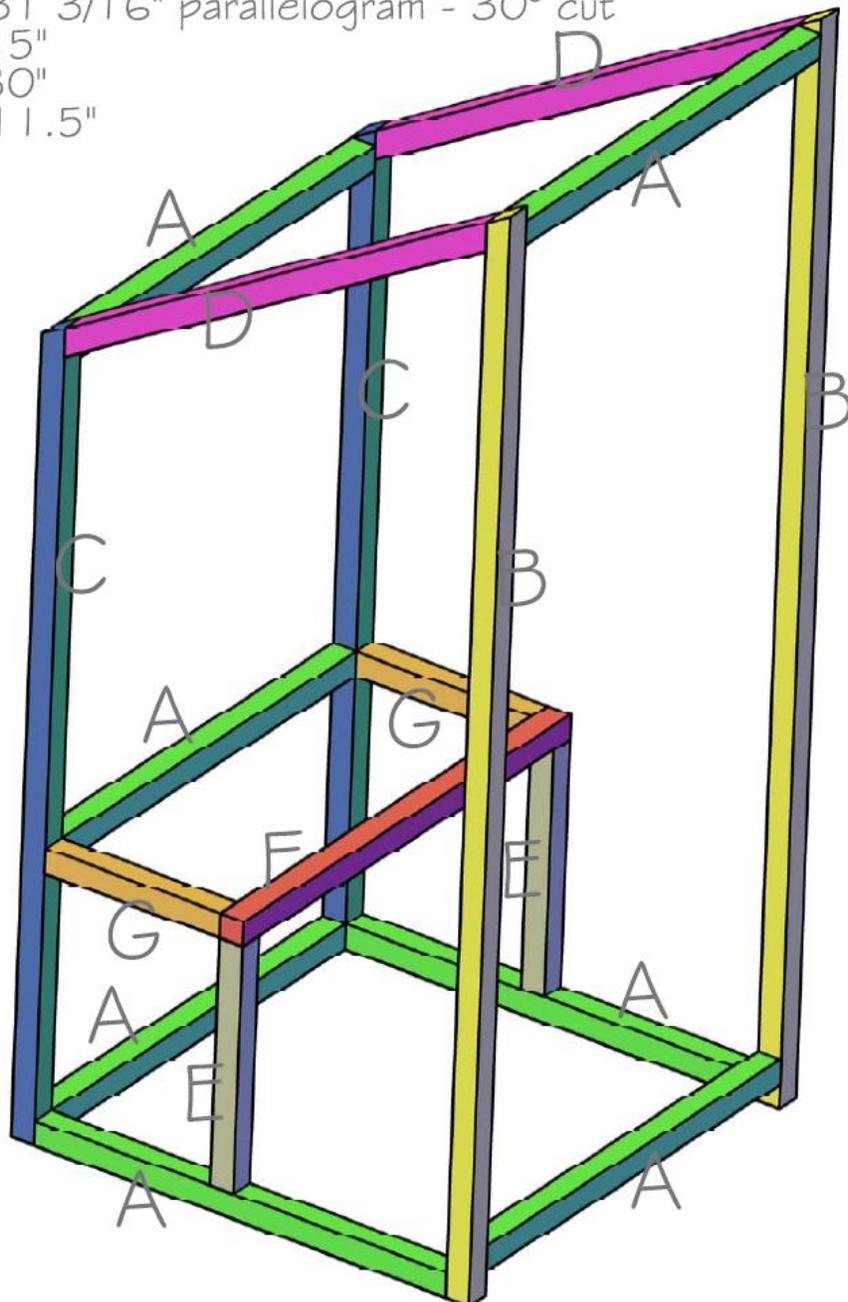
C= 2@49.5" longest point - 30° cut

D= 2@31 3/16" parallelogram - 30° cut

E= 2@15"

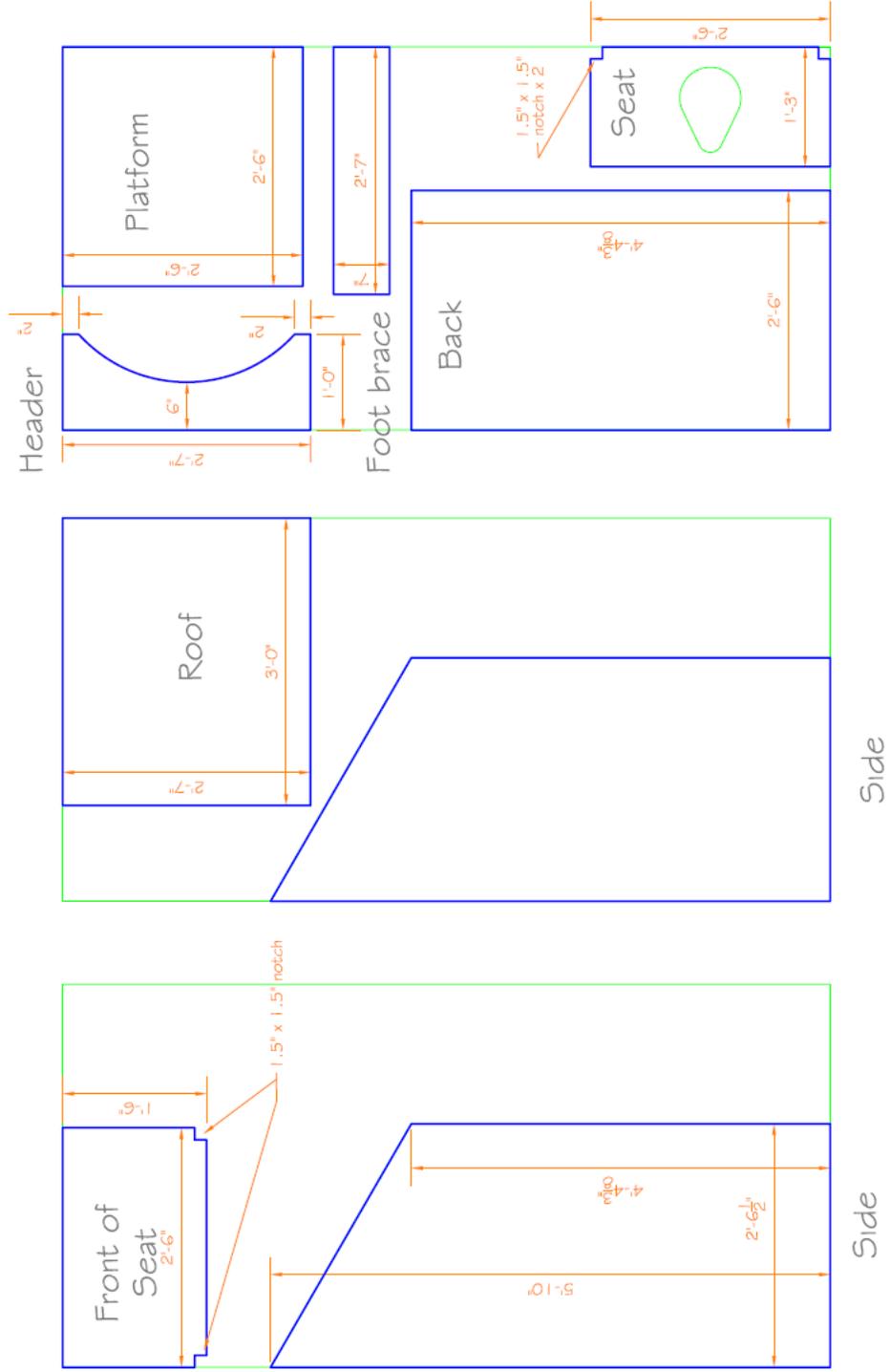
F= 1@30"

G= 2@11.5"



# The Skin

3 sheets of 4' x 8' - 1/2" plywood or OSB





# Wood District Scout Commander Camporee Registration Form

Troop Number and Town: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_

**Patrol Rosters:**

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
1	1	1
Patrol Members	Patrol Members	Patrol 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 \$10.00 = \_\_\_\_\_

Total Adult Participation \_\_\_\_\_ X \$10.00 = \_\_\_\_\_

Total Fees Due: \_\_\_\_\_

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