

## 2011 Camp-0-Ree Events

### **(CUB SCOUT)**

**Whittling Chip:** Come and learn the differences between whittling and carving. Practice these two skills while earning the Whittling Chip Card.

**Candle Making:** Learn how a candle is made and create one for you to take home.

**Rope Making:** Start with a string and end up with a rope strong enough to hold your own weight.

**Cub Cooking:** Hungry? Try making a hot dog on a stick.

**Animal Tracks:** Can your den identify 10 animals from our silhouette trail?

**First Aid:** Do you have a first aid kit or even know what goes in one, stop by and make a handy pack size first aid kit.

**BB Gun:** How's your aim? Stop by and try the shooting range.

**Archery:** Maybe guns aren't for you Archery is right across the way.

**Tom Tom Morse Code:** Send messages using Tom Toms

**Izzy Dizzy:** What would a Camp-0-Ree be without the Izzy Dizzy Obstacle Course? The course consists of pushups, sit ups, jumping jack, hula hooping, soccer ball dribbling, and the feared izzy dizzy challenge. The best part is your den can compete against another den.

**Corn Hole Toss:** This is a game for all ages; it is a cross between horse shoes and a bean bag toss. Check It Out.

**Marbles:** Put your Play Stations away!! We're going to teach you how to play the game and start a championship this weekend. Winner takes home his marbles.

**Cue Sticks:** This event is going to happen in the afternoon from 12:00 to 3:00pm so come to the cue stick station and make your own cue stick to participate in the afternoon. (Details will be at the station and registration.)

**Para cord Crafts:** Choose from hundreds of parachute cord projects to make and take home.

**Monkey Bridge:** Don't miss out on the monkey bridge! NEVER ENOUGH TIME

## 2011 Camp-0-Ree Events

### (BOY SCOUT)

**Fire Building/ Pancake TOSS:** After flag ceremony each patrol will head off to their respective starting marker. They will have to make a fire and cook a pancake with the materials that they brought with them. (Camp-o-ree Committee will provide the pancake batter) Once the pancake is made it must be flipped over a wire line suspended in the air. Once flipped a scout from that patrol must eat the pancake. Once completion of the taste is notified by a judge the entire may move onto their first point's event.

**Tomahawk Throwing:** Each scout will receive the opportunity to throw three authentic tomahawks at a designated target. For each tomahawk that hit the target he will receive 10 points. For each tomahawk that sticks he will receive 20 points and for each tomahawk that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

**Knife Throwing:** Each scout will receive the opportunity to throw three knives at a designated target. For each knife that hit the target he will receive 10 points. For each knife that sticks he will receive 20 points and for each knife that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

**Spear Throwing:** Each scout will receive the opportunity to throw three full length spears at a designated target. For each spear that hit the target he will receive 10 points. For each spear that sticks he will receive 20 points and for each spear that sticks in the bull's eye he will receive 30 points. Once all of the scouts in the patrol have thrown their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 90)

**Atlatl Throwing:** Each scout will receive the opportunity to throw three authentic atlatl arrows using an atlatl. There will be four separate targets each one being 20 feet farther than the other. The first target is worth 10 points; the second is worth 20 points and so on. Once all of the scouts in the patrol have thrown, their individual points will be added up and then divided by number of scouts in the patrol. (The highest score possible is 120)

**Dutch Oven Competition:** Your patrol must create an entree in your dutch oven (deserts and breads do not qualify). Provide a 4oz. sample of your meal with the recipe at 5:00pm at headquarters for judging. Points will be awarded on difficulty, looks and taste of the finished product and if there was any outside help from adults.

## 2011 Camp-0-Ree Events

**Spirit Stick Competition:** Any scout may enter the spirit stick competition but your patrol will only be able to awarded points once. Each scouts hiking staff is unique to him and him alone. Either bring your hiking staff in or create one at the camp-o-ree. Judging will be at 3:00pm at headquarters bring your staff and describe it to the judges. Points will be given in 10 point increments up to 100 points for the first place stick.

**Trail Signs:** Trail signs are unique to men of the outdoors; some are made from wood others from stone and even possibly grass. Your patrol must identify the tail signs and tell their meanings. (Your patrol will be awarded 10 points per correct answer)

**Animal Tracking:** Your patrol will be given a book of animal footprints. Your goal is to identify as many of the footprints as possible and receive the highest score possible. Your patrol may only have one guess per page and if you get it wrong you cannot move on. You're done. The each track is worth 10 points. There are 20 tracks for total points possible of 200.

**Tom Tom Morse Code:** Your patrol will be given a message and a standard Morse code chart; your patrol will split into two groups. The first group will send the message via drum to the second group 30 feet away. The second group will then decipher the question and return the answer via mores code using the drum. To place at all you must have the correct answer. 5min or under is worth 100 points, 5 to 10 min is worth 80 points, 10 to 20 min is worth 60 points, anytime over 20 min. is worth 50 points.

**Wilderness First Aid:** When in the wild for several months and days from doctors your patrol would have to rely on their own personal knowledge and abilities. Your patrol will be given a situation in which you must perform first aid in the wild. There are no supplies provided. Only what you bring with you. (Be Prepared) You will receive 100 points for getting your victim to the first aid station alive. 50 points will be awarded for working together as a team, and 50 points for assessing all dangers.

**Cannon Ball Toss:** This is a test of your patrols brute strength. Each member of your patrol will throw the cannon ball down the field. The score will be taken by the farthest thrown cannon ball. (For every ten feet that you throw the cannon ball you patrol will receive 25 points)

**Log Sawing Contest:** How many inches can your patrol cut in 5 min? Your patrol will be given a log and a 2 man lumberjack saw. You will attempt to cut as many round tuits as u can within 5 min. Scoring is as follows, for every inch of wood that your patrol cuts you will receive 10 points and for every round tuit that your patrol cut you will receive a bonus 20 points.

## 2011 Camp-0-Ree Events

**Cabor Toss:** A cabor is a 3 foot log that you toss end over end to see how far you can get it. Each member of your patrol will throw the cabor down the field. The score will be taken by the farthest thrown cabor. (For every ten feet that you throw the cabor your patrol will receive 25 points)

**Travois Race:** The patrol will have to make a travois, pick a scout to get on top of the travois and the rest of the patrol will drag him across the finish line (if the travois falls apart at any time the patrol must carry the pieces of the travois back to the start line and relash. This is a timed event that will start with a whistle and will end with the patrol cheer (the patrol must disassemble the travois in order to receive any points) Points are as followed: 50 points for completing under 10 min. , 25 points for completing in over 10 min. and 50 point for correctly tying the travois. (2 square lashings and 1 diagonal lashing)

**Bedding Platform:** Many mountain men had to sleep off the ground on what is called a bedding platform to protect them from the snake and scorpions while they slept. Your patrol will be given all of the necessary supplies to make one of these beds. This not a timed event. Your patrol will be graded on the quality of the bed and if it will hold a large man. The points will be awarded by the judge, 25 points will be given as a minimum score for trying but you could earn as much as 200 points for having the best bed.

**Burro Packing:** Your patrol will be given a cart full of supplies for camp. You must tie you supplies to the burro and walk it through the predetermined course. If any package falls off you loose 10 points and you must stop momentarily to retie the object that fell off. Your patrol will be given 200 points for completing this event with all supplies on the burro as it crosses the finish line. Careful this is a fun activity but your patrol could loose overall points.

**Portage Relay:** Along the river there are spots than cannot be traveled by canoe and therefore your team must empty your canoe and carry its contents across the obstacle and put it back in the water.

(COMPLETE THIS ACTIVITY WITH SCOUT SPIRIT AND EARN 50 PTS)

**Mountain Man Obstacle Course:** This is an obstacle course to build knowledge and skill rather than brawn and strength. Each patrol must visit and participate in each of the planned activities. If chosen first they will receive added skills to help them compete the day's activities. These demonstrations are "How to pack a mule", visit our "Mountain Man Trading Post" and make a canteen from a gourd or a hat out of a pelt, make a candle from our Hot Wax area, and finally visit our Black Powder demonstration. (VISIT ALL FOUR AND RECEIVE 100 POINTS)

## 2011 Camp-0-Ree Events

### **(VENTURE CREW AND LEADERSHIP CORP.)**

The venture crew events will be set up like the amazing race. Their events will start on Friday night at the registration desk. They will receive a compass course which they must complete in order to find their campsite. At their campsite they will find instructions for the next day and ingredients to complete their first challenge. As a challenge is completed your crew will be told which event will be next to avoiding a bottleneck at the events. There are going to be three checks in points to see how your crew is progressing. You must check in at Head Quarters at 12:00noon, 2:00pm and 4:00pm. The crew with the least amount of completed competitions is out of the race. The rest of the afternoon is your's to do whatever you would like. (If you do not wish to compete in the race than you may simply enter as a patrol in the camp-o-ree)

**Egg Cooking:** Your crew must first make a fire and using only the items in the milk crate make and eat your breakfast. Your crew will be judged on teamwork and edibility of the egg. Completed correctly you may leave at 9:00am for the events, completed incorrectly you will leave for your events at 9:15am.

**Portage Relay:** Along the river there are spots than cannot be traveled by canoe and therefore your team must empty your canoe and carry its contents across the obstacle and put it back in the water. Complete this exercise and move onto your next event.

**Bedding Platform:** Many mountain men had to sleep off the ground on what is called a bedding platform to protect them from the snake and scorpions while they slept. Your crew will be given all of the necessary supplies to make one of these beds. This not a timed event. Your crew cannot move on to the next event until the bed is built, tested by the judge and then disassembled.

**Log Sawing Contest:** Using the 2 man lumberjack saw cut 2 totems and move onto your next event.

**Wilderness First Aid:** When in the wild for several months and days from doctors your patrol would have to rely on their own personal knowledge and abilities. Your crew will be given a situation in which you must perform first aid in the wild. There are no supplies provided. Only what you bring with y OIL jI Be P re pa red) If you don't complete this exercise your crew is finished and your race is over. Know your first aid.

**Tomahawk Throwing:** Each crew member will receive the opportunity to throw three authentic tomahawks at a designated target. Your crew may not move onto the next competition until it has stuck 5 bulls' eyes.

## **2011 Camp-0-Ree Events**

**Knife Throwing:** Each crew member will be able to throw three throwing knives at the target, your patrol may not move onto the next competition until it has stuck 5 bulls eyes.

**Spear Throwing:** Each crew member will have the opportunity to throw three full length spears at a designated target. Your crew must get 5 spears to stick in the target before moving to the next event.

**Atlatl Throwing:** Each crew member will receive the opportunity to throw three authentic atlatl arrows using an atlatl. Your crew must hit the target on the far end 5 times before you can continue

**Trail Signs:** Trail signs are unique to men of the outdoors; some are made from wood others from stone and even possibly grass. Your crew will follow a trail of signs to your next event. If you don't finish this event your crew is out of the race.

**Animal Tracking:** Your crew must locate and identify 10 different animal footprints in a 100 square foot area before you can continue to the next event.

**Blow Darts:** Each crew member will take turn shooting three darts. Your crew must pop 5 balloons using the blow darts that will be provided before you can continue to the next event.

**2D/3D Archery:** Each crew member will take turn shooting three arrows. Your crew using the equipment provided must hit the "Kill Zone" five times before moving on to your next event.

**Paul Bunyan:** Using the equipment provided chop the log into 2 pieces. This is a timed event from the first swing taken to the second the log splits into two (this time will only be used as a tie Breaker at the end of the race). **SAFETY FIRST – BEING UNSAFE WHILE DOING THIS ACTIVTY WILL EJECT YOUR ENTIRE CREW FROM THE RACE.**