

Leader's Guide
2024 Sky Islands District Spring Camporee
5-7 April 2024
Double-V Scout Ranch, Tucson, AZ

STORMING THE CASTLE CAMPOREE



Introduction

Welcome to the Sky Island District Camporee, an annual event where scouts from all over southern Arizona gather to compete and prove their Scout Spirit. The 2024 Sky Islands District Camporee hosted by Troop 770. The Camporee is taking place at Double V Scout Ranch, located at 3801 S Kinney Rd, Tucson, AZ 85713.

Theme

You and your Patrol are on a quest to help No Beard, the dreaded pirate in the seas surrounding Tuxon, to win back his bride to be, Princess Buttermilk. You must guide your Patrol through several challenges to get into the castle of the evil Prince Humperstink and rescue Princess Buttermilk. The journey ahead of you is a test of wits and skills. Are you willing to help No Beard rescue his beloved?

Registration

Registration for the Sky Islands District Camporee can be done online or the Council Office. We are offering a special early-bird registration (\$20 per scout or adult) for registrations completed by February 15. Registrations after February 15 costs \$25 per scout or adult. Online registration is open until March 31. Walk-in registrations for individuals *only* are accepted during the check-in on Friday evening for \$25. Each Unit **MUST** be registered in order to participate, even if they intend to join with a linked unit during activities. Walk-in registration is **strictly** for individuals in a registered unit.

Deadlines & Prices

Registration Type	Date	Price
Regular	Through March 31	\$20
Walk-in	April 5	\$25

Drop-Off

In order to facilitate the arrival and registration processes, vehicles are not allowed in the campgrounds overnight. Trailers are allowed to stay in the campgrounds.

Parking

Each Troop may park two vehicles in the parking lot located by the campgrounds. Other vehicles must be parked in the Pool Parking Lot. At registration, each unit receives two parking passes for campground parking.

Check-In and Medical Forms

Please arrive at camp between 5:00 PM and 7:30 PM on Friday evening for check-in. Each unit must send their youth leader and an adult leader to check in at the admin building located at the Ramada Grande. Please have your registration confirmation and medical forms for all participants ready (only medical form parts A and B are needed for this event). Scouts without medical forms are not allowed to participate. Refunds will not be given. Scouts participating in water events must have a current BSA Swim Test. Please have these ready at registration also. Adults that are planning to help with water events must have a current BSA Swim Test and Safe Swim Defense. Units are assigned their campsite based on their size at Check-In. If a unit plans to arrive outside of the designated arrival time, they must contact the staff. Scouts may not participate in events until their unit has checked in.

COVID Safety Protocols (if required)

In order to ensure the safety of all participants, certain procedures may be established in accordance with local, state, and CDC guidance regarding any COVID-19 outbreak. While these procedures will be developed in detail closer to the event, it may require that each participant be asked to wear a mask during all camp-wide assemblies (such as during flags or campfire) to reduce the spread of any infectious diseases. Final information regarding this topic, including requirements for vaccination, masking, and social distancing (if any), will be sent by email to the registered Scoutmaster and Senior Patrol Leader of each unit in advance of the event.

Youth Protection

Units are required to comply with the BSA's Youth Protection Training (YPT) policies. Each unit must have **two BSA-registered adults at least 21 years of age** (including a female adult for girls Troops). Adults cannot be shared between units; each unit **MUST** have its own set of adults.

Pre-requisites

Units are expected to use the Patrol Method throughout the weekend. Units should bring their Full Uniform, Troop Flag and Patrol Flags. If you are planning on participating in the **Night Cruise** event on Saturday, you need to have a pool noodle and PVC boat pre-constructed. The event does not allow time to design and build a craft onsite. Troops wanting to participate in the Troop Events should be prepared to present a single serving of a sample meal in a disposable container for judging. Scoutmasters should be prepared to present a dessert. Troops are encouraged to have a Gateway to their campsite to separate themselves from other Troops.

Event equipment and skills should be practiced prior to arriving. You need to prepare to build a fire out of a provided 2x4 using your own flint and steel. Be prepared! Start practicing your knots. Knots required for the event include basic Scout knots up to First Class. So, again, be prepared.

Movie

On Friday night we are showing the movie that inspired the Camporee theme, "The Princess Bride". Popcorn is being provided. Bring your own drinks and chairs. Enjoy the movie and fellowship at the fire-pit.

Campfire

On Saturday evening, we are holding a camp-wide campfire. While the staff is providing some entertainment, it is primarily up to the participants to create a memorable program. If a patrol has a song or skit to perform during the campfire, they may present it to the staff for consideration during the patrol events on Saturday. The staff is picking their favorites to be performed at the campfire.

Order of the Arrow (OA) Call-Out

All candidates nominated by their units for the Order of the Arrow are recognized in a ceremony at the end of the campfire. The OA is hosting an optional cracker-barrel for new candidates as well as all current members of the Order of the Arrow.

Campsite

Staff is inspecting campsites throughout the day (starting one hour after morning flags). Units are encouraged to create a gateway to define their Troop area.

Uniform Inspections

Your troop is expected to wear full Field (Class A) Uniforms at check-in, flag ceremonies (both morning and evening), and Scouts' Own/Awards. Scouts may wear their Activity (Class B) Uniforms at all other times. Uniform inspections are being conducted based on the standard BSA uniform guidelines. Costumes consistent with the camporee theme are encouraged. But, costumes do not replace uniforms at check-in, flags, and Scouts' Own.

Equipment

"Be Prepared" - Robert Baden-Powell. Units are expected to bring their own meals, camping equipment, and any other equipment they may need for patrol and troop events, theme incorporation, and campsite inspections. In addition, scouts are expected to always have a water bottle with them. The staff may conduct water checks. Extra points may be awarded for patrols that have water for each patrol member.

Staff

For the entire weekend to run smoothly, many experienced scouts and adults are needed to staff the Camporee. Camporee Staff has the final say in all events. Camporee Staff members also have the right to stop events in the event of safety. Our staff is all volunteers; please treat them with the respect they deserve.

Other Scouting Participants

Scouts BSA Troops from outside of Sky Islands District and Girl Scout Troops are allowed to attend. Sky Islands Venturing Crews, Police and Fire Explorer Posts, and Sea Scout Ships are particularly **encouraged** to participate. Per National BSA policy, Cub Scout units are not permitted at Camporee. We would like to extend an invitation to our Webelos. Webelos are welcome to participate with their Troop as a member of a patrol. However, BSA requirements do not allow Webelos to camp at Camporees. In particular, Webelos leaders need to have completed **BALOO** training. (Arrow of Light scouts who have "bridged" are, of course, welcome as members of their new Troops).

Trading Post

For those who are hungry, the Trading Post is open outside of meal-time hours. The Trading Post is selling assorted candy, snacks, drinks (including coffee for adults), patches, T- shirts from previous years, and some scouting necessities. Located at the Midway and open during Midway Hours.

Midway

Come join us at the Midway, located at the Athletic Fields, for information tables and demonstrations. Come see the OA village, talk to Venture Crews, and check out our Merit Badge information. The Midway is open from 0900-1600 on Saturday.

Scoring

Scoring is conducted throughout the day by the staff. Each Troop is assigned an identifiable wristband. Additional points may be given for exemplary conduct. Scoring criteria for troop and patrol events is included in this packet. It is requested that scouts do not ask for scores during the day, as final scores are being calculated Saturday evening.

Troop Awards

Troops may compete for two titles: “Best Troop” and “Best Patrol”. We also have individual awards for: “Best Archer”, “Best Hatchet Throw”, and “Knot Champion”. Award are presented during the Sunday morning assembly.

Scout Spirit

Good sportsmanship and scout spirit are expected at all times. Please be courteous to other participants and help improve their Camporee experience. Camporee event staff have the final say in disputes regarding their events. Please do not argue with them, as doing so increases tensions and makes the event less enjoyable for all. Staff members reserve the right to award bonuses to a troop or patrol for any worthy reason. If you feel that a staff member is acting unfairly or discriminating against an individual, patrol, or troop, please contact the Camporee Chair in the admin building.

Patches

Patches and streamers are provided to registered attendees and Troops as part of the registration fee.

Lost and Found

All lost-and-found items should be brought to the admin building at the Ramada Grande. Items can be picked up between the hours of 9 AM and 7 PM. Money and other valuable objects require a full description before pickup. Unclaimed items are sent to the **Catalina Council Office** located at **2250 E Broadway Blvd. Tucson, AZ 85719**.

Departure from Camp

Campsite departure is after Scouts' Own on Sunday morning. Each Troop needs to have their campsite inspected and receive a Clean Camp Stamp prior to departing. Campsite inspections begin immediately following Scouts Own.

Contact Information

POSITION	NAME	PHONE NUMBER	EMAIL
Camporee Chair	Jason Hendricks	515-450-1241	Jason.hendricks59@yahoo.com
Registration Chair	Iris Sands	505-977-8029	Iris.sands.scouting@gmail.com
District Executives	Ethan Crisp		Ethan.Crisp@Scouting.org
District Executives	Jessica Henning		Jessica.Henning@Scouting.org
Midway Chair	Mike & Casey Jones		
Short-term Camp Director	Rebecca Lester		
District Chair	Mark Ellson	303-808-0668	mfellson@comcast.net

Local Information

Medical Services

Hospitals – Banner - University Medical Center South
2800 E Ajo Way, Tucson, AZ 85713

St. Mary's Hospital
1601 W St. Mary's Rd, Tucson, AZ 85745

Campsite Inspection Sheet – Sky Islands District Camporee 2024

Fill out one of these sheets per troop. For each criterion, please score the troop on the following rubric: 5: complete, 4: mostly complete, 3: half complete, 2: mostly incomplete, 1: incomplete, 0: not evident. Please leave comments mentioning outstanding work in the comments box.

Unit #: _____ Inspector: _____

Criteria	Points	Criteria	Points
Equipment		General	
Menus and duty rosters are posted	/5	Troop number and patrol names are evident	/5
Food is properly stored	/5	Campsite is generally neat	/5
Troop equipment properly stored (if not in use)	/5	Campsite is free of litter/debris	/5
Personal equipment properly stored (if not in use)	/5	There are no safety hazards	/5
Tents		Theme	
Tents are tidy and orderly	/5	Campsite demonstrates theme.	/5
Rain flies are properly staked (expect rain!)	/5	<i>Please include a brief description in the comments!</i>	
Tents are arranged neatly	/5	Patrol menus demonstrate theme	/5
Fire Prevention		Decorations	
"No Fire in Tents" signs	/5	Decorations are creative/ original <i>Please describe in comments!</i>	/5
		Decorations are safe	/5
<p>Comments: (staff will use this to award the Troop up to 20 points) Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this unit stand apart from others, with an emphasis on thematic elements</p>			

Uniform Inspection Sheet

Unit #: _____

Total: _____/50

___, ___/5: Scouts BSA field shirt worn properly (tucked in!)

___, ___/5: Troop neckerchiefs worn properly.

___, ___/5: Official Scouts BSA pants (3 points for similar but non-BSA brand pants)

___, ___/5: Belt (Any BSA or similar belt; leather or web style)

___, ___/5: Socks (5 points for official, 2 for similar)

Placement of patches and insignia (listed from top to bottom, see graphic):

Incorrect insignia (1 point penalty per insignia)

___, ___/5: Shoulder loops: Official shoulder loops denoting program; green for Scouts BSA (or forest green for Venturing)

___, ___/5: Right sleeve: US flag, patrol emblem, national honor patrol, JTE

___, ___/5: Left sleeve: Council patch, unit number, position patch, trained or NYLT strip.

___, ___/5: Above pockets: (R) Jamboree, name tag, interpreter strip (L) world crest, square knots, service stars

___, ___/5: Pockets: (R) Order of the Arrow flap, temporary insignia, recruiter patch (L) badge of rank, Arrow of Light strip

Not all elements are required, but all elements on the uniform should be in the correct place!



2024 Camporee Schedule

Friday, April 5th, 2024

- 1700 - 1930 Troop Check-In / Set Up Campsites
- 1730 - 2000 Troop Free Time / Dinner
- 2000 - 2030 Cracker-barrel at the Ramada Grande (SPL, ASPL and Scoutmaster)
- 2030 - 2230 Movie night, Enjoy "The Princess Bride" and popcorn
- 2300 - **Lights Out "TAPS"**

Saturday, April 6th, 2024

- 0600 - **REVEILLE**
- 0600 - 0730 Wake-up / Breakfast
- 0730 - 0745 SPL / Scoutmaster Conference (Meet at the Ramada Grande)
- 0800 - 0830 Morning Flags
- 0900 - 1230 **Activities Begin**
- 1215 - 1230 SPL / Scoutmaster Conference (Meet at the Ramada Grande)
- 1230 - 1330 Troop Free Time / Lunch
- 1330 - 1600 Activities Resume
- 1630 - 1730 Finals for Archery, Hatchet Throwing and Knots
- 1730 - 1800 **RETREAT** Evening Flags
- 1800 - 1930 Troop Free Time / Dinner
- 1930 - 2130 Evening Campfire Program / Awards Ceremony
- 2100 - 2200 OA Cracker-barrel
- 2300 **Lights Out "TAPS"**

Sunday, April 7th, 2024

- 0600 - **REVEILLE**
- 0600 - 0730 Troop Breakfast and Pack-Up
- 0730 - 0800 SPL / Scoutmaster Conference (Meet at the Ramada Grande)
- 0800 - 0815 Scouts' Own at the Chapel
- 0830 - 0900 Awards Assembly
- 0900 - 1200 Troop Check-Out and Departure

Events

Due to the large number of participants that typically attend Camporee, most patrols will be unable to complete every patrol event. It is up to patrols to decide which events they want to participate in, with the understanding that they might have to skip some events.

Patrol Events

<i>Event</i>	<i>Description</i>	<i>Location</i>
Are we lost?	You and your Patrol must navigate to the castle. Time is ticking.	Double – V Obstacle Course
Cliffs of Insanity	You and your Patrol must reach the top in this timed event.	Double – V Pool Parking Lot
Fire Swamp	You must guide a blindfolded Scout to retrieve an object and guide them out of the Fire Swamp.	Double – V Obstacle Course
Lightning Sand	You and your Patrol need to cross the dreaded Lightning Sand with the objects provided in the Fire Swamp.	Double – V Obstacle Course
Sparks are Flying	Fire starting – You and your Patrol must build a fire that burns through a rope 12” above the fire.	Double – V Athletic Field
Breach the Castle Walls	Your Patrol will soon find out who is the best shot.	Double – V Archery Course
Destroy the Castle Gate	Who can destroy the gate lock?	Double – V Hatchet Course
Well, that Hurts	While breaching the castle your patrol member has been injured. You need to patch them up and carry them to safety.	Double – V Hatchet Course
Are you Left-Handed	Your Patrol Leader has to try to dethrone the great Prince Humperstink. Armed with only your sword and Scout Spirit, can you defeat him to rescue your beloved Princess Buttermilk?	Double – V Obstacle Course
Untied	Knot Baseball. Who can tie the knots the fastest?	Double – V Athletic Field
Victory	Hoist your Patrol or Troop flag up high, on a flagpole you pioneer.	Double – V Pool area

Troop Events

<i>Event</i>	<i>Description</i>	<i>Location</i>	<i>Time</i>
Be on Time!	Check in on Friday	Entrance	FRIDAY 1730
Campsite	Campsite set-up and Gateway	Assigned Campsite	
Dutch Oven Meal	Present an appetizing meal for your Judge.	Ramada Grande	Saturday Evening Meal
Scoutmaster Dessert	Which Scoutmaster is the master of dessert?	Ramada Grande	Saturday Cracker-barrel

EVENT DESCRIPTIONS

Are we lost?

<i>Event Background</i>	The Dreaded Pirate No Beard is asking you for help, and when a friend asks for help, a Scout helps. You must help him get to Prince Humperstink' s castle. It is far away, and the terrain is tough. You know this land; it is your backyard. You agree to help No Beard and set out with your map, compass and a determination that should strike fear into Prince Humperstink.	
<i>Event Details</i> No participant limit	You and your patrol must navigate your way to the castle. Given a map, compass and GPS. You will need to orienteer yourself to 5 different locations throughout the forest. Each location will provide you with a grid to the next location. Be the fastest to arrive at the castle.	
<i>Scoring</i>	Time	50
	Accuracy	30
	Teamwork	10
	Spirit	10

Cliffs of Insanity

<p><i>Event Background</i></p>	<p>As they neared the shore, they could see the Cliffs of Insanity looming in the distance. The cliffs were a formidable sight towering hundreds of feet above them. Jagged peaks reaching towards the sky like the claws of some gigantic beast. The only way to reach the top was by scaling the sheer face of the cliff. They knew that the climb would be treacherous to say the least. Their leader, No Beard, studied the cliff face carefully looking for any signs of a path or handholds. Finally, he spotted a route. It was their only chance. As the boys readied their climbing gear, their hearts pounded in their chests as they prepared to face the challenge ahead. One by one, they began to climb; their fingers and toes finding purchase in the tiny cracks and crevices of the rock face. The wind howled around them threatening to blow them off their perch. But they pressed on, driven by their courage and their unwavering determination to succeed.</p>	
<p><i>Event Details</i></p> <p>Required participants: 1</p>	<p>One scout from your patrol must climb the rock wall as fast as possible. Time stops as soon as they ring the bell at the top. Harnesses and helmets are provided.</p>	
<p><i>Scoring</i></p>	<p>Completion</p>	<p>30</p>
	<p>Time</p>	<p>40</p>

Fire Swamp

<p><i>Event Background</i></p>	<p>The fire swamp was a place of legend. A land of death and terror where the most fearsome creatures in the world roamed free. It was said that those who dared to enter never returned; their bodies left as food for the beasts that called the swamp home. Yet, there they were, a group of young boys, their faces etched with determination and courage as they bravely ventured into the heart of the fire swamp</p>	
<p><i>Event Details</i></p> <p>Required participants: 2</p>	<p>The patrol leader (or if unable, a selected representative) goes through the Fire Swamp with a blindfold on. Another Scout is selected to be their guide. The blindfolded Scout is not allowed to make any noise while in the Fire Swamp and is tasked with retrieving an item from within the Fire Swamp and exiting at the opposite end. The Fire Swamp contains mouse traps and other obstacles. If the blindfolded scout touches any obstacles, some points are lost. All scouts aside from the guide (including spectators) must remain silent.</p>	
<p><i>Scoring</i></p>	<p>Escape from Fire Swamp</p>	<p>60</p>
	<p>Object retrieved</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>
	<p>Fastest Patrol to complete event</p>	<p>10</p>
	<p>Each mousetrap set off</p>	<p>-2</p>
	<p>Each contact with other obstacle</p>	<p>-1</p>
	<p>Each sound made</p>	<p>-2</p>

Lightning Sand

<p><i>Event Background</i></p>	<p>The ground beneath their feet was treacherous, shifting, and unstable. It threatened to swallow them whole at any moment. The boys knew they had to be careful, for even a small misstep could prove fatal. They kept his eyes peeled for any signs of danger, knowing that the creatures of the fire swamp were not the only threat they faced. The quicksand was just as deadly, sucking away life with a vengeance. They had come prepared, though, with ropes and grappling hooks. These tools would help them navigate the treacherous terrain. Still, the danger was very real, and they could not afford to let their guard down for even a moment.</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>You must navigate the Fire Swamp and avoid the Lightning Sand. Once your entire Patrol is safe on the other side time stops. Carpet squares and wooden planks are provided to each patrol. Carpets are buoyant and do not sink. Carpet squares can only be placed once. The wooden planks sink (are taken away) if they touch the floor. Carpets that have been placed can no longer be moved. Planks can be moved as many times as needed. Each carpet or plank can only support one person at a time.</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>50</p>
	<p>Proficiency</p>	<p>30</p>
	<p>Teamwork</p>	<p>10</p>
	<p>Spirit</p>	<p>10</p>

Sparks are Flying

<p><i>Event Background</i></p>	<p>The dangers of the Fire Swamp are everywhere. Flame spurts come and go at a moment's notice, burning anything that comes close. Well, two can play that game. No Beard has navigated the Fire Swamp before. He knows the only way to defeat the flame spurts is to fight fire with fire. Armed with your flint and steel, you proceed to burn a path through the swamp.</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>You and your patrol need to construct a device to hold a rope 12" above your fire. You are given a 2' long 2x4 to use as fuel; use it wisely. You MUST use flint and steel to ignite your fire. Fastest to burn through the rope wins.</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>50</p>
	<p>Proficiency</p>	<p>30</p>
	<p>Teamwork</p>	<p>10</p>
	<p>Spirit</p>	<p>10</p>

Breach the Castle Walls

<p><i>Event Background</i></p>	<p>Prince Humperstink' s castle was an awe-inspiring sight towering above them like a monument to power and prestige. But it was also a symbol of their enemy; a symbol of all that they stood against.</p> <p>The castle walls are guarded by 60 men. They have been given the order by Prince Humperstink to shoot anyone that approaches its gates. The walls are high, but your arrows are straight. With true aim you can take the castle by storm.</p>	
<p><i>Event Details</i></p> <p>Required participants: 3</p>	<p>Each patrol sends three archers to shoot the targets (the rest of the patrol is expected to cheer them on in a lively manner). The archers shoot five arrows. All five shots count. The best shot is worth more than the others. Points are scored based on distance from the center of the target.</p> <p>The best shot in each Troop is able to compete for the title of Best Archer.</p>	
<p><i>Scoring</i></p>	<p>Best shot</p>	<p>50</p>
	<p>Other shots</p>	<p>40</p>
	<p>Spirit</p>	<p>10</p>

Destroy the Castle Gate

<p><i>Event Background</i></p>	<p>The gate has but one gate key and you don't have it. The lock looks old and rusted. Perfect for your strong man to break. With his heavy axe and sure swing, the lock is broken. You can now enter the castle. Be careful, Prince Humperstink does not like uninvited guests.</p>	
<p><i>Event Details</i></p> <p>Required participants: 2</p>	<p>Each patrol has two attempts to destroy the Castle Gate Lock. You get three throws with a hatchet per attempt. The least number of throws scores the best. Other throws are scored by closest to the target.</p> <p>The best thrower in each Troop is able to compete for the Top Thrower prize.</p>	
<p><i>Scoring</i></p>	<p>Best shot</p>	<p>50</p>
	<p>Other shots</p>	<p>40</p>
	<p>Spirit</p>	<p>10</p>

Well, That Hurts

<p><i>Event Background</i></p>	<p>The attack on the castle is over. However, you have wounded. No Beard is bleeding. Shock is setting in. You have come this far without losing anyone. You are not leaving him behind. With quick thinking and nimble fingers, you stop the bleeding. You reassure No Beard that you are not leaving him behind. You started this journey together and you will see it through to the end.</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>One of your Scouts was injured breaching the castle. You and your Patrol need to patch up the injured Scout and carry them through the castle.</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>50</p>
	<p>Proficiency</p>	<p>30</p>
	<p>Teamwork</p>	<p>10</p>
	<p>Spirit</p>	<p>10</p>

Are you left-handed?

<p><i>Event Background</i></p>	<p>The prince let out a bark of laughter. "You fools!" he shouted, his voice echoing across the courtyard. "You thought you could defeat me with your pathetic weapons? You have no idea what you're up against!" With that, he drew a sword from his belt. The blade glinted in the sunlight. The boys looked at each other, their faces pale with fear. This was not the archery duel they had expected. They had come prepared to face arrows, not swords. But there was no turning back now. They had to face their enemy head-on, or risk losing everything they had fought for.</p>	
<p><i>Event Details</i></p> <p>Required participants: 1</p>	<p>Your Patrol Leader, armed with their provided Nerf sword will have to take on Prince Humperstink in a duel. While balancing on a beam, you begin fencing. The first to force their opponent off the beam wins. Defeat Prince Humperstink and rescue your Princess.</p>	
<p><i>Scoring</i></p>	<p>Defeating Prince Humperstink</p>	<p>50</p>
	<p>You Lose</p>	<p>-10</p>
	<p>Spirit</p>	<p>10</p>

Untied

<p><i>Event Background</i></p>	<p>You've defeated Prince Humperstink. Now, he must stand trial for his wrongdoings. He's a slippery evil man. You must use your best knots to ensure he cannot escape. For he will surely try, and if he does, he will not forget who defeated him. Revenge is always on his mind, so keep the knots neat and tight.</p>	
<p><i>Event Details</i> No participant limit</p>	<p>Who can tie the knots faster, the pitcher or the batter? You must complete all the knots correctly. There will be an umpire at each base. Finish your knot first and take your base. Let the pitcher finish first and you're out. Three outs and your Patrol is out.</p>	
<p><i>Scoring</i></p>	<p>Bases taken</p>	<p>5</p>
	<p>Runs Scored</p>	<p>20</p>
	<p>Spirit</p>	<p>10</p>
	<p>Scouts left on base</p>	<p>-5</p>

Victory

<p><i>Event Background</i></p>	<p>You've rescued Princess Buttermilk and defeated Prince Humperstink. The castle is yours. Now let everyone know by hoisting your flag high for everyone to see.</p>	
<p><i>Event Details</i> No participant limit</p>	<p>You and your patrol must hoist your flag on a flagpole that you pioneer together. You are provided poles and rope along with a pulley. Test your skills and teamwork to construct the best flagpole.</p>	
<p><i>Scoring</i></p>	<p>Flag Raised</p>	<p>20</p>
	<p>Stability</p>	<p>10</p>
	<p>Spirit</p>	<p>10</p>