



2020 FALL CAMPOREE



The Dynasty Event Competitions

UNIT COMPETITIONS

#1 Duck Blind Building Competition Units 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: 1st, 2nd, and 3rd place will be awarded based on Workmanship and overall looks.

#2 Mountain Man-Machine Each unit will bring a box containing the equipment listed below with their unit number written on it to camporee HQ. This box of material 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. Units 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.

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: 1st, 2nd, and 3rd 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 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
1st, 2nd, and 3rd place patrols.**

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 2nd patrol team will draw a scenario ... Then the third patrol team will repeat the activity. Once all 3 scenarios have been completed, the gurney run must take place.

The Duck Tape First Aid event will conclude with patrols making an improvised stretcher and transporting a patrol member to the traffic cone and back.

The gurney run time will be used for the patrol score on this event.

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. Total of all patrol tosses will be divided by 6 to determine Patrol average. An adult will accompany each patrol to keep score.

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.

Event #4: Boot Toss, The rules and scoring for the boot toss, are similar to horseshoes. Instead of using actual metal horseshoes and boots. Stakes will be placed 30 ft from the foul line. Hoola-hoops will be placed around the stakes. Each patrol member will toss the boots and try to ring them (land inside the hoop). The Rules: 1. Each player pitches two boots. 2. In pitching a boot, the player may not cross the foul line. 3. All patrol members must take at least three turns tossing two boots (24 tosses in all) 4. Scoring: a. Any boot landing inside the hoop earns 1 point. Any boot landing within 6" of the stake earns 2 points. Any boot touching the stake earns 5 points. Total points earned by the patrol will be divided by 6 to determine patrol avg score 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. 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, center of hole to center of 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 patrols 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 try's 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. Total score is then divided by 6 to determine the patrols 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, then 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: Total bottles successful carried by all patrol members will be converted to seconds. These seconds will be deducted from the patrols total relay time.

Example: Total bottles successfully carried by all patrol members = 35. Total patrol relay time = 6 min 40 sec. Official event activity time would be 6min 5 sec.

Event #9: Got A Gator By The Tail

This is a timed activity. 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 patrols average activity score.

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.

Tests will be collected and graded at a later time. The score will be added to the patrol's overall event score.