



The Top Shot Camporee is a shooting competition both on and off the range interspersed with scout skills.

### **Troop Shooting Competition**

Each Troop will provide their two best shooters in rifle (.22), two best in archery and two best in shotgun for a troop shoot-out. Competition will be standard NRA summer camp targets, best score wins. Range masters have final say. All range material will be camp supplied, no personal guns, bows, arrows or ammunition allowed. Shooters may provide their own safety eye protection and hearing protection. Shotgun shooters are restricted to those scouts who are strong enough to hold the shotgun. If a troop is made up of young scouts, they may not be able to compete in shotgun. Range masters have final say.

In an effort to keep the individual registration fee's down each troop participating in the troop shooting competition will be charged a \$25 ammunition fee at check in. (shot gun shells & clays \$20, bullets \$3 and arrows \$2)

### **Patrol Competitions**

This is a team event, where the patrols determine who in their patrol is best suited for successful completion for each challenge event in each obstacle course. No one scout may compete in more than 1 more event than any other scout in the patrol. Competition entry sheets need to be completed after the Safety and Orientation video Friday night, designating which Scout will do which event. These sheets are carried through the obstacles and turned in at the headquarters upon completion.

Each patrol is to be made up of no more than 8 and no less than 6 Scouts of similar rank (see designations below) for competition. Patrols with 6 or 7 scouts will designate Scouts to do one extra event. It is highly encouraged to get your whole patrol to the Camporee or make sure you have a patrol of 8. "Mutt" patrols can be formed of 6 to 8 boys from several troops to form a patrol of 8.

Each patrol must possess the ten items listed. No substitutions. Deductions in points or a forfeit will ensue for missing items.

**Patrol Gear:**

- Multi-knife with can opener
- First aid kit
- Tinder
- Compass
- Flint and steel
- Eye protection (glasses / sun glasses)
- Nylon rope, 2-3' length

**Patrol designation:**

New Scout Patrol: all either Tenderfoot or 2nd Class, or combination

Experienced patrol: all either 1st class or Star, or combination

Senior patrol: all either Life or Eagle, or combination

**Awards:** 1st, 2nd, 3rd Place for each Obstacle Course for each Patrol Designation

**Scout Skills:** Predominately comes out of the Boy Scout Handbook. Some additional information may be added for entertainment value.

**Substitutions:** We reserve the right to modify any challenge or obstacle course based upon weather, equipment malfunction, and other issues.

**Challenges**

There are 4 obstacle courses, each consisting of 4 shooting challenges and 4 skill challenges. Each challenge has a time limit, deductions are taken for missed points, missed targets, etc. Speed and accuracy are the order of the day. The combined average time of each challenge per obstacle course determines 1st, 2nd and 3rd place per senior, experienced and new scout patrol. A second patrol will begin a course when the first patrol is at the 4th or 5th challenge. We will air a video on Friday night reviewing safety and demonstrating how to do some of the shooting challenges.

**Obstacle Course 1**

1. Wyatt Earp: Using a compass determine the correct direction of the wind, adjust your aim, shoot and ring the bell.
2. Yogi Bear: Yogi wants your food, what are you going to do to prevent him from getting it? That tree looks good.
3. Buffalo Bill Cody: It's time to go to sleep so you have to snuff out your candle from across the room, good thing your 6 gun has water.
4. Chuck wagon: Your patrol is hungry, get out your trusty knife to open a can of delicious...well that's a surprise and everyone in the patrol has to eat some! (Suggest practicing opening the can or you will need a first aid kit if you don't.)
5. Fastest gun: Who has the fastest draw to knock down bottles in a window?
6. Leave No Trace: No trash, no tracks, no record of your existence in the wild. How do you do that?
7. Know your State: 15 interesting tidbits about your state, do you know them?
8. Annie Oakley: No, she did not invent the sunglasses, she was known for being one of the best and most popular trick shooters in the old west. How do you stack up?

## **Obstacle Course 2**

1. Water cannon: Two patrol members hold the ends of the water cannon, with the shooter pulling back to launch splash balls through a series of targets.
2. 10 Essentials: If they are essential, you should know them.
3. Bazooka hit: Knock three paint cans off the table with a Nerf Bazooka.
4. Safe Swim Defense: You are in the back country, you are the SPL and the boys want to swim in the nice cool stream, what are the correct steps you must take for a Safe Swim Defense?
5. Demolition knots: Perform 3 out of 5 demolition knots used by Navy Seals. There are 5 knots, (3 are scout knots). Pick a card, any card, that's your knot. (No, you don't get to choose, it's by chance).
6. Sling Shot: Knock the 3 cans off the stump. You get 10 shots.
7. Know your Nation: Display your brilliance about the United States of America. There are 10 questions to test your knowledge.
8. Biathlon: Can your patrol combine land skis with shooting accuracy?

## **Obstacle Course 3**

1. Fore: Well, if you can't score with a golf club, score with something else.
2. Log Pull: How many scouts does it take to move a log the required distance? By the way, you have to secure the rope to the log first.
3. 6 guns: How many targets can you hit with 6 shots?
4. Patriot: Call it, walk it, hoist it, lower it, fold it. Do it correctly for all the points. Do it with respect.
5. Rockets Red Glare: Can you launch your pop bottle rocket and place it in the target zone? You'll have three chances. Each patrol must build their rocket prior to the camporee according to the provided plans.
6. First Aid: A crisis is upon us, what do you do first? It's serious, a man is down, you need to keep your cool and demonstrate control.
7. Shooting gallery: How fast can you shoot all the bottles off the shelf? You have 25 shots.
8. Founding Fathers: Yeah, those founders, the ones you have no clue about.

## **Obstacle Course 4**

1. Survival S.T.O.P.: What items do you absolutely have to have with you when going on an outdoor adventure? You decide. Oh, and you are lost, what do you do?
2. Catapult: Shoot ping pong balls at a series of targets. You have to make your catapult first.
3. Gimme Shelter: You have a few cast off items, now build a home away from home. Hurry up, the storm is coming.
4. Zombie: Blast the brains. It's the only way to stop Zombies.
5. Spice Boys: 10-12 basic spices every chef counts on to make a meal great. Can you name them from smell or taste? Hmm, might be a good time to look in those kitchen cabinets.
6. Lunatic: Here's a tennis ball, a launcher and a bucket, you'll figure it out.
7. Fire: Make a bird's nest using tinder and twigs, using a flint and steel make a fire. Don't cheat, don't modify or "doctor up" the tinder. A scout is trustworthy. We will ask.
8. Zyclone Zing Ring Blaster: Shoot through a swinging tire. How many can you get through?

**Additional Troop Events**

**9 square in the air:** Inter-troop competition for 9 square bragging rights. Optional event for fun only, similar to 4 squares just more crazy.

**Campfire:** Each troop/patrol will provide a skit or song for the closing campfire Saturday night.