

Wood District Scout Commander Camporee Leaders 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.

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

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 (Mashed potatoes, chicken or beef noodles, corn or green beans, apple sauce, cookies) If a troop has a Scout with dietary restrictions that cannot eat this lunch, please prepare them an appropriate substitute sack 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

The following information is for Scoutmasters only and should not be shared with the Scouts. A separate Senior Patrol Leaders Guide will be provided for the Senior Patrol Leaders to share with the Scouts and to help prepare your troop's patrols for the camporee.

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 event 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. On go Scouts #1 and #2 build and light a fire. They will be given three matches. If they light the fire with only 1 match and return the other two, they will be given 10 bonus points. If they can't light their fire with the three matches, they will be given a lighter and 15 points will be subtracted from their score. While Scouts #1 and #2 build their fire, Scout #3 will race to a different location to obtain pancake batter and oil in two different Dixie cups. To receive the supplies he must first give the Scout sign and recite the Scout Oath. Scout #3 will return to the fire where Scout #4 awaits with a frying pan. Scout #4 cooks the pancake on both sides and then races to another location and passes off the pan with the pancake to Scout #5. Scout #5 must flip the pancake in the pan over an 8 foot high rope and then catch the pancake in the pan. Only the pancake may go over the rope. Scout #6 must eat the pancake. When the pancake is consumed, Scout #6 must give the Scout sign and recite the Scout Laws. Scout #6 then races back to the fire and tags the remaining patrol members who must completely douse their fire for the clock to stop. If a patrol has less than 7 members, some members will have to compete in more than one part of the contest. Patrol members cannot compete in two consecutive parts of the contest. Patrols may give their Scoutmaster the frying pan, spatula, and gallon jug to return to camp at the conclusion of this event.

Event #3: All Tied Up and Batty Jack!

This will be a timed event. The patrol will line up as a patrol and stay in order. On Scout Command the first patrol member will spin around 5 times with his head on a bat. Then he will take the bat and run to the tying point. There he will be given a knot to tie. If the scout cannot tie the knot he will return to the patrol and the next scout will spin around the bat and then attempt the knot. When the knot is tied correctly the patrol member will return to his patrol, hand the bat to the next scout, and go to the end of the line. Each scout will bat spin prior to tying a knot. Patrol members will cycle through until all 7 knots are tied correctly. The knots to be tied are as follows: 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. Scouts will be given a first aid scenario where they have to get creative and use a roll of duct tape for each treatment. Below are a few examples of uses:

Butterfly Bandages – Use duct tape to make butterfly sutures by cutting two small strips and placing them on top of the wound. Next cover the wound/butterfly strips with duct tape.

Leg Splint – Stabilize a broken or sprained ankle or leg with duct tape. Use two small yet sturdy branches or similar piece of wood as the brace for the splint. If the victim is not wearing pants, carefully place some cloth around the leg to reduce friction and making the wound worse. Tape the splints around the leg snugly. Use whatever cloth is handy to pad the inner point of a forked branch and craft a crutch to aid the victim while walking to safety.

Duct Tape Pressure Bandage – Duct tape can be a feasible substitute for a pressure bandage. One should place cloth over bare skin when working with duct tape. Simply loop the tape tightly around the wound about three times making sure that there is no slack in the roll as you work.

Arm Sling – Pull about two feet of duct tape away from the roll, and fold the strip down the middle and the adhesive side is no longer exposed. You now have a strap that can serve as a temporary sling to keep a broken arm from moving during the trip to safety. Make sure to cut the duct tape long enough that it can be maneuvered around the broken arm and have the ends meet at the opposite shoulder for tying.

Prevent Blisters from Ruining A hike – Avid hikers are likely familiar with this trick: When you first feel the symptoms of an impending blister (i.e., burning, friction or irritation), apply duct tape over the irritated spot as smoothly as possible. If a blister has already developed, protect it from the duct tape's glue by placing a circle of paper or gauze directly over the blister, and then apply the duct tape on top.

Make An Emergency Bandage – If you're nowhere near a first aid kit when someone develops a cut, apply some sterile, absorbent fabric to the wound (a bandana or strip of t-shirt will do in a pinch) and then wrap duct tape around the cut (applying firm, but not constrictive, pressure) to hold the fabric in place.

DIY Mask for CPR – Needs to administer mouth-to-mouth don't have a CPR mask handy? A strip of duct tape could help save a life. Fold big piece of duct tape over on itself (so that the sticky side isn't exposed) and cut a quick slit to breathe through (important note: do this *quickly*).

Finger Splint – Jam a finger playing basketball? Break a finger during a trip? Quick! Eat two popsicles, and duct tape a stick to each side of your finger to form an instant, immobilizing splint.

Ankle Sprain – Tape over a sock to immobilize the ankle but not too tight to stop the circulation.

The Duck Tape First Aid event will conclude with patrols making an improvised stretcher and hauling a gallon pail of water. Four scouts will carry the stretcher to a pylon. At the pylon they must switch off with other members of their patrol who will return to the start line with the stretcher. Patrol members may be reused if 8 patrol members are not available. They will need to use care while carry this vessel. The water may spill or splash as they go along. The score for this event will be based on points received from the first aid scenario, the amount of liquid left in the pail as measured by a ruler after it is placed on the ground at the finish line, and the overall time for the stretcher portion of the event.

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.

Situation: The city of Mousopolis is in trouble once again now that Dogzilla's puppies are free! The Big Cheese and all the other mice must find a new way to keep the puppies away from their precious city and of course the Second Annual Cheese Cook-Off! They decide to create the incredible Dog Bone Slinger to run the pups far, far away from the city. The only problem is that the mice don't know how to build it!

Challenge: Help the mice design the most incredible Dog Bone Slinger. Using the materials below, create a machine that will fling dog bones as far away as possible from the city.

Equipment: 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:

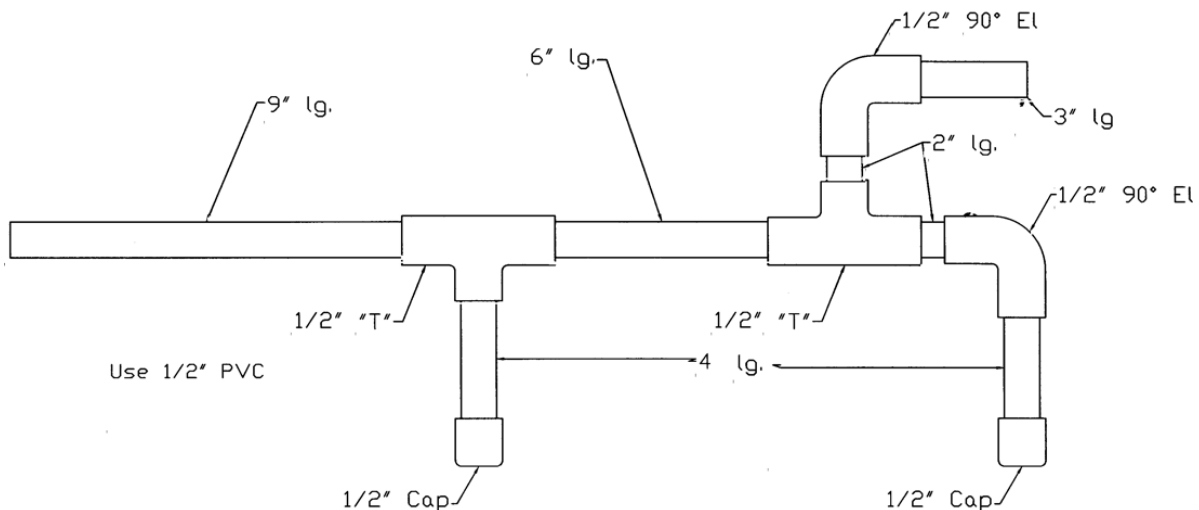
1. Any toilet seat must be within one toilet seat-width of the stake to be considered for points.
2. The closest toilet seat to the stake gets 1 point.
3. If you have two seats closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake 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:
 1. Team with the most ringers.
 2. 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: Set up five Styrofoam cups on a fence or some other high surface. Everyone takes turns with 10 marshmallows to see how many cups they can knock over.

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

Marshmallow guns are made of $\frac{1}{2}$ " PVC and will be provided. The ammunition is mini marshmallows provided by the patrols. Final scores are based on a combined patrol average.



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 through a safety inspection. A patrol may not be allowed to participate if their outhouse is deemed unsafe.

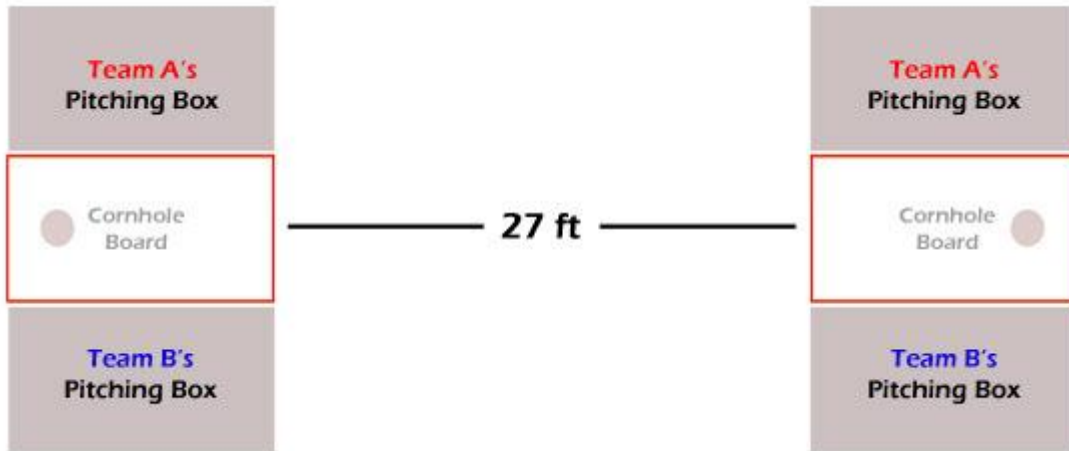


Construction Requirements (See provided blueprints for suggestions)

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

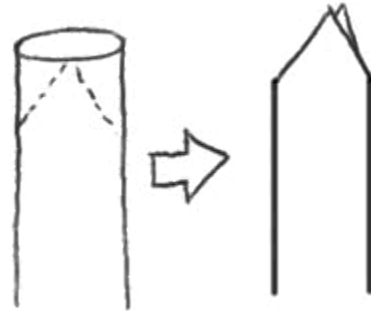
Take an ordinary drinking straw and cut off any pleated elbow ends. This generally works well when the straw is cut down to a 4 to 6" length.

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.

Award Graphic



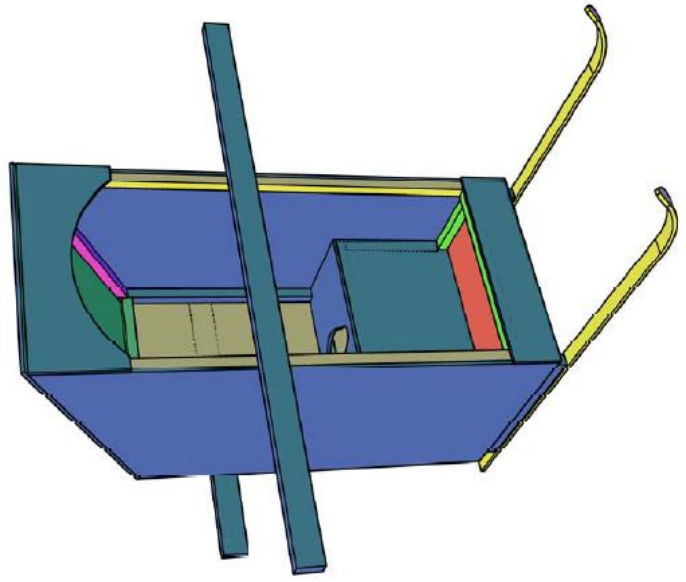
Awards:

- 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

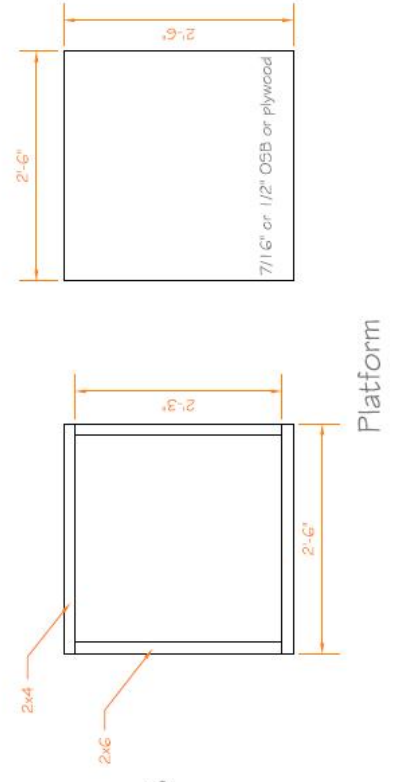
- 1 pair cross country skis
- 3 sheets 4'x8' - 1/2" plywood or OSB
- 1- 8' - 2x6
- 3- 8' - 2x4
- 8- 8' - 2x2
- 1# - 3" screws to assemble frame & platform
- 2# - 1 1/4" screws to attach skin
- Toilet paper holder
- Toilet paper
- Reading material



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



Platform

The Frame

2x2 lumber

A= 7@27"

B= 2@66" longest point - 30° cut

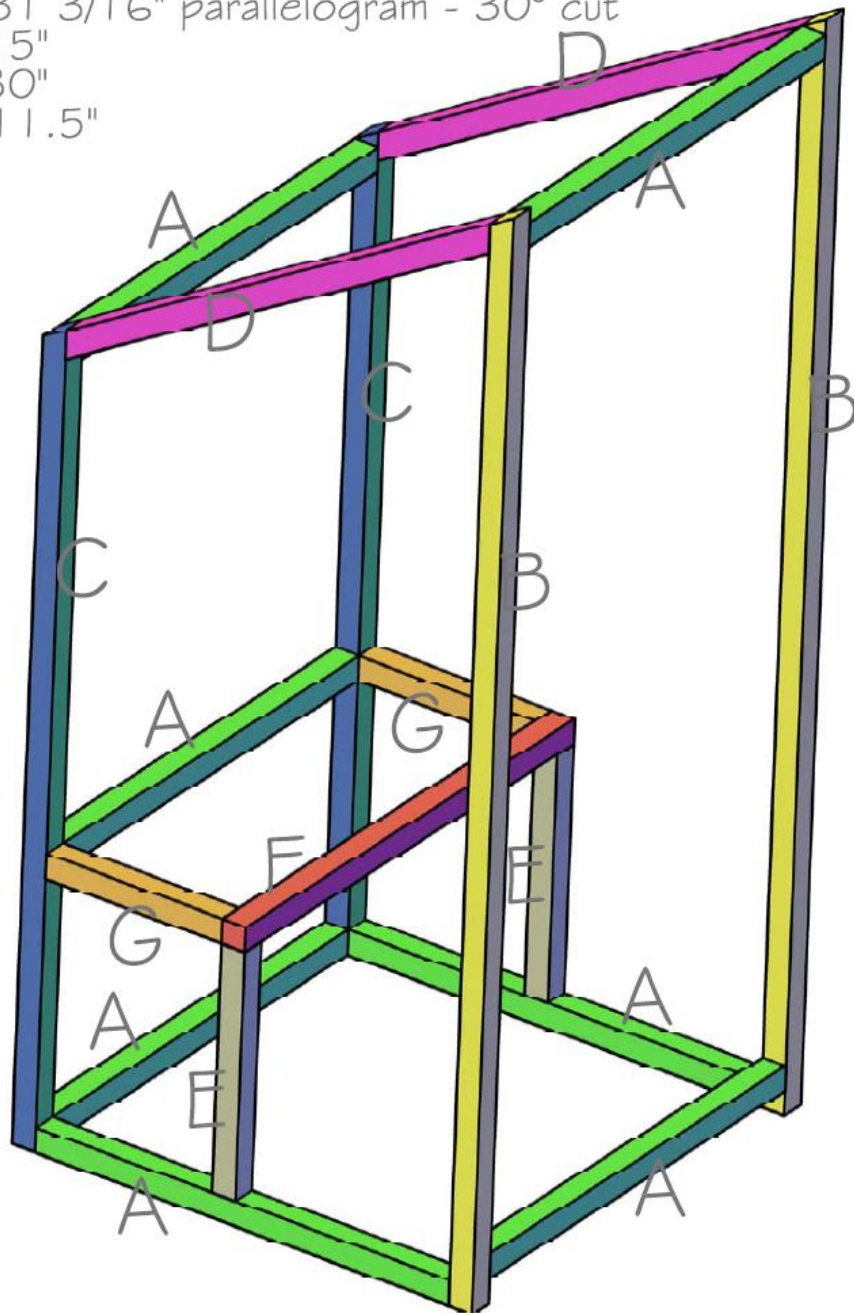
C= 2@49.5" longest point - 30° cut

D= 2@31 3/16" parallelogram - 30° cut

E= 2@15"

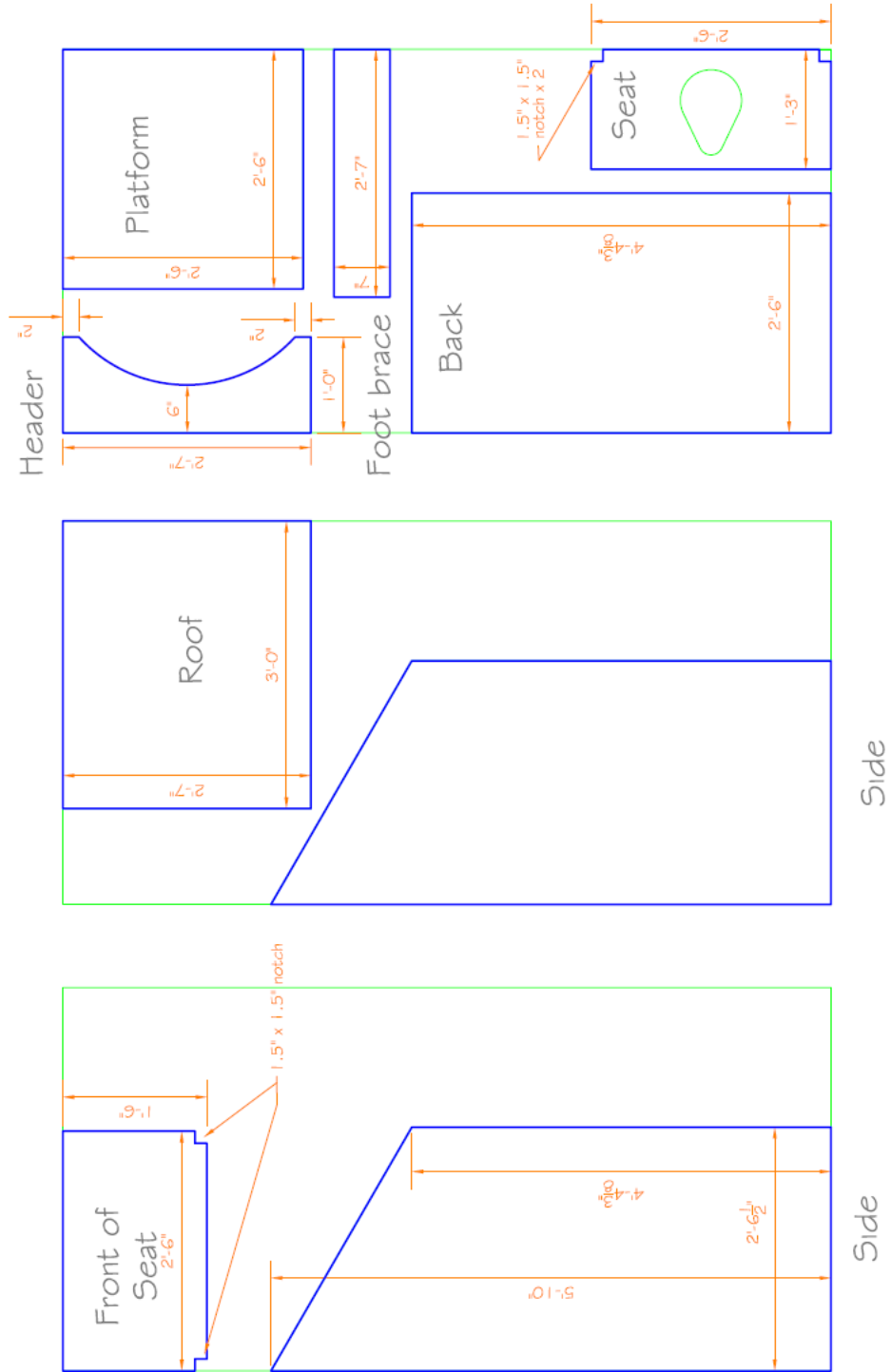
F= 1@30"

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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