



In keeping with the camporee theme, each unit is asked to provide their Scoutmaster or an Assistant Scoutmaster to compete in the patrol competition. These adults will be members of the Old Goat Patrol and will be challenged to see if they are tougher than a Boy Scout by doing their best by competing at the same stations and events as the Scout patrols. Depending on the number of units present, and the number of adult victims/competitors, more than one adult patrol may be formed.

Every patrol will use a compass to navigate to a “station”. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge (10-15 minutes). Once a station has been completed, the patrol will be given the next “clue,” or heading to find the next station. Patrols will be crisscrossing the area so following the patrol that just departed the station might not be the correct path. A master plan of who is supposed to be where will be provided to each station. If a patrol comes to the wrong station, they will need to go back to the previous station and try again. Scoring will be done with a passport that can record what time they get to station, how long to do the task, what time to leave, and the score at the station. This will help prevent any “back-ups” that can happen at a station. Also, all members of the patrol must be at the station before they can start. A patrol will receive a piece of a puzzle at each station, prior to leaving, which they will use to complete a final puzzle once all the stations have been visited.

Events

Fire Building Station – Build a fire to burn through a string. Two matches will be provided. Use of additional matches will result in a time penalty. Use of flint and steel will subtract from the total time (a good thing). Stretch a wire 30 cm above ground and a string 45 cm above ground. The fire lay must be kept below the wire.

First Aid Station – You have located an injured person in a disaster area. Lift “debris” off of a trapped person using the correct knots. Immobilize and/or treat injured body parts. Remove injured person from the “disaster area” on a litter without dropping

Knot Relay Station – Tie: square knot, sheet bend, 2 half hitches, taut-line hitch, bowline, clove hitch, timber hitch, whip a rope in quickest amount of time. Every scout in the patrol needs to do one. Bonus knots – sheepshank

Lashings Station – build 2 camp gadgets – a flag pole and a tripod using correct lashings. The flag pole must be erected and stand on its own.

Lifesaving Station – 10 floating items in the water tethered to bottom with a rock. The scouts must use a ring buoy with a rope attached to throw out and retrieve them. Patrol members all have to try 3 times before passing on to next.

Cooking Station – Scouts will be provided with a recipe, ingredients, cooking gear, and a stove. They must demonstrate proper preparation, cooking, and clean-up techniques. The patrol has to eat what they cook.

Pack a Backpack and Hang a Bear Bag Station - a bunch items for a back pack trip are on display on a tarp. Pack the necessary ones correctly in a provided backpack and put the rest of the gear in a bear bag in a tree.

Trivia Station – Scouts participate in a jeopardy type game with challenging questions.

Sling Shot Station – Have sling shots (with protective eye-gear) and shoot clay pigeons.

Blindfolded Tent Set-up Station – All members of a patrol are blindfolded except for the patrol leader. The patrol leader must guide the rest of the patrol in setting up a tent. The patrol leader may not touch any part of the tent.

Log Pull Relay – A six Scout team with a 3 m rope is judged on time. Teams are arranged three Scouts at each end of the course. The first Scout ties the rope to a log and pulls the log to the other end of the course to be pulled back by the second Scout, and so on. The timber hitch is a fast knot to tie, but if they make it a single, they must keep on the tension at all times.

How Wide and How High – Six Scout team; judged on accuracy. On a field, draw two lines 20 to 40 m apart to represent the banks of a river. Using various methods, Scouts estimate the distance between the lines. Use various methods to estimate the height of a pole.

Kim's Game – This event is judged on number of accurate observations. You have a minute to view 25 items and three minutes to list them.

Leaky Can Race – A patrol is judged on the amount of water in the bucket after three minutes. Place a bucket 10 m away from a tub of water and give each team a small can with a hole drilled in the side near the bottom. Team members take turns to fill the can with water, race to the bucket to empty it, and return to give the can to the next Scout.