



# 2020 SPRING CAMPOREE



## The Dynasty Party

### COMPETITIONS

#### TROOP COMPETITIONS

**#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 structure should only be large enough to hold two persons.

PLEASE, NO ADULT HELP ON THIS!

Judging: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be awarded based on Workmanship and overall looks.

**#2 Mountain Man-Machine** Each troop will bring a box containing the equipment listed below with their troop number written on it to camporee HQ. This box of equipment will be turned in Friday night at check-in. The equipment will be returned Saturday afternoon when it is time for this event to start. Troops must use **this** equipment to solve the problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful.

**Situation:** The city of Duckopolis is in trouble once again now that Bird Dog's puppies are free! Duck Commander and all the ducklings must find a new way to keep the puppies away from their precious city and, of course, the Second Annual June Bug 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 ducklings don't know how to build it!

**Challenge:** Help the ducklings design the most incredible Dog Bone Slinger ever. 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, a small cup (8oz or less), duct tape, paper, cardboard, clothes hanger, and a plastic spoon.

Judging: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be awarded based on the distance the "Dog Bone" travels. Each troop will have two launchings. The average distance will determine the unit's activity placing. (Dog Bones provided by the event.)

#### INDIVIDUAL YOUTH COMPETITION

##### **#1 Duck Huntin'**

**Hunt down the numbered ducks. When you find one, come to HQ for your prize.**

(This is similar to the Riverfest Medallion Hunt except there will be 3 hidden ducks.)

## **SPL Competition**

**To be announced at the event.**

## **SM Competition**

**To be announced at the event**

## **PATROL COMPETITIONS**

### **Patrol Size Rules -**

1. Patrols will be based on 6 member patrols.
2. If a patrol has less than 6 members, then one or more of the patrol members will have to go twice during competitions to achieve the 6-member patrol.
3. If a patrol has more than 6 members, the patrol will need to be divided into multiple 6 member patrols. If, when dividing up the patrol, one of the patrols ends up being less than 6 members, follow the rule (2.) above.

**Points will be earned by each patrol for the following activities.**

**Awards will be given at the end of the day to the for  
1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place patrols.**

**NOTE: In the event of any competition tie, Rock-Paper-Sissors (best of three) will  
be used to determine winner.**

**Activity #1: 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.

This is a timed event. Each pair of the 6 patrol members will draw a scenario from the bucket. Based on the scenario drawn, one patrol member will perform the appropriate First Aid on their patrol buddy. Once completed accurately, the 2<sup>nd</sup> patrol team will draw a scenario ... Then the third patrol team will repeat the activity. Once all 3 scenarios have been completed accurately, the gurney run may take place. The time to accomplish the gurney run will be used to determine the patrol score for this event. Scoring: Time/Points/Score Table to be used.

### **Scenario's**

1. **Broken Arm**
2. **Ankle Sprain**
3. **Cut On Arm**
4. **Hiking Blister**
5. **Dislocated Shoulder**
6. **Broken Thumb**
7. **Knee Sprain**
8. **Broken Toe**

## **Emergency Backwoods Uses for Duct Tape (maybe)**

**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 a cloth over bare skin when working with duct tape. 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 the 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 a 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 Duct Tape First Aid event will conclude with patrols making an improvised stretcher and hauling a five-gallon pail of bandage waste. All patrol members will carry the stretcher to a post with a trash bag hanging on it and empty the waste into the trash bag. After unloading the waste properly, the patrol must return to the start point, disassemble the stretcher and announce "DONE." They will need to use care while carrying the pail. If it falls, the contents must be picked up, put back into the pail, and the pail placed back on the gurney before proceeding.

**Event #2: 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. Each Patrol member will play the course. The total of all patrol tosses will be divided by 6 to determine the Patrol average. An adult will accompany each patrol to keep score. . Scoring: Time/Points/Score Table to be used.

**Event #3: All Tied Up and Batty** This will be a timed event. The patrol will line up as a patrol and stay in order. On-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 tie a square knot. When the knot is tied correctly, the patrol member will return to his patrol and hand the bat to the next scout in line. Each scout will bat spin before tying a knot. The total time will be divided by 6 to determine the average patrol member time. . Scoring: Time/Points/Score Table to be used.

**Event #4: Boot Toss**, The rules and scoring for the boot toss, are similar to horseshoes. Instead of using actual metal horseshoes and metal stakes, we will use metal stakes, hoola-hoops, and boots. Hammer stakes into the ground 30 feet apart. Place the hoola-hoops around the stakes. Then toss the boots and try to ring them (land inside the hoop). Two wooden stakes and four boots are needed for each of the 5 Boot Toss stations. The Rules: 1. Each player pitches both boots. 2. In pitching a boot, the player may not cross the foul line (opponents' stake). 3. All patrol members must take at least three turns tossing two boots (24 tosses in all) 4. Scoring: a. Any boot must be within one boot-width of the stake to be considered for points. b. The closest boot to the stake gets 3 points. c. Ringers (must land inside the hoola-hoop) are worth 1 point each and must be completely inside the hoola-hoop. d. Leaners against the steak are worth 4 points. 8. Points earned are the total points earned divided by (6) will be the average score earned by the patrol for this activity.

## **Event #5: Skeet Shootin'**

Three Professionals sitting in camp chairs – Joe Bob Skeet, Jim Bob Skeet, and Jane Bob Skeet, each holding marshmallow cookers for defense.

Shooters must stay behind the shooting line for shots to count.

Each patrol member takes turns shooting 6 marshmallows at the Skeet Family.

Scoring: A (marshmallow cooker) deflected shot counts as 5 points. A "Hit" counts as 10 points. A total of all points earned by the patrol, divided by 6, will be the avg total score earned by the patrol for the activity.

## **Event #6: Corn Hole**

Corn Hole boards will be placed 25' apart, the center of the hole to center of the hole.

Scoring is simple. A corncob remaining on the board is worth 1 point. A corncob that went in the hole is worth 3 points.

Each patrol member tosses 3 corncobs. Once all patrol members have tossed 3 corncobs each, the patrol takes a second turn, then a third turn so that in all, each patrol member tosses 9 corncobs.

Total points earned by patrol members will then be divided by 6 to determine the average total score by each patrol member. This score will be the patrol's official score.

## Event #7: Catch Of The Day

Each patrol member will take turns tossin' and catchin' buddy style.

Distance between the toss'er and the catcher will be 50'. Toss'er tosses 5 fish, catcher tries to catch the tossed fish with a fishing net while sitting in a chair with their feet propped up on a bucket.

Scoring: 5 pts are earned for every fish caught by all patrol members. The total score is then divided by 6 to determine the patrol's official activity score.

## Event #8: Si's Tea Races

This is a timed and results scored activity. Each patrol member lines up behind the start line. On "GO," the time will start, and the first patrol member takes off. The time will continue to run until the last patrol member completes the task and returns to the Start line.

Task: Each patrol member takes turns running to the pile of "Tea Bottles," gathering up as many as can be carried in the hands and arms, running to Si for a count, returning the bottles to the pile, then dashing back to the start line to tag the next patrol member to repeat the activity.

NOTE: if a bottle drops at any time during the run to or from Si, all bottles must be returned to the Tea Bottle pile, and the dash to Si must be repeated.

Scoring: Combined bottle count successfully transported by all patrol members, added to the "rounded-up" minute count from start to finish, will be the combined point total. This total will then be divided by 6 to determine the activity score for the patrol. Example: total bottles carried by all patrol members is 38. The total activity time is 8min 12sec. Add  $38 + 9$  to get 47.  $47/6=7.8$  7.8 is the Patrol score for this activity. . Scoring: Time/Points/Score Table to be used.

## Event #9: Got A Gator By The Tail

This is a timed activity. The patrol will break down into three 2 person teams.

Task: Each team must pull the alligator from the start line, across the swamp avoiding the obstacles, ring the bell, then return and cross the start line with the alligator.

Scoring: The total of all three patrol runs will then be added together and divided by 6 to determine the patrol's average activity score. . Scoring: Time/Points/Score Table to be used.

## Event #10: Flag Etiquette

What If You Had To Pass A Flag Etiquette Test?

Patrol (without help from adults) must take a 40 question Flag Etiquette test. 200 Possible points.

Tests will be collected and then graded at a later time. Each correct answer is worth 5pts. The score will be added to the patrol's overall event score. Completed tests may be picked up Sunday morning at HQ 9-10AM.