

CANYONS CAMPOREE 2025

April 25 - 27, 2025



Wizarding Scout Camp

Oak Canyon Campground
Silverado, CA

Think fast, skill could save your life, can your patrol level up?

Mr. Filch's Caretaker Manual

Your Welcome Letter to Wizarding Scout Camp



Dear Wizarding Scout & Scout Leader,

We would like to welcome you to Wizarding Scout Camp. This camp will help refine and, in most cases, enhance your talents. This is an open arena with numerous assembled games on the field that will challenge your skills and help you develop as a wizard.

How do we help you develop as a wizard, the same way that the great Professor Albus Dumbledore does, but emulating the characteristics of a leader. This is by being trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent. You too can be like the great leader, much like Robert Baden-Powell.

During the 2025 Camporee – Wizarding Scout Camp, you begin by arriving and finding out which house you are part of, don't forget to find out what the sorting hat tells your Scout Master your troop is part of, then your patrols will enter the skills arena and compete as well as join us in a great game of quidditch! Will your house win?

Be sure to read this instruction manual carefully. Take full advantage of every opportunity to help your house win!

The Camporee Committee is always interested in making updates to our program. This makes YOUR Camporee experience better. Let us know your ideas!

So, without further ado, I would like to invite you all to join us in the Wizarding Scout Camp!

The Camporee Committee



Canyons District 2025 Camporee Committee

Member	Role	Email
Brian Hallse	Chair	canyonscorcommittee@gmail.com
John Bouyer	District Commissioner	jcbouyer@sbcglobal.net
Cheryl Geukens	Registration Chair	canyonscamporee@yahoo.com
Karen Writer	Registration Co-Chair	thewriterfam@gmail.com
Marty Writer	District Committee Chair	mcwriterdds@gmail.com
Jim Shoffit	Facilities Committee Interfaith Worship	woodbadgeone@hotmail.com
Linda Johnson	Events Committee Patch Design Trading Post	llj768@gmail.com
Jake Salisbury	Culinary Competitions	jseaglescout98@yahoo.com
Michelle Aldrich	Scoring/ Back up Medic	misybluei1987@yahoo.com
Theo Geukens	Facilities and Consultant	ocscouter1958@gmail.com
Tony Molinari	Site Management	amolinari@sbcglobal.net
Justin Underwood	Campfire Coordinator	ki6abd@sbcglobal.net
Thomas Wilson	Parking/Facilities	tww1205@gmail.com
Greg Brown	Parking/Facilities	gbrown1@gmail.com
Nikki Kutschka	Historian	NikkiTroop525@gmail.com
Steven Mallonee	Campfire Coordinator	steven.mallonee@yahoo.com
Vince Fraumeni	Judge	v.jframeni@verizon.net
Aaron G Pannier	Medic	apannier@gmail.com
Randy Aldrich	District Executive	Randall.Aldrich@scouting.org

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Oak Canyon Park Directions

Oak Canyon Site (Located at Scout-O-Rama)

GPS Coordinates

Oak Canyon Park (Scout-O-Rama site)
5305 Santiago Canyon Drive, Silverado, CA 92676

33° 46'15.1"N 117° 41'59.7"W

Google Maps Overview: <http://tinyurl.com/y4mrprw8>

Directions: (At the Scout-O-Rama Site)



FROM NORTH: Take the most convenient freeway to the 55 Freeway. Exit Chapman Avenue **EAST**. Chapman Avenue turns into Santiago Canyon Road. Follow the road approximately 8 miles (from the 55 freeway). After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

Toll Roads Option: From 91 Fwy., take 241 Fwy., (toll road) South. Exit Santiago Canyon Road and turn left onto Santiago Canyon Road. After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

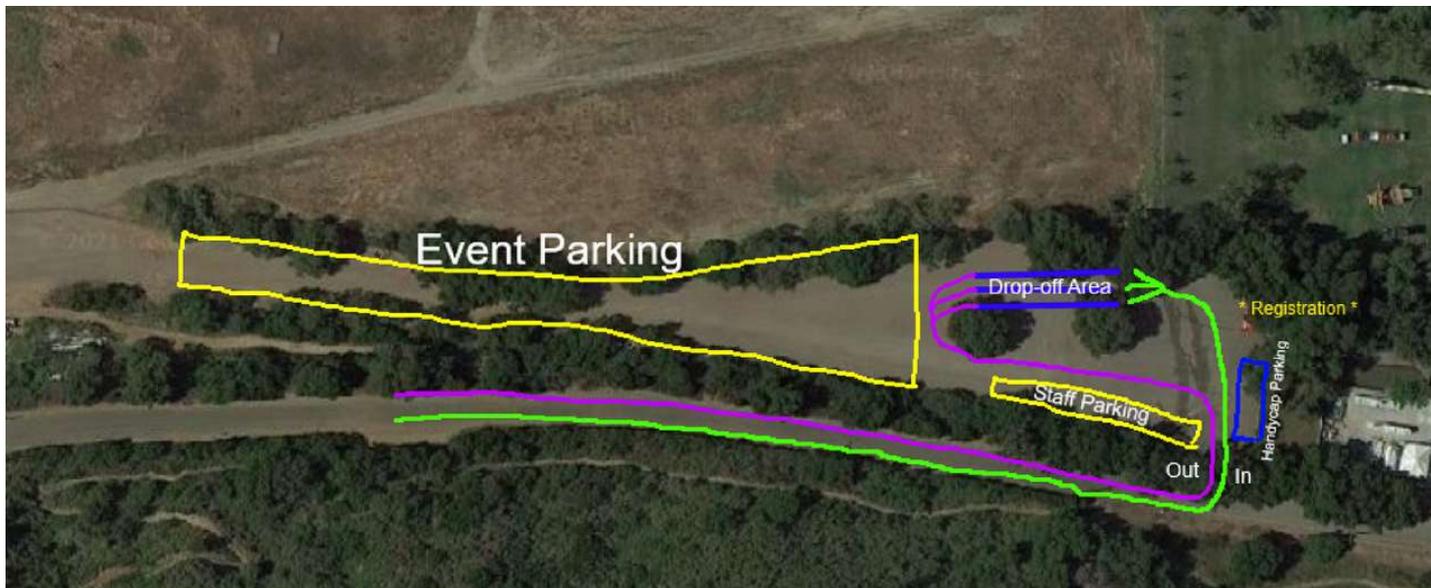
FROM SOUTH: Take the 5 Fwy. North, exit at El Toro Road and turn right. El Toro Road turns into Santiago Canyon Road. Follow the road 15.75 miles. Turn right into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee. If you reach Irvine Lake you went too far.

Toll Road Option: From the 5 or 405 Fwy. take the 133 Fwy. (toll road) North which transitions into the 241 Fwy. (toll road). Exit at Santiago Canyon Road and turn right. After you pass the Irvine Lake entrance, turn left into Oak Canyon Park/James Event Center. Follow the signs to Canyons District Camporee.

Note: Toll Roads range in price from \$2.25 to \$6.00.



Canyons Camporee Site Overview Map



About our location:

- Canyons Camporee will take place at the former Scout-O-Rama location located at Oak Canyon.
- There is limited cell service at the site.
- Bring chairs as there is no seating.
- The area is very exposed. Bring EZ Ups or similar shade structures for your campsite and your event. Remind scouts to bring a hat, water bottle and sunscreen consistent with the 10 Essentials.
- Troops are responsible for packing their own trash and taking it when they leave. There are no trash dumpsters available at the campsite.

Canyons Camporee Campsite and Event Layout



- Troop Campsites will be allocated based on troop size registered through Black Pug as of April 11, 2025, after Roundtable.
- If your troop registers or your registration numbers change after April 11th, please contact Cheryl Geukens at canyonscamporee@yahoo.com so that your campsite size can be modified.
- Campsites identified above are an estimate only and are not to scale. The map above provides an approximation only.
- Kybos (portable restrooms) may be located in different areas within the campsite and events areas. There will be ample kybos to accommodate everyone in the district. A kybo will be designated for women and handicapped; the lock combination can be obtained at Headquarters.
- There are bathrooms available for the adults, girls and handicapped.
- Please see the Registration section below for more information.



Parking At Oak Canyon Park

Scoutmasters: Please share this information with all parents driving to Camporee



Oak Canyon Park Parking Rules and Regulations:

- Parking is only allowed in the designated parking areas. There is NO Vehicle Parking in the campsite area. One troop trailer, per campsite, is allowed to be kept in the back of the troop campsite.
- **All Scouts dropped off at the Parking Lot must walk, with their gear, down to the campsite. Troop event gear must be dropped off in the Parking Lot and carried to the Event Area - cars are not allowed to drive to the event area.**
- Due to safety and site requirements, only **Three** vehicles, or **Two** vehicles and a trailer, will be allowed in the campsite area to drop off Troop Gear. You will be restricted to one vehicle/one vehicle plus trailer at a time. Vehicles will be allowed in the campsite area on **Friday, beginning at 4:00pm** for unloading purposes only. There is no parking in the campsites. **After 9:00pm**, vehicles will not be allowed to enter the campsite. On **Sunday after 10:00am** the **Three** vehicles will be allowed to enter (one at a time) to quickly load, vehicles (other than Trailers) will not be allowed to park in the campsite area.
- If there is rain within 48 hours of the event no vehicles will be allowed into the campsite area.
- Vehicles are NOT allowed in the campsite area on Friday after 9:00pm through Sunday at 10:00am. One Troop Trailer can remain in the campsite area.
- You will need to designate which three vehicles your Troop will be using to bring gear to the campsite by providing the license plate numbers to **Brian Hallse (canyonscorcommittee@gmail.com)**, by **midnight Thursday April 24th**. When arriving at Camporee on Friday, those vehicles that have been previously identified, will receive a Vehicle Campsite Slip which will allow them to enter the campsite area, and will be directed to the entry point.
- The Parking Identification Slip must be on the dash of your vehicle and readable by Camp Staff. Cars without displayed permits are at risk of being towed. These will be distributed by OA Scouts and will also be available at Headquarters.
- Drive Safely on ALL camp roads and observe the posted speed limit. Please watch out for our scouts (and our adults)!
- No parking on the roads leading into camp. Park in designated areas only.
- Park your vehicle **"HEAD OUT"** in the case of emergency evacuation.
- **DO NOT PARK OR LEAVE YOUR VEHICLE IN THE CAMPSITE AREA.**
- If you park blocking another car and the ranger, camp master or camporee staff cannot find you, it will be necessary to tow your vehicle.
- Scouting America is NOT RESPONSIBLE for items lost or stolen from vehicles or any towing expenses, if necessary.
- **ALL DRIVERS MUST KEEP KEYS ON THEIR PERSON AT ALL TIMES.**

Code of Conduct

It is mandatory that all Camporee participants (both adult and youth) adopt and maintain the attitude of this Code of Conduct throughout the weekend.

I recognize that my personal conduct and that of all participants attending Camporee will do much to enhance this experience. I therefore accept the following Code of Conduct:

1. The Scout Oath and Law will be my guide throughout the Camporee weekend.
2. I will set a good example by keeping myself neat and presentable. The complete official Scout Activity (Class A) uniform is to be worn at all designated times, including arrival on Friday, Saturday morning assembly, Campfire and Sunday Closing Ceremony. During the other events on Saturday, the troop Field Uniform (Class B) should be worn. The wearing or use of any modern military or camouflaged clothing or equipment is prohibited.
3. I will attend and participate in all scheduled activities to the best of my ability.
4. In consideration of the other participants at Camporee, I agree to remain quiet from lights out until morning wake up.
5. I will adhere to all camp policies and regulations.
6. I will adhere to the buddy system to ensure safety and accountability looking out for one another.
7. I pledge myself to live by the Outdoor Code and to do my share to prevent littering and defacing of property.
8. I agree to refrain from the use of any abusive or foul language, swearing, fighting, hazing, or any other disruptive behavior. I understand that all of these are not a part of Scouting and have no place at Camporee.
9. I understand that the possession of fireworks is strictly prohibited. The same applies to sheath knives and all electric devices (radios, music players, games, and cellular phones (other than for emergencies)).
10. I will not be part of or allow damage or theft of any property.
11. I will follow all personal health and safety recommendations by ensuring safe food handling and washing hands regularly, especially when around food and before leaving the restroom.
12. I will stay out of the opposite sex tents and restrooms. I will not loiter or play around restrooms.

Name: _____

Unit Number: _____

Signed: _____

Date: _____

General Information

Registration:

Registration for Camporee 2025 will be online through BlackPug. Register your troop by logging onto BlackPug at: <https://scoutingevent.com/039-CanyonsCamporee2025> Register before April 12, 2025, to avoid a late fee. Registrations received after April 11, 2025, will have a late fee assessed. There will be no refunds.

Troops registering after April 18, 2025 must make their payment, by check only, at Camporee Headquarters on Friday April 25th, 2025. BlackPug will not be available after April 25, 2025.

Campsites will be allocated based on registration size as of April 12, 2025. If your troop registers or changes their registration numbers after April 15, 2025, please email Cheryl Geukens at canyonscamporee@yahoo.com to adjust your campsite size.

Registration is \$40 per camper (both scout and adult). Late Registration, after April 12, 2025, is \$45 per camper (both scout and adult).

Check-in Materials (Friday, April 25th, 2025):

- **CODE OF CONDUCT** for all scouts and adults
- **PATROL ROSTER** with names of all scouts, patrol names and final count of all attendees. Scoring will be based on Patrol names submitted. Do not change Patrol names or move scouts to different patrols.
- **FINAL PAYMENT** for any late add ons (**no refunds will be given!**)
- **MEDICAL FORM (PART A & B) FOR EACH SCOUT AND ADULT**
- **ASPL or SPL** mention to the Check-In Team "I solemnly swear I am up to no good" and in turn you will receive a response of "Mischief Manage" this will be your "key" to receiving the Marauder's Map (aka Patrol Book)



Clothing

Scouts must arrive at Camporee 2025 in their Field (Class "A") Uniform and must wear their Class 'A' uniform to the morning assemblies and campfire. Troop Uniform Inspection will take place during the Saturday Morning assembly, please see the Uniform Inspection section of this handbook. Troop T-shirts are encouraged during the day and at all competitive events. All OA members should wear their white OA sash when they are representing OA and to the Campfire on Saturday night. OA attire should not be worn to the Saturday morning assembly.

Restrooms

There will be portable restrooms (kybos) available with hand sanitizer. Encourage your scouts to wash/sanitize their hands after using the restroom. There will be a designated kybo for Women and those needing handicapped-accessible facilities. Women and handicapped portables will be locked, please see Headquarters for the combination. Please remember, "A Scout Is Clean"!

Friday Morning Set Up and Sunday Clean Up

Two Camporee Points will be given to troops who send at least one adult on Friday Morning to assist with Set Up. Contact Tom Wilson TWW1205@gmail.com to sign up. The troop adult representative must work 4 hours on Set Up to get the two (2) points. One (1) point will be given to the troop adult who assists for two (2) hours on Sunday with Clean Up. Clean Up points will count towards the 2026 Camporee. Sorry but Camporee Staff are not included.

Shade & Seating

The campsite at Oak Canyon is very exposed! It is each troop's responsibility to bring their own shade and seating to events, assemblies, and campfire.

Camporee Boundaries

Camporee 2025 will take place at the Oak Canyon Campground. Scouts are not permitted to leave the camp unless they have express permission from the Troop Scoutmaster. Scouts are not permitted to walk on the road leading out of camp or visit any other camps at Oak Canyon. Please ensure that your Scouts stay within the bounds of Canyons Camporee.

Event Materials

If your troop is sponsoring an event, please bring the required materials to run the event. Your troop is responsible for the entire event set up! Plan for event materials/supplies, boundaries, signs, judge seating and shade. The Official Score Sheet for each event will be provided on the day of the event. These Score Sheets MUST be used for judging all events and turned into Headquarters at 3:00pm.

Please bring supplies to sanitize the event materials that will be used by the scouts. Consider disinfecting wipes, alcohol-soaked gauze or disinfecting spray.

Keys

Golden Egg is back in play. Camporee Staff has keys that they will award to scouts who show scoutlike behavior and going above and beyond. As some added fun, we have flying keys hidden throughout camp that count towards the Golden Egg competition. The scout with the most keys will be awarded the Golden Egg that contains prizes at campfire.



Patrol Flags

Patrol Flags should be themed to tie into the Camporee theme "Wizardsing Scout Camp". Each Flag should be hand crafted using the Patrol method, ingenuity, creativity, and originality. There should be nothing offensive or poor taste represented on the flag. The flag should be constructed of safe materials and of no harm to any spectators that might come in contact with the flag as it is being transported from event to event. The flag should identify the patrol name and the troop number. **Please read the detailed instructions and guidelines for Patrol Flags found in this handbook.**

Patrol Flags should be turned in on Friday Night by Cracker barrel (near Headquarters) for judging and picked up before the Saturday Morning Assembly.

Culinary Events - Iron Scout, Golden Spoon & Silver Platter Awards

The Iron Scout event is judged on the meal itself. The meal must be prepared from the food items supplied by the Camporee Staff and prepared in a designated cooking area. The flavor, smell, taste and creativity of the food prepared will be judged. There is a \$5 cost to cover the purchase of food items. Registration for this event is on BlackPug.

The Silver Platter event is judged on “presentation” alone and can be a dish entered in Iron Scout or Golden Spoon. Registration for this event will be on Friday Night at the Cracker Barrel.

The Golden Spoon event is designed for First and Second Year Scouts but anyone can compete using items they provide, and cooked at their campsite. Registration for this event will be on Friday Night at the Cracker Barrel.

Please read the detailed instructions and guidelines for these events found in this handbook.

Remember to sign up for Iron Scout on Black Pug during Troop registration.



Silver Platter and Golden Spoon Registration will take place at the Trading Post on Friday Night at the SM/SPL Cracker Barrel.

No Fires or Charcoal Cooking

The Orange County Fire Authority has advised that we are not allowed to have any open fires. This includes burning charcoal, so please adhere to this requirement and do not cook or have an open fire, cook with charcoal or with a Dutch Oven. Your cooperation is appreciated.

Troop Trash

Trash in; trash out!! There are **NO dumpsters** at the Camporee facility. Your troop must take home the items that they bring and trash that they generate. Remember to POLICE your campsite, your event area and LEAVE NO TRACE!

Trumpet Fanfare!

Please encourage your musical scouts to bring their brass instruments to Camporee. We would like to have them play at our assemblies. **Please email CanyonsCORCommittee@gmail.com if they are interested in playing.**

Order of the Arrow (OA) Trading Post

Please bring enough money to enjoy the items at the OA Trading Post. The Trading Post will be open from 5:00pm on Friday night until 10:00pm. It will be open on Saturday from 9:00am to 7:00pm. It will re-open after Campfire for purchases during the movie. There will also be a mobile Trading Post moving through the Event Area during the day.

Campfire Skits

Please read the detailed instructions and guidelines for Skits found in this handbook.

Please come to the OA Trading Post on Saturday for Skit Try-Out when your troop is not competing.

Ten Essentials

As with any Scout activity, the ten essentials are just that. Be prepared at any time to demonstrate that you have yours with you!

Remember, some events may require the use of your 10 Essentials. Make sure you have them with you (Yes, this is a Hint!)

Interfaith Worship Service and Closing Assembly

The Interfaith Worship Service will be on Sunday Morning before the Closing Assembly. Come wearing your Field (Class A) Uniform for this multi-denominational service. Remember that "A Scout Is Reverent".

In the Event of an Emergency

All Scoutmasters are responsible for their Scouts. In the event of an emergency, all Scouts are to report to their campsites where the Scoutmaster will ensure all Scouts are present. As a troop, proceed to the assembly area to await instructions.

Wizarding Scout Camp

Camporee 2025 Schedule

FRI, APRIL 25, 2025		
8:00am – 3:00pm	Camporee Facility Set Up (1 person per troop)	HQ Area
4:00pm – 9:00pm	Troop Check In, Turn in Patrol Flags	HQ Area
9:00pm – 10:00pm	Patrol Flag Judging	HQ Area
9:00pm	Please move your car to the Parking Area	Parking
9:30pm – 10:30pm	SM & SPL (2 people per troop) Meeting & Cracker Barrel	HQ Area
11:00pm	Lights Out! Goodnight, Scouts!	Troop Campsites
SAT, APRIL 26, 2025		
6:00am	Reveille! Wake Up, Scouts!	Troop Campsites
6:30am – 7:30am	Breakfast – Cooking check for Campsite Inspections	Troop Campsites
6:30am – 8:30am	Competitive Event Set-up	Event Area
7:30am – 8:00am	Pick-up Patrol Flags BEFORE Opening Ceremony	HQ Area
8:00am – 8:30am	Opening Ceremony – Uniform Inspection	Assembly Area
8:45am – 12:15pm	Competitive Events – Group A	Event Area
9:15am – 12 noon	Campsite Inspection & Gateway Judging	Troop Campsites
9:30am – 11:00am	Skit Try-outs and Judging – Group B	Trading Post
9:45am – 11:15am	Iron Scout, Golden Spoon, Silver Platter – Group B	Campsite Area
11:30am – 12:45pm	Lunch Group B	Troop Campsites
12:15pm – 1:30pm	Lunch Group A	Troop Campsites
12:45pm – 4:15pm	Competitive Events – Group B	Event Area
12:45pm – 3:30pm	Campsite Inspection & Gateway Judging	Troop Campsites
2:00pm – 3:30pm	Skit Try-outs and Judging – Group A	Trading Post
2:15pm – 3:45pm	Iron Scout, Golden Spoon, Silver Platter – Group A	Campsite Area
4:15pm – 5:00pm	Tear Down/Clean Up Event Sites	Event Area
5:00pm – 6:45pm	Dinner & Clean-up	Troop Campsites
6:45pm – 7:00pm	OA Escort to Campfire (wait at your campsite for OA)	Troop Campsites
7:00pm – 9:00pm	Campfire, Award Ceremony & OA Call-Out , OA Camp Promotion	Assembly Area
9:00pm – 10:00pm	OA Welcome Reception (all OA members are welcome!)	OA Area
9:00pm – 11:00pm	Movie!	Assembly area
9:00pm – 11:00pm	Troop Time	Troop Campsites
11:00pm	Lights Out! Goodnight, Scouts!	Troop Campsites
SUN, April 27, 2025		
7:00am – 9:00am	Reveille! Breakfast / Camp Clean Up	Troop Campsites
9:00am – 9:30am	Scout Interfaith Worship Service (Field Uniform)	Assembly Area
9:30am – 10:00am	Closing Ceremony	Assembly Area
10:00am – 11:00am	SM Reconcile accounts, Check-Out	HQ Area
11:00am	Goodbye!! See you next year!	

Please check out and leave camp by 12:00 Noon on Sunday.

Remember:

Take all your trash with you and...

“Leave this world a little better than you found it.”

Lord Baden-Powell

Scoring

Scoring Sheets, with all of the patrols listed along with a scoring rubric that details how to fill out the score sheet, will be provided to the judges for each of the events on Saturday morning. For each event, you will have the chance to earn up to 10 event points and 10 spirit points. **Return completed Scoring Sheets to Headquarters on Saturday at the end of each session.**

Scout Spirit Scoring: (10 Points Total)

Scout Spirit points will be awarded at each event using the following scoring table:

Patrol Yell	2 points
Patrol Leader (must be present with patrol)	1 point
Uniformly Dressed (similarly themed Class B Shirt)	1 point
Neatness	1 point
Polite/Attentive to Judges	1 point
Teamwork During the Event	2 points*
Group Participation	2 points*
Bad Language / Inappropriate Attire (See Code of Conduct)	(-1 for each occurrence)

* For Teamwork during the event and Group Participation, the points possible are either 2 or 0.

Top Patrol: For “Top Patrol” awards, placement is based off of the cumulative event score received. The event score is out of 15 points; 10 event points + half of the spirit score (up to 5). There are approximately 20* events that take place on Saturday. The “Top Patrol” scoring will therefore have a maximum point value of 300 points (20 events x 15 points). There will also be an award for the Top New Patrol. *Based on events signed up to be hosted by troops.

Most Scout Spirit: For “Most Scout Spirit” awards, placement will be based off of the cumulative spirit points awarded at each of the 20 events that take place on Saturday, as well as points received from the Camporee Themed Patrol Flag (10 points), Camp Promo (10 points) and Patrol Spirit/Campfire Skit (10 points). There are 23 opportunities to earn points towards scout spirit and each opportunity is worth a maximum of 10 points (total of 230 points).

Top Troop: “Top Troop” scoring will have a maximum point value of 261+ points. For the “Top Troop” award, placement will be based on the cumulative points earned through the following:

Campsite Inspection	100 points
Uniform Inspection	100 points
Gateway Competition	50 points
Chili Cook-off February 8 th (SM,CC,SPL,Chili)	4 points
OA Elections Held before April 16 th	2 points
Hosted Camporee Event	2 points
Facilities Clean up from last year’s event	1 point
Facility Set Up Friday Morning April 26 th	2 points

Please read the detailed instructions and guidelines for these events found in this handbook.

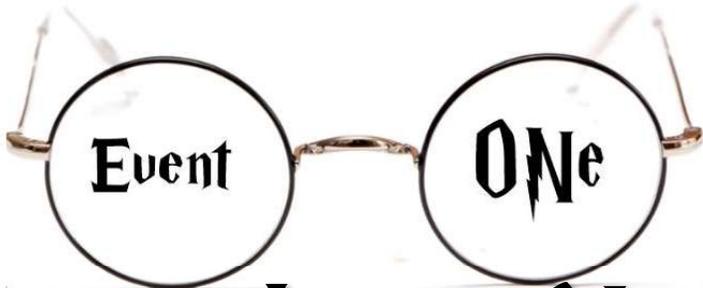
2025 Camporee Event Descriptions

	Camporee Theme Event Name	Description	Troop
1	Wizarding Skittles	To knock down as many objects as possible.	T235
2	Knot your average spell	Each scout in the patrol must tie a specified knot from the clue given to the patrol as a group.	99G
3	Field Work Arthimancy	The patrol must estimate the correct height of an object and how far away it is from the "observation line".	T36
4	How to identify Magical Beasts	Identify animal tracks and match the tracks to the animal.	T33
5	Defense against the Dark Arts	Complete a rescue scenario using methods taught in first aid and emergency preparedness.	
6	Camp Promo	The adventures await	OA
7	Move through Aragog's webs	To move your entire patrol through a rope web without touching the web material.	
8	Can you find Platform 9 ¾	To test scouts' knowledge of using a compass to locate themselves on a map using triangulation, landmark recognition, dead reckoning, plotting points and coordinates	
9	Memory Charm	To memorize and identify mystery objects in the shortest amount of time possible.	T1613
10	Critical Thinking	The patrol must lash together a tripod strong enough to support the weight of a Scout and tie a rope with a "rescue knot" to the tripod.	T850
11	Obscuro	To carry a log from point "A" to point "B" in the shortest amount of time while blindfolded.	T241
12	Professor Snapes class on Riddles	For each Patrol to navigate the trail and answer the most questions in the least amount of time.	
13	Where is the inconsistency	The group must identify all the "wrong" things about the campsite.	
14	Dumbledore's Table	The patrol must carry a "table" with holes and a ball on it. The object of the event is to carry this table from a starting point to an end point without letting the ball fall through one of the holes.	T42 & T242

15	Magical Transportation	The patrol must build a transportation device using the materials provided, to move a scout from one place to another. (About 30 feet)	
16	Casting Practice	The patrol members are to take turns throwing the disks at the bullseye. The bullseye is a small barrel or basket of the event organizer's choice	T525
17	Levitation Charm	The patrol must work as a team to move the water from a 3/4 filled can to a second can of water, fill the second can to a marked line, and "put out" the flames.	
18	Professor Sprouts Horticulture	Cut a slice from the provided tree stump in the fastest time possible.	
19	Incarcerous Spell	Throw the lasso so that it completely encircles the horse's head	
20	Centaur Archery	Troop members will take turns shooting 5 arrows at the prescribed target.	
21	Madam Poppy Pomfrey's First Aid	To perform first aid for a victim of a common camping accident or dangerous situation. Scouts should be prepared to provide first aid for one of the following situations	
22	Magical Objects	Choose the appropriate items provided by the event coordinator and hang them in a tree so the bears won't get them	
23	With a squish and a flick	Using items around you, create a battering ram from some rope you are carrying, and a wooden log off in the distance	
24	Crossing Black Lake	Using ropes tied together, work together to pull our team mate to safety	T538

*Event numbers subject to change based upon signups

When planning the event that you are hosting, please plan on 2 Patrols being able to complete the event every 10 minutes. This is so all Patrols have the opportunity to complete all events during their session.



Wizards Skittles

OBJECTIVE: To knock down as many objects as possible.

PROCEDURE: Patrols will try to knock down 20 objects on 20 throw attempts

MISSION: Teamwork

RULES: Every patrol member will at least get one throwing attempt. Scouts are required to always throw in the direction of their targets. Otherwise, Patrols are to throw and knock down as many as they can.

POINTS:

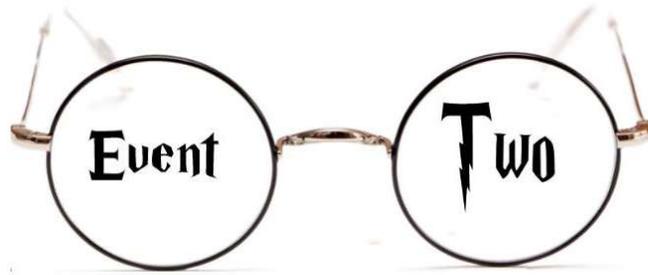
½ point for each knocked down object.

Ties broken by Scout Spirit.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 20 objects, and rubber rocks to knock them down with.



Knot your average Spell

OBJECTIVE: Each scout in the patrol must tie a specified knot from the clue given to the patrol as a group.

PROCEDURE: Patrol is provided with ropes of various lengths long enough to tie specific knots. Each patrol member ties a different knot around a standing apparatus.

MISSION: Scouts should know the purpose and use of basic knots and be able to tie them. We should encourage scouts to excel in every activity.

RULES: At the signal, the event coordinator reads a clue describing the purpose and use of a specific scout knot to the entire Patrol. Once the knot has been identified by the Patrol, one member of the Patrol will tie said knot to the post provided. There will be a clue for each of **five** different knot applications (Example: square, sheet bend, clove hitch, bowline, two half hitches, taut line etc). Patrol members will take turns tying the knots, if unable to successfully do so the Scout may pass to another member of his Patrol. If unable to identify the knot the event coordinator will then reveal the name of the knot and a Patrol member will then attempt to tie said knot. These knots will be timed for speed and checked for accuracy.

POINTS:

1 point for identifying the knot based upon its usage clue and

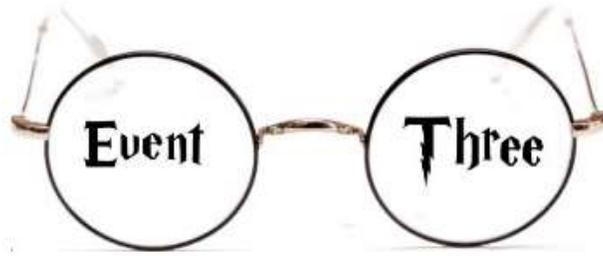
1 point for successfully tying it.

Ties will be broken by faster time

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Poles for tying knots to. Pieces of rope about 6'– 8' in length for tying knots. Knowledge of correct knots and their uses. Book of knots and how to tie them correctly. (3) sets of clues, posts, ropes, coordinators and timers/watches for multiple stations. Clue cards would have a phrase describing the application and other such information as is necessary to describe the knot without naming it. Example: "This knot is used commonly in first aid as it lies flat when bandaging and is easy to untie. It is the official knot of the Boy Scouts." Pen and/or pencils to fill out the score sheet.



Field Work Arthimancy

OBJECTIVE: The patrol must estimate the correct height of an object and how far away it is from the “observation line”.

PROCEDURE: The event coordinator will select an appropriate tree or tall structure and determine its exact height and distance from the “observation line”. Each patrol will attempt to determine these measurements using techniques presented in the Scout Handbook.

RULES: Each patrol will estimate the height of a designated object (tree, tower, building, etc.) and how far away it is from the “observation line”. No rules or measuring tapes are allowed.

POINTS:

The top 3 patrols will be the ones who were closest to the actual height and distance.

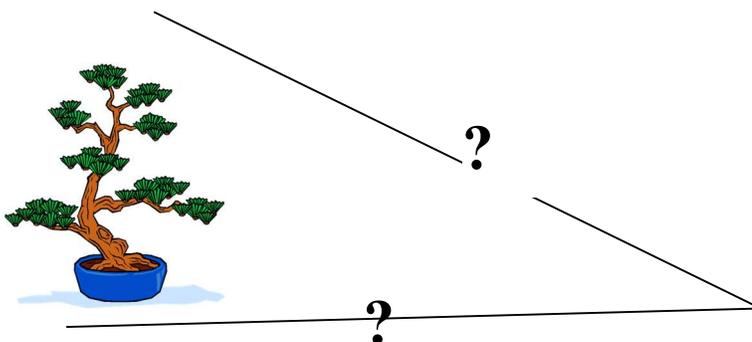
Five points maximum for each measurement as shown below.

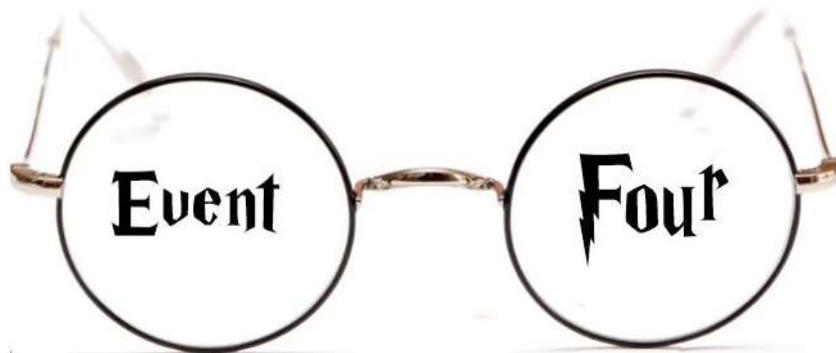
Distance		Height	
5	= Within two feet	5	= Within one foot
4	= Within three feet	4	= Within two feet
3	= Within five feet	3	= Within three feet
2	= Within ten feet	2	= Within five feet
1	= Within twenty feet	1	= Within ten feet

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Tape measure, Paper, Pencil, Protractor or Compass





How to identify Magical Beasts

OBJECTIVE: Identify animal tracks and match the tracks to the animal.

PROCEDURE: To test the Scouts' knowledge of animal tracks and their identification.

MISSION: To promote scout skills and have fun.

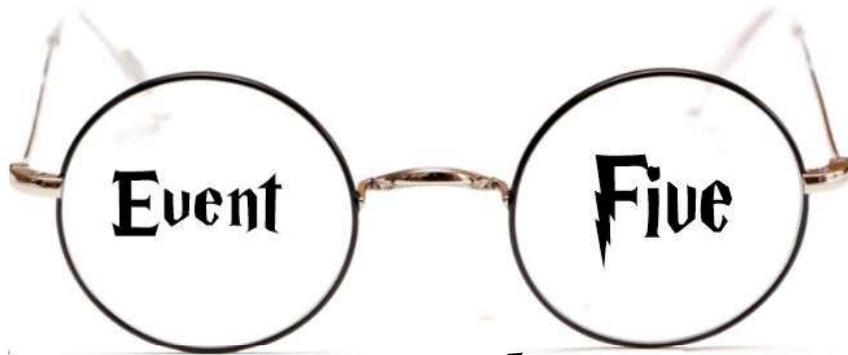
RULES: **This is a timed event.** Event leader spreads out two sets of ten (10) cards on a plastic sheet or equivalent. One set of the cards lists the names of animals commonly found in the wild and the other set shows photos of the animals. The patrol is directed to match the animal track cards with the photo cards and identify the animal. No books, electronic devices, or reference materials may be used.

POINTS:

1 point scored for each correct match of the animal's name with the animal track or footprint. Total of 10 points possible. **Ties are ranked based on the lowest amount of time to complete the task.**
Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

Cards or sheet with photos of animals, cards or sheet with animal tracks, Scoring sheet with three columns – first column is numbered 1 – 10 to match numbers on photos of animals, second column has blank lines next to first column for the number of corresponding track or footprint, third column has blank lines to fill in the name of the animal, Table, Stopwatch (or other timing device)



Defense against the Dark Arts

- 4Rs** Recognize the issues and prioritize them. Rundown your roster and assign the duties. Remove the obstacles. Rescue the victims.
- OBJECTIVE:** Complete a rescue scenario using methods taught in first aid and emergency preparedness.
- PROCEDURE:** Event coordinator reads the scenario of a disaster, which takes place as the scouts arrive on the scene. Patrol leaders will instantly prioritize their actions to be taken and carry them out to the best of their abilities.
- MISSION:** To test the scouts' level of preparedness and unit leadership in the event of a disaster.
- RULES:** **This is a timed event.** The event coordinator will judge the patrol on teamwork, leadership, communications and most importantly success in recognizing the potential problems and rectifying them in the least amount of time. The individual drama should take no longer than 10 minutes.
- SCENARIO:** Example: The scouts experience a major disaster such as an earthquake, which has just happened. A home nearby is occupied with (2) unconscious adults of modest build. 2 small children are screaming inside. The adults were cooking in the kitchen at the time of the quake and thus they sustained their injuries as a result of a subsequent natural gas line leak explosion. They are both breathing but one has massive bleeding as a result of a glass laceration, which severed the femoral artery in the left leg. There is a small fire in the vicinity of the broken gas line and a large plume of burning gas from the ruptured line. The building will soon be engulfed in fire if no steps are taken. There isn't any water pressure in the pipes or front yard spigots. The building is damaged but standing and appears structurally sound. There is a young girl at the bottom of the pool in the backyard and there appears to be an electrical cable in the pool. The young female victim is blue, unconscious, not breathing, hasn't a heartbeat and is under the water in the deep end of a possibly electrically charged pool. The scout's mission is to do their best to prioritize and delegate the actions necessary to secure the area and stabilize the situation until help arrives. This will involve the following priorities (not in order): Turning off the power and gas. Removing the children and the victims from the burning house. Installing a tourniquet to stop the bleeding. Treating victims for shock including calming the small children. Removing the cable from the pool and then the victim. Resuscitation. Putting out the fire with a bucket brigade. Gathering important information about the family and their health. Dealing with the children. All of these steps should be undertaken with recommended practices taught by the SCOUTING AMERICA such as rescue carries, moving in a smoke filled building, reach throw row go, etc.

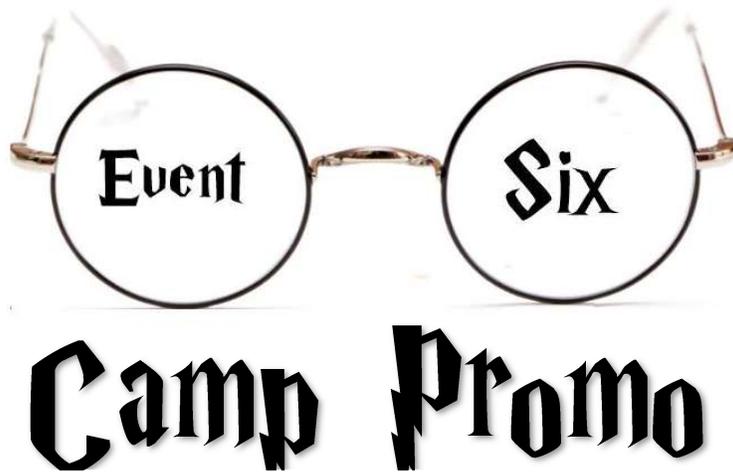
POINTS:

Each Patrol will start with 10 points.
1 point deducted for any unnecessary, harmful, missed or out of order action taken.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Resuscitation dummy or equivalent, props, gas meter shut off valve and wrench, electric breaker panel to simulate shutting down of main breaker, rescue rope, pole, electrical cable, lashing poles, buckets, sacks or bags of sand which can be put inside of a dress and a pair of pants to simulate an adult body weight. (Old clothes sewn together and filled with sand, etc.)

Signage or note cards describing the victims and/or structures dilemma. A lot can be done with this event using a little creative energy and teamwork in the setup and administration. Timer or watch with second hand. Pen and/or pencils to fill out the score sheet.



OBJECTIVE: To ensure all Scouts are aware of the fun adventures that are available to them

PROCEDURE: Listen to the presentation

MISSION: To have Scouts take advantage of all that scouting has available to them

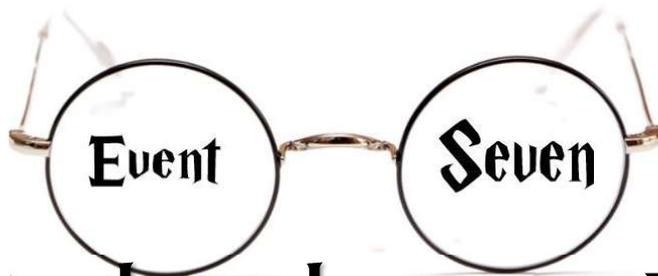
RULES: Wait your turn in line, and be kind and courteous to others

POINTS:

The point is to listen and find out all about what is available at the different scout camps.

There is no event score for Camp Promo

Up to 10 points can be earned for spirit based on their demonstration of following the Scout Law. Points will be awarded by the Camp Promo team.



Move through Aragog's web

OBJECTIVES: To move your entire patrol through a rope web without touching the web material.

PROCEDURE: The patrol must pass through the web one person at a time through different holes in the web. A person can pass through a web opening only once. If a Patrol has less than 5 members, they may borrow a scout from another patrol or have scouts in their patrol go more than once (may not use the same opening as before).

MISSION: Use teamwork and encouragement to successfully complete tasks.

RULES: **This is a timed event.** You may not dive through the web nor go over the top. A person will be considered to have touched the “web” if there is any sound emitted from any of the movement sensors on the web. A body can pass through a web opening only once. The patrol’s turn ends when the first person “touches” any part of the web. (Each patrol may only have two attempts at this event).

POINTS:

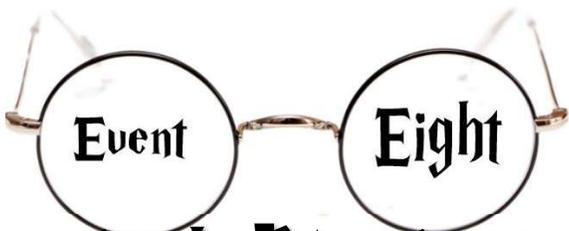
This is a timed event. The patrol with the fastest times after points are rewarded will win.

- 10 pts - Five successful scouts**
- 9 pts - Four successful scouts**
- 8 pts - Three successful scouts**
- 7 pts - Two successful scouts**
- 6 pts - One successful scout**
- 5 pts - For Participation**

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS Two - 50' thin parachute cord, thin string (fish line?) for web cross-pieces, 12-20 noise makers such as small bells (at least one per web strand), 4 - stakes to anchor web bottom off the ground, hammer. A stopwatch or timer.



Can you find Platform 9 3/4

OBJECTIVE: To test scouts' knowledge of using a compass to locate themselves on a map using triangulation, landmark recognition, dead reckoning, plotting points and coordinates.

PROCEDURE: Event coordinator will issue each patrol a topographical map of the area. The patrol will be directed to an assigned area and will be told to locate themselves on the map utilizing their compass and the method of triangulation, giving at least two coordinates in degrees and pinpointing their location.

MISSION: To make Scouts aware of the different capabilities of a compass and its uses.

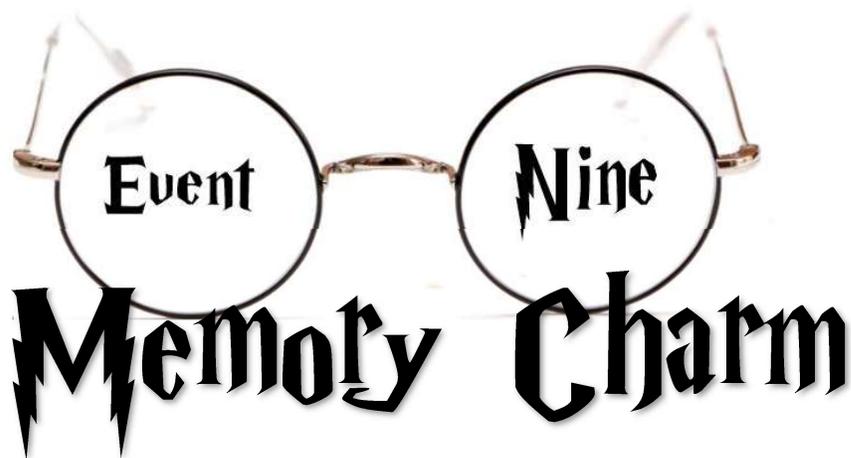
RULES: Patrol must provide a template type compass, ruler, pencil, or pen. Each patrol will be given a topographical map of the area and will be assigned a specific location. Patrols will be given several landmarks in which to use. The Patrol must show plotted lines and coordinates in degrees and must pinpoint a spot on the map showing their location. (Each "map" must contain the troop number and patrol name). **REMEMBER: "Declination"**

POINTS:

The Patrol with the correct lines plotted and degrees given along with accurate pinpoint placement will be the winners.
2 points given for each correct line plotted and coordinate given, up to three.
1 – 4 points given for pinpoint location accuracy.
Ties for top 3 will be broken by most accurate

Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Maps for each Patrol. Three preset courses for easy reference and scoring. Event coordinator will lay out three compass courses, each consisting of three or four landmarks.



Event Nine Memory Charm

OBJECTIVES: To memorize and identify mystery objects in the shortest amount of time possible.

PROCEDURE: Patrols will have a minute to memorize about twenty (20) objects that are laid out on the ground or table. After that minute has passed, they will have to walk away from where the objects are located. They will then be given a sheet of paper to write down all objects that they can remember. Once they are done with writing down all that they remember they will turn it into the event judges.

MISSION: To encourage teamwork and silent memorization.

RULES: **This is a timed event.** All members of a patrol are allowed to compete in this event. Patrols will be allowed to talk strategy but will not be allowed to say what any objects are. A penalty will be enforced if they identify an object aloud.

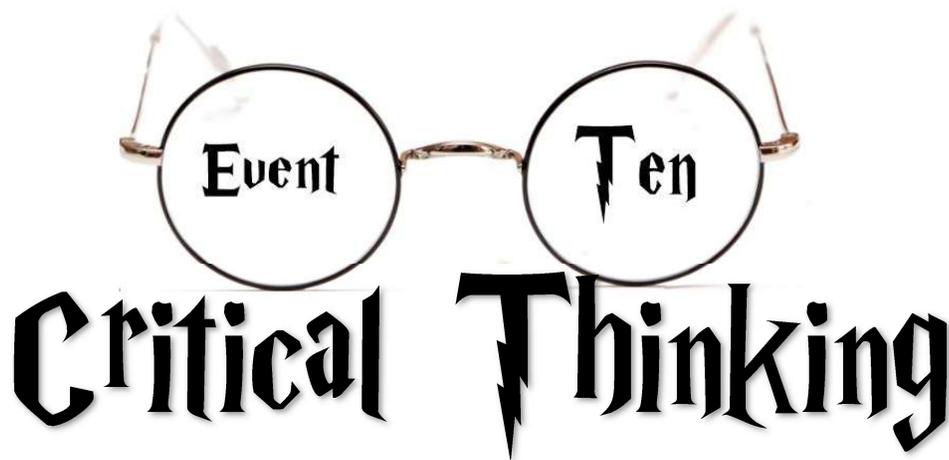
POINTS:

This is a timed event. ½ point for each item correctly remembered. In case two patrols have the same score. Time will decide who will be placed higher

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 20+ mystery objects, a cloth to cover objects, a table if wanted to set objects on, a stopwatch or two to record times, about 60 pieces of paper for the patrols to write on and pens or pencils for them to use.



Event Ten

Critical Thinking

OBJECTIVE: The patrol must lash together a tripod strong enough to support the weight of a Scout and tie a rope with a “rescue knot” to the tripod. Use poles and rope to “rescue” the Scout in trouble. Teamwork, speed and good lashing and knot tying skills are critical for success.

PROCEDURE: Each patrol will use three poles of approximately the same size, and two ropes of different lengths. On signal, Scouts lash the poles into a tripod. When done, they set up the tripod, tie a bowline in one end of the rope and place the loop over the top of the tripod so that the free end hangs down the center of the tripod. Then they tie a bowline in the free end – high enough that the loop is off the ground. Finally, one Scout stands in the free bowline loop and balances by hanging onto the line.

MISSION: Demonstrate knot knowledge

RULES: **This is a timed event.** The winning patrol is the first with a Scout standing in the bowline loop while the tripod supports his weight. Maximum time for this event is 15 minutes. Proper lashing techniques must be used in accordance with the Scout Handbook. All projects must be built on the event field in the assigned locations. Safety is paramount. The event coordinator will determine if a structure is safe.

POINTS:

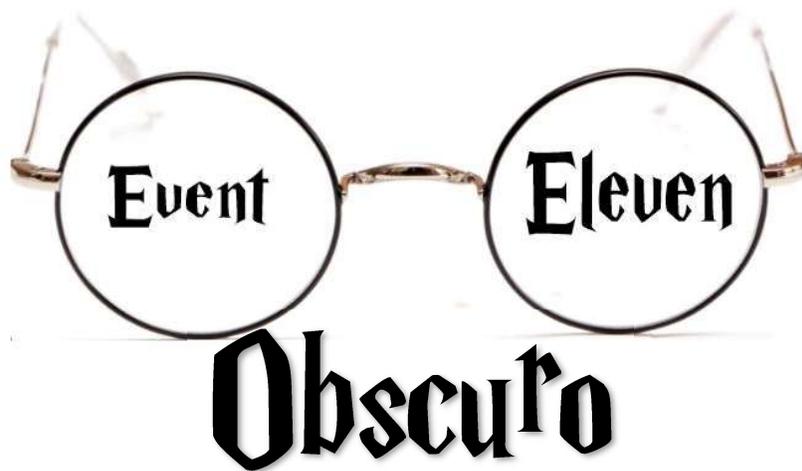
- | |
|---|
| 10 pts - Top 10% of patrols with fastest time |
| 9 pts - Next 20% of patrols with fastest time |
| 8 pts - Next 20% of patrols with fastest time |
| 7 pts - Next 20% of patrols with fastest time |
| 6 pts - Next 20% of patrols with fastest time |
| 5 pts - Everyone else |

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- Three lashing poles approximately 8 feet long, large enough to support the weight of a Scout
- Pair of ropes of not less than 6 feet long and not more than 10 feet long
- Stopwatch (or other timing device)



OBJECTIVE: To carry a log from point “A” to point “B” in the shortest amount of time while blindfolded.

PROCEDURE: All patrol members except the patrol leader put on blindfolds. At the signal, the patrol members lift the log and proceed through the course carrying the log. The patrol leader directs the patrol’s movements using only verbal commands and may not touch any patrol member.

MISSION: Use teamwork to navigate a course

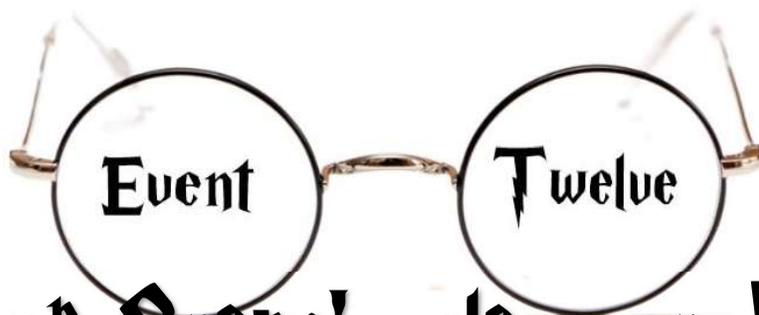
RULES: **This is a timed event.** Each patrol member must wear a blindfold except for the patrol leader. The patrol must carry the log safely through a designated course without having it touch the ground. If the log touches the ground or if a patrol member falls over (knee touches the ground), the patrol must restart the event. The patrol leader may only issue verbal commands and may not touch any patrol member. The log must be held in accordance with instructions provided by the event coordinator.

POINTS:

- 10 pts - Top 10% of patrols with fastest time
- 9 pts - Next 20% of patrols with fastest time
- 8 pts - Next 20% of patrols with fastest time
- 7 pts - Next 20% of patrols with fastest time
- 6 pts - Next 20% of patrols with fastest time
- 5 pts - Everyone else

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS: (2) Stopwatches or timers, two “logs”, stakes and yellow caution tape to set up course(s).



Professor Snape's class on Riddles

OBJECTIVE: For each Patrol to navigate the trail and answer the most questions in the **least amount of time**.

PROCEDURE: Each Patrol will be provided an answer sheet. Then proceed to follow a “loop trail” following the signs and direction arrows back to the finish. Along the way the Patrol must answer various multiple-choice questions about Nature and Boy Scouting.

MISSION: To promote interest and knowledge of outdoor wilderness and the history and meaning to the Boy Scouts of America.

RULES: **This is a timed event.** The Patrol must stay together and answer each question as a Patrol. The Patrol must stay on the marked trail (no shortcuts). They are not to interfere with any other Patrols that they might encounter along the trivia trail. Revealing any questions or answers to other Patrols or Scouts during any part of the Camporee will be cause for immediate disqualification and disciplinary action. “A Scout is Trustworthy”.

POINTS:

1 point for each correct question answered.

Ties will be broken by time.

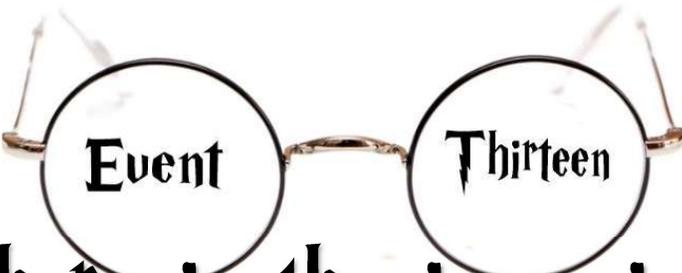
Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: 10 signs with trivia questions and multiple-choice answers on them. Arrow signage indicating the route of the Trivia Trail. Answer sheets and answer key. Several timers or watches with a second hand. Pen and/or pencils to fill out the score sheet.

EXAMPLE: Who founded the Boy Scouts of America and in what year was it incorporated?

- A. Robert Baden-Powell in 1907
- B. Theo Geukens in 1958
- C. Lord Fauntleroy in 1912
- D. William Boyce in 1910
- E. None of the above



Where is the inconsistency

OBJECTIVE: The group must identify all of the “wrong” things about the campsite.

PROCEDURE: Set up a campsite with “wrong” elements. Poorly set up tent, incorrect knots, trash, poor bear bag, no rain fly, etc. Erect a screen around the “campsite” so nobody can take sneak peeks before their turn.

This is a timed event. Tell the patrol that behind the screen there is a “crummy campsite” with 20 wrong elements. The campers have been told to expect rain and to plan accordingly. On the signal, allow the patrol to observe the campsite for one minute. It is up to the patrol to identify how many elements they can identify. Have them write each observed “wrong” element on a sheet of paper and grade it according to scale below.

MISSION: Demonstrate campsite set up knowledge

RULES: Patrol members may enter the campsite but may not touch or move anything. They can look from all angles and should be encouraged to talk with each other.

POINTS:

Most number of identified “wrongs” in the shortest amount of time wins.

½ point for each identified element.

Deduct ½ point for each item that shouldn’t have been identified.

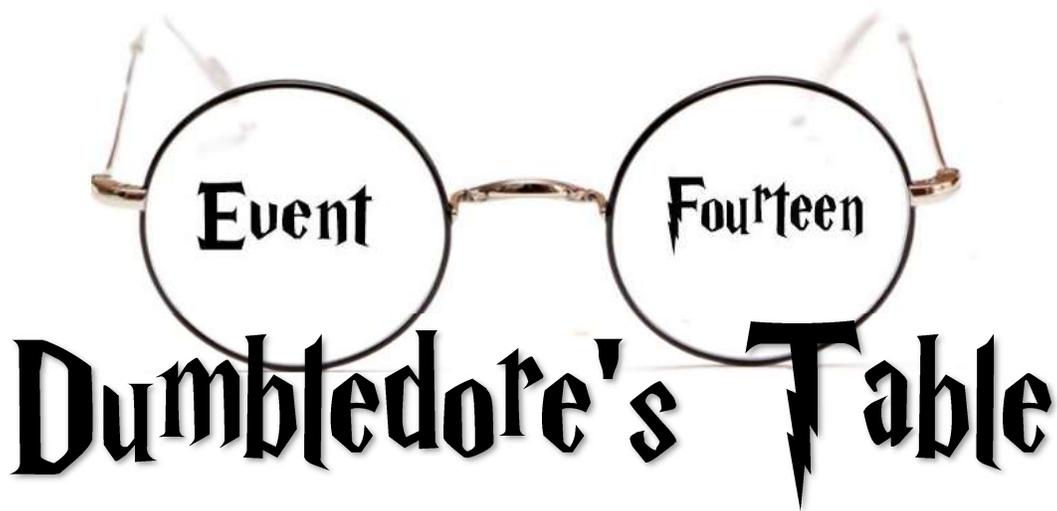
Keep the sheets of paper.

Ties will be broken by the fastest time.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Tent and stakes, ropes, trash, camp stove, sleeping bag, etc. Whatever it takes. Be creative and plan accordingly. Make most “wrong” elements obvious.



Event Fourteen

Dumbledore's Table

OBJECTIVES: The patrol must carry a “table” with holes and a ball on it. The object of the event is to carry this table from a starting point to an end point without letting the ball fall through one of the holes.

INSTRUCTIONS: Listed in objective

PREPARATION: Prepare a flat board with holes in it that could allow a small ball to fall through the hole. Have a start and end point clearly marked.

MISSION: Teamwork and have fun!

POINTS:

Judges are to report the total time. **This is a timed event.**

- 10 pts - Top 10% of patrols with fastest time
- 9 pts - Next 20% of patrols with fastest time
- 8 pts - Next 20% of patrols with fastest time
- 7 pts - Next 20% of patrols with fastest time
- 6 pts - Next 20% of patrols with fastest time
- 5 pts - Everyone else

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

Materials:

- 1 board with holes
- 1 or 2 small balls
- Start and End marked signs
- Stopwatch (or other timing device) in the event possible ties



Magical Transportation

OBJECTIVE: The patrol must build a transportation device using the materials provided, to move a scout from one place to another. (About 30 feet)

PROCEDURE: There will be a pile of junk, boards, branches, wheels and axles, rope and other things which each patrol must use to construct a wheeled device which they will use to transport a scout from Point "A" to Point "B" over a small bridge.

MISSION: Use teamwork and have fun!

RULES: **This is a timed event.** At the start signal, the patrol must select the desired materials they will need to construct a two-wheel "cart" in order to transport a scout across a short bridge. The patrol may only use the materials provided for this event and may not use any hammers, nails, screws or other tools to help construct this device. There must be a minimum of eight (8) lashings. The patrol must push or pull the "cart" across a bridge with at least one scout riding on the "cart". (Patrols have a maximum of 15 minutes to complete this event)

POINTS:

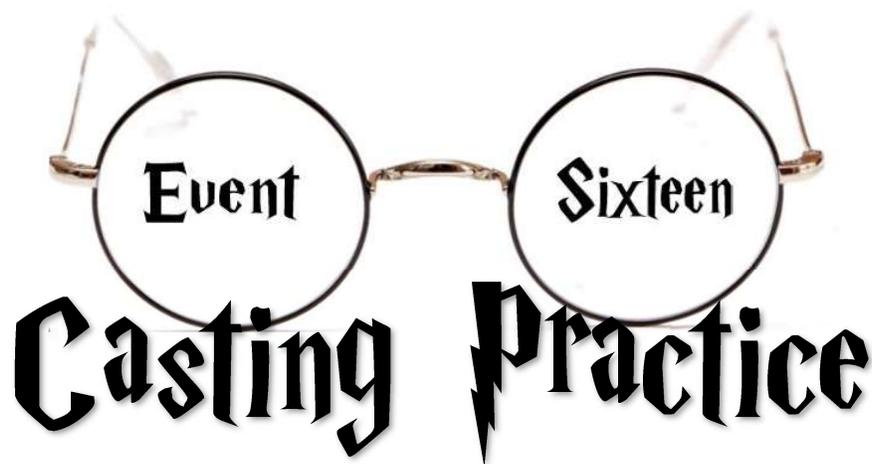
Up to 2 Points will be awarded for each category: creativity, teamwork, ingenuity, design and successful and safe transport of the scout across the bridge to the finish line.

Ties will be broken by time completed

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Various lashing poles, ropes, plywood, wheel & axle assembly, and other assorted "garage junk".
There should be three sets of each piece so three patrols can work simultaneously.



Event Sixteen

Casting Practice

OBJECTIVE: The patrol members are to take turns throwing the disks at the bullseye. The bullseye is a small barrel or basket of the event organizer's choice.

PROCEDURE: Give 15 disks to the patrol. Instruct them to throw them into the bullseye (basket).

MISSION: Allow Scouts throw the disks into the barrel or basket

RULES: Each patrol will receive 15 disks; they are to toss a disk one at a time toward the designated barrel or basket. Hitting the target will score partial points, but the disk must go into the basket to score full points. Depending on the wind, they should throw ~25'. **Only the 5 best disks can be counted towards the final score.**

2 points for making a disk in the basket
1 point for hitting the basket with a disk.
Ties for top 3 will be broken by best spirit.
Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- "Chips" (10 to 12 inch puddles of cured foam insulation)
- A small basket or barrel about 24" in diameter
- A rope
- Measuring tape.



Levitation Charm

OBJECTIVE: The patrol must work as a team to move the water from a 3/4 filled can to a second can of water, fill the second can to a marked line, and “put out” the flames.

PROCEDURE: Locate a suitable flat spot at least 20 feet across. Set an empty bucket and a full bucket of water 10 feet apart. Mark a line on the 2nd bucket (empty bucket), where the water level must reach.

MISSION: To promote scout skills and have fun.

RULES: **This is a timed event.** The scouts must arrange themselves in a line between the two cans. The scouts cannot move from their place once the game begins but must pass the water in their cup to the next person’s cup. Each patrol has 5 minutes to plan their strategy before the game commences.

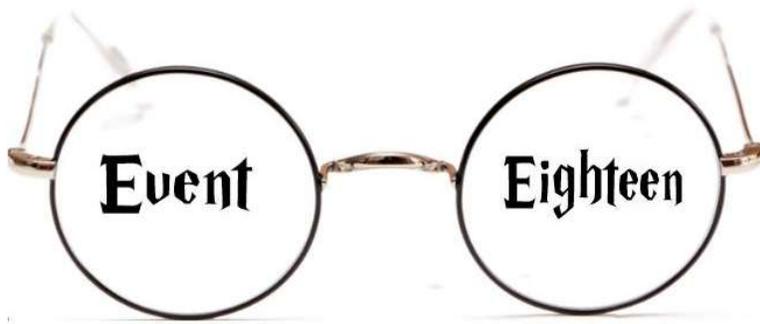
POINTS:

10 points – Top 10% of patrols with fastest time
9 points – Next 20% of patrols with fastest time
8 points – Next 20% of patrols with fastest time
7 points - Next 20% of patrols with fastest time
6 points - Next 20% of patrols with fastest time
5 points - Everyone else

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS:

Two 5-gallon Home Depot buckets, 1 – 5 gallon water container for refilling, Sharpie marker to create or draw line on bucket, Stopwatch (or other timing device), 1 plastic Solo-style cup per scout (10 ounces or larger, but size must be consistent)



Professor Sprouts Horticulture

OBJECTIVE: Cut a slice from the provided tree stump in the fastest time possible.

PROCEDURE: Place the log and saw in the center of the safety circle. The log should be placed securely on the sawhorses.
Mark off a viewing area or boundary for the patrols to stand within or behind, so that they may safely cheer on their fellow scouts

MISSION: To promote scout skills and have fun.

RULES: **This is a timed event.** Two scouts will compete in this event. Each scout stands on their own end of the two- man saw. Wait until the timekeeper tells you to begin. Keep sawing until the slice has been completely removed or separated from the tree stump.
Each patrol needs to choose the two competing scouts before the game begins. Scouts may NOT be substituted once the sawing has begun

POINTS:

10 points – Top 10% of patrols with fastest time
9 points – Next 20% of patrols with fastest time
8 points – Next 20% of patrols with fastest time
7 points - Next 20% of patrols with fastest time
6 points - Next 20% of patrols with fastest time
5 points - Everyone else
Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

Caution tape and stakes for safety circle, Two-man saw, Tree stumps, Two sawhorses, Stopwatch (or other timing device)



Event Nineteen

Incarcerous Spell

OBJECTIVES: Throw the lasso so that it completely encircles the horse's head.

PROCEDURE: Each scout in the patrol must participate. Each patrol gets 20 tosses or attempts. Those 20 tosses must be divided up amongst the scouts in their patrol as equally as possible. Scouts must stay behind the boundary line.

Patrols earn **3 points** each time the lasso completely encircles the horse head on the sawhorse. Each patrol may receive up to 4 practice throws before the actual score keeping begins.

MISSION: Accuracy, aim and having fun!

RULES/POINTS:

Each team starts with 1 participation point and can earn 3 additional points each time they get a successful lasso up to a maximum of 10 points. **In case of a tie, the patrol with 3 successful lassos in the fewest attempts will be placed higher. Secondary tie breaker will be scout spirit.**

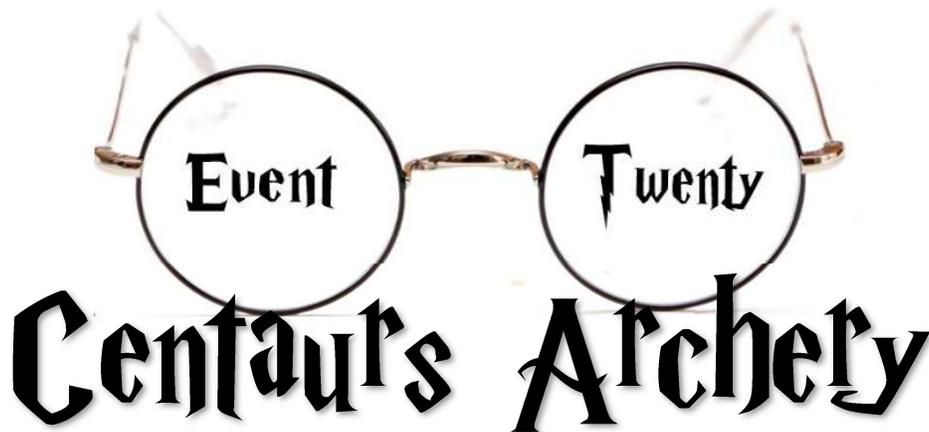
Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- 3 rope lassos
- 3 saw horses with cattle heads attached
- rope or tape for throwing line

PREPARATION: Place sawhorses so they are a suitable distance from the throwing line. Mark off the throwing line using rope or tape.



Event Twenty

Centaur's Archery

OBJECTIVES: 5 Troop members will take turns shooting 5 Nerf arrows at the prescribed target.

PROCEDURE: Only the first attempt at Archery will count as scorable points for the Patrol. After everyone has had a chance to shoot for their Troop or if there is a lull in the event, Scouts may at the discretion of the Range Master shoot for fun.

MISSION: To promote scout skills and have fun.

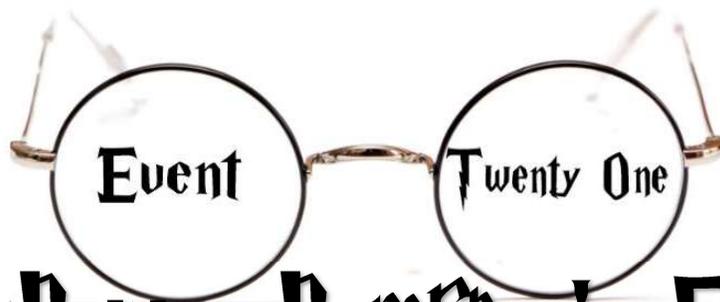
RULES: Each Scout will be given 5 attempts (arrows) to score as many points as possible for his Troop. **The lowest score for each scout will not be counted. (4x yellow and 1x blue will count as 20 points since the blue is not counted). The first 5 scouts will be scored, but everyone in the patrol will have a chance to participate.** Only the first attempt at Archery will count and be scored for the Patrol, failure to abide by this rule will mean disqualification from this event for the entire Patrol. Everyone must abide by the Range Masters rules and commands; failure to do so will also mean instant disqualification for the entire Patrol from this event.

POINTS:

5 - points for each hit in any part of the center ring (yellow)
4 - points for each hit in any part of the next to center ring (red)
3 - points for each hit in any part of the next to outer ring (blue)
2 - points for each hit in any part of the outer ring (black)
1 - point for each hit in any part of the target. (white)
A possible score of 20 for each Scout.
A possible score of 100 for each Patrol.

**Event score is a maximum of 10 event points (score/10) + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS: Nerf Arrows only. No real Arrows are allowed. Pen and/or pencil to mark the score sheet.



Madam Poppy Pomfrey's First Aid

OBJECTIVE: To perform first aid for a victim of a common camping accident or dangerous situation. Scouts should be prepared to provide first aid for one of the following situations:

Sprained Ankle	Serious Burn on arm or hand	Snake Bite on hand
Heat Exhaustion	Head Injury due to fall	Serious Cut on forearm

PROCEDURE: Tell the patrol that they are on an extended day hike and that they've hiked all morning in order to meet up with the rest of their troop. A "situation" has developed requiring their expertise. They are the only ones who can help the victim and the only available adults are with the rest of the troop about 3 miles from the scene. (The situations are picked at random by the event coordinator).

MISSION: Demonstrate your knowledge in first aid

RULES: Patrols will be expected to use some of the items in their backpack or which they should have with them in order to provide the necessary first aid treatment.

POINTS:

A score of 10 should be reserved for exceptional first aid and teamwork. Judges will consider scout spirit and event score for the top 3. Patrols will be expected to call 911 or send runner(s) for help, perform the necessary first aid procedures, and provide necessary post care for the victim until help arrives.

(Help **WILL** arrive)

- 10 = Excellent first aid provided
- 9 = Good first aid provided
- 8 = One required element missing
- 6 = Several required steps missing.
- 4 = Incorrect first aid provided. Victim's life is in jeopardy.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: "Situation" cards, Answer sheet for event coordinator to refer to when scoring.



Event Twenty Two

Magical Objects

OBJECTIVE: Choose the appropriate items provided by the event coordinator and hang them in a tree so the bears won't get them.

PROCEDURE: Each Patrol will choose from an array of real and/or simulated food and smellable items; bag them and utilize their 30-foot length of 1/8" cord, bear bag and daypack, hang them using the counterbalance method hanging them in a tree as high and as quickly as possible.

MISSION: To promote and teach scouts the proper method of bear safety.

RULES: **This is a timed event.** At the signal of the event coordinator the Patrol will choose the appropriate food items and use whatever means necessary to "rope them" in the proper tree without having to climb said tree. The bags of food must be retrievable using a hiking stick and must be a safe distance from the tree limb. The timer stops when the bags have been properly hung and all rope is clear from reach.

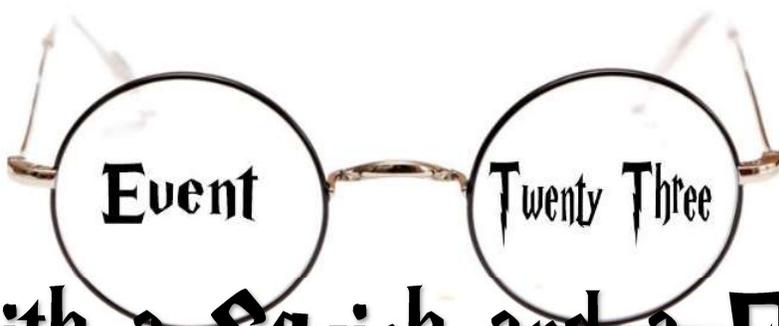
POINTS:

2 points for choosing the correct food items.
2 points for using the correct counterbalance method.
2 points for being able to retrieve bags from the tree with little effort.
1 – 4 points for proper height and distance from tree limb.

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS: Tree with good extended limbs. Labeled food and smellable items, real or simulated. Assorted size rocks scattered throughout the area. Timer or watch with second hand. Pen and/or pencils to fill out the score sheet.



Event Twenty Three

With a Squish and a Flick

OBJECTIVES: Using items around you, create a battering ram from some rope you are carrying, and a wooden log off in the distance.

PROCEDURE: Tie 4 ropes to a lodgepole using the following knots; clove hitch, bowline, tautline, and a double half hitch. While holding the ropes, Scouts must carry the ram to the wall and swing it into the cardboard boxes, knocking them down and past the line. Time ends when all boxes are behind the line.

MISSION: Demonstrate knot skills and teamwork

RULES: This is a timed event.

POINTS:

10	-	<5:00 minutes
9	-	5:00 – 5:59
8	-	6:00 – 6:59
7	-	7:00 – 7:59
6	-	8:00 – 8:59
5	-	9:00 – 9:59

**Event score is a maximum of 10 event points + half of the spirit score (up to 5).
See page 19 for SCOUT SPIRIT SCORING.**

MATERIALS:

- 55' of rope for the boundary
- (1) 8' lodgepole, the larger diameter the better
- (4) 8' ropes
- As many boxes as you need to create the wall

PREPARATION: Rope off an area 20' deep and 15 feet wide. Build a wall of cardboard boxes at the end of the play area, in front of the back boundary line. Set the ropes and lodgepole at the front to begin.



Crossing Black Lake

OBJECTIVES: Using 3 pieces of rope, get rope to “victim” and pull them to safety over the line.

PROCEDURE: Pick one person to be the victim. Join 3 pieces of rope (provided) together to form a longer line using square knots or one square knot and one sheet bend. Get rope to the victim without crossing the line. Have victim tie the rope on eyelet using bowline knot. Pull victim to safety (over line). Points are earned based on time, wrong knot deducts 30 seconds off time.

MISSION: Demonstrate knot skills and teamwork

RULES: This is a timed event.

POINTS:

10	-	<5:00 minutes
9	-	5:00 – 5:59
8	-	6:00 – 6:59
7	-	7:00 – 7:59
6	-	8:00 – 8:59
5	-	9:00 – 9:59

Event score is a maximum of 10 event points + half of the spirit score (up to 5).

See page 19 for SCOUT SPIRIT SCORING.

MATERIALS:

- 3 varying lengths of rope
- 1 line to mark off the line to cross
- 2 “boats” bins or items to which the victim can sit in to be pulled over
- As many boxes as you need to create the wall
- 1 timing device

PREPARATION: Designate area, create a cross over line. Place boats on one side and the other side will sit the ropes and the other members of the troop.



House Flag Design

(aka Camporee Themed Patrol Flag)

OBJECTIVES: To identify each Patrol present at the 2025 Canyons District Camporee.

PROCEDURE: Each Patrol should make a flag that identifies their Patrol Name, Troop Number and incorporates the 2025 Camporee Theme, "Wizardsing Scout Camp". Patrol flags should in some way represent Scouting America.

RULES: Each Flag should be hand crafted using the Patrol method, ingenuity, creativity, and originality. There should be nothing offensive or of poor taste represented on the flag. The flag should be constructed of safe materials and so that no harm can come to any spectators who might come in contact with the flag as it is being transported from event to event.

FLAG TURN IN: Flag entries will be accepted near Headquarters on Friday night until 9:00pm. Flags may be collected before the morning assembly to be displayed with the patrols throughout the day.

MISSION: To promote Scout / Patrol spirit and the Patrol method.

POINTS: Each Flag entered will be judged on creativity, overall look, originality, construction, and its promotional value of the Patrol and Scouting America.

MATERIALS: Any materials may be used provided it is Scouting America acceptable.

These points will go towards Scout Spirit. Placement will be based on score first and then judges will break ties based on their favorite.

Judging Criteria	Possible Points	Score
Creativity (incorporates 2025 Camporee Theme)	1	
Originality (incorporating the 2025 Camporee Theme)	1	
Patrol Name on Flag (incorporates the 2025 Camporee Theme)	2	
Represents Scouting America	2	
Safe Material	1	
Materials are Scouting America Acceptable	2	
Participation (all flags received for judging)	2	
	10 points	

Patrol Spirit & Campfire Skits



OBJECTIVES: Patrols will be expected to perform their yell/call and audition their skit for the campfire.

PROCEDURE: At the designated location and time, the patrol will perform a patrol yell/call and act out a patrol skit and/or song. The top three skits will be selected for performance at the campfire program on Saturday night. **To try-out, come to the Trading Post when your troop is not competing in events.**

RULES: Patrols should show originality, creativity and ingenuity. Props, musical instruments and other materials may be used if desired, to enhance the performance. Skits, yells, songs could reflect the 2025 Camporee theme and/or Scouting theme. (*Skits, songs and yells may not last longer than 3 minutes*)

Refer to the following page for Ceremonies and Campfire guidance to make sure your skits are appropriate.

We are encouraging everyone to find some fresh material for the campfire. Do your research; pull good favorites off the internet or from your troop archives. Have fun!!!

MISSION: Allow Scouts to show their Scout Spirit and inspire others to do the same.

POINTS: Points will be awarded for Scout Spirit, originality, creativity, teamwork and ingenuity. This event will be judged by OA members in charge of the campfire program at the location designated on the map in the afternoon during try-outs. The top 3 patrols will be selected to show their "spirit" at Saturday evening's campfire program.

Troops performing a different skit than which they auditioned with will be disqualified from ALL competitions (including events).

MATERIALS: Provided by individual Patrols if needed. Judges need pens and/or pencils to fill out the score sheet.

The top 3 Skit Winners will be determined during campfire by Skit Judges.

Scoring will be completed during try-outs only and the score received will go towards Scout Spirit.

Points: 10 points possible that goes towards Scout Spirit points.
1 point for Patrol Yell / Call.
7 points for Skit Tryout or Song Tryout
2 points for each skit/song chosen to be performed at the Saturday campfire.



BSA Ceremonies and Campfire Guidance

(National Camping School)

Ceremonies and campfires are fun and exciting parts of any camping experience! They give youth the ability to perform, but runons, stories, skits and songs must also fit within the program guidelines of the BSA. There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed:

- No name Calling, put-downs, Hazing
- No references to undergarments, nudity or bodily functions
- No cross-gender impersonation at any point in the skit
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally there are parts of the world where water is not potable therefore the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs ("America", "America the Beautiful", "God Bless America", "The Star-Spangled Banner") or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are "in on it") - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing "guns" at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are "in on it")
- No material with sexual overtones
- **Do not include anything that is not in keeping with the Ideals of the Boy Scouts of America.**

Best motto to have is, "If in doubt, take it out!"

All material should be vetted by the camp leadership team. Be sure you understand all aspects of the performance and what will happen. For example, a unit may have the same name for a skit and have a different interpretation of it than you expected.

Each of us has a role to help ensure our ceremonies and campfires represent the BSA ideals and brand. Thank you for communicating this material to your short-term camps so that they can help us all represent the best in Scouting.

Iron Scout Award

OBJECTIVES: Prepare a nutritious, “complete” camp meal featuring the items we provide to you. Provide one serving (for one person) for a “hungry scout” at the designated area at the specified time.

WHO: Any registered patrol, unit, or group.

PROCEDURE: Sign up for this event on BlackPug to reserve your patrol’s spot in this event. There is a \$5 registration fee for this event.

You will prepare and cook your meal at the assigned judging area and present it to the judges. Refer to your Scout Handbook for further information on safe food handling. (No frills. No theatrics. Just excellent food!)

RULES: Prepare a meal and present one serving (for one person) at the designated time and place. **Scouts must bring their own cooking materials such as stoves, pots/pans and utensils in their patrol box.**

Things that may be added if you have them in your patrol box and need them for your recipe:

- Table to prepare on
- Butter/oil
- Spices/Herbs
- Flour/Sugar
- Fruit/jams/composites/dried fruit
- Seeds/Beans
- Bread or crumbs
- Non-refrigerated condiments- Mustard, Mayo, Ketchup, Worcestershire, A-1 etc, other sauces
- Garnishes (peppers, parsley, kale, pickles, leafy veggies, olives, radishes, etc)
- Broth/Dry Milk/Water
- No coolers or refrigerated items. Non-perishable items only. No cookbooks or recipes allowed.
- No Open Fires or Dutch Oven Cooking

Patrols must use only the ingredients provided, and additional patrol box items listed above. No substitutions (i.e. cannot substitute canned, boxed or precooked items for the fresh items provided).

All items must be cooked/assembled by scouts within the competition area. Any coaching by non-participating scouts, parents or scout leaders will lead to the immediate disqualification of the patrol/team from the event. Members of units are allowed to watch and cheer for their unit members competing on the outside perimeter.

Once a patrol is in the Iron Scout Area, they cannot leave. Scouts may not leave Camporee, or the Iron Scout Area, to purchase or retrieve items to add to their patrol box. You may only use additional items that are already in your patrol box. No refrigerated items can be used (outside of butter).

Scouts will be given the entire period they are competing in to cook their dish and present it to prevent undercooked or overcooked dishes. This will help the scouts experience less stress and will ensure the safety of our judges and the Scouts competing (they will be encouraged to try their creations with the judges)

Your entry will be judged on the following merits:

- Does it smell good?
- Does it look good?
- Does it taste good?
- Is it too salty?
- Is it creative?
- Was safe food handling observed?
- Is it burnt?
- Is it undercooked?

POINTS: Scouts will be judged on their creativity for the entry, their ability to handle food materials safely, if the food material is undercooked or overcooked, the flavor profile and presentation (if the dish looks edible). The presentation will also involve the uniformity of the Scouts (ie if one scout is wearing scout shorts, then the rest of their patrol should be doing the same instead of wearing the traditional scout pants), the Scouts will state their patrol name, their troop and give their patrol yell during the presentation of the dish. Scouting spirit will be an item remembered by the judges at later times.

Bonus Points One point will be awarded if a legible recipe is turned in with your Unit Number, Patrol name, names of participants, ingredients and amounts, instructions for preparation and an estimate for how many it will feed. If a scout can prove they are knowledgeable in calculating calories and macros (proteins, carbohydrates, and fats) then they can also present that to earn an additional bonus point. Of course, if the Scouts have an origin for the recipe, it may be fun to know for the judges.

Bonus points can be awarded based on Scouts presenting and serving their dish with the amount of time remaining on the clock IF food isn't overcooked or undercooked. Bonus points will also be awarded to patrols based on cohesion and the capabilities of the "head chef" in the patrol. This will help settle tie breakers when the judges have their final meeting at the end of the day to determine the winner.

See General Scoring for Placement Scoring.

Points awarded will go towards placement in THIS event only.

Golden Spoon Award

OBJECTIVES: Prepare a nutritious, “complete” camp meal featuring items provided by the Scouts themselves. Provide one serving (for one person) for a “hungry scout” at the designated area at the specified time.

WHO: Any registered patrol, troop, individual, or group of Scouts.

PROCEDURE: **Register for the Golden Spoon Competition during the SPL/Scoutmaster Cracker barrel on Friday Night.** Failure to do so will result in immediate disqualification. Not presenting at your registered time will also be grounds for immediate disqualification.

You will prepare and cook your meal at your campsite and present it to the judges. Refer to your Scout Handbook for further information on food safe handling. (No frills. No theatrics. Just excellent food!)

RULES: Prepare a meal and present one serving (for one person) at the designated time and place. All items must be cooked/assembled by scouts. No open fires or Dutch Oven cooking. Entries from Golden Spoon can be used for silver platter if vocalized by the scouts.

Your entry will be judged on the following merits:

Does it smell good?	Does it look good?
Does it taste good?	Is it too salty?
Is it creative?	Was safe food handling observed?
Is it burnt?	

POINTS: Extra points will be awarded if a legible recipe is turned in with your Troop #, patrol name, ingredients and amounts, instructions for preparation and an estimate of how many it will feed. Origin of the recipe might be fun to know.

Total Possible Event Points: 10

See General Scoring for Placement Scoring

Points awarded will go towards placement in THIS event only.



Silver Platter Award

- WHO:** Any registered patrol, troop, individual, or group.
- OBJECTIVES:** Dramatically present your culinary creation (it could be your Iron Scout meal, or a separate meal). This includes apparel and place setting.
- PROCEDURE:** **Register for the Silver Platter Competition during the SPL/Scoutmaster Cracker barrel on Friday Night.** Failure to do so will result in immediate disqualification. Not presenting at your registered time will also be grounds for immediate disqualification.
- You will prepare and cook your meal either at your campsite or at the Iron Scout designated area and present it to the judges. Refer to your Scout Handbook for further information on safe food handling.
- RULES:** Bring your “Silver Platter” to your designated table at your reserved time and be ready. Judges will assemble next to your table to view your “presentation” at your appointed time. You will be allotted exactly 5 minutes for your presentation. No open fires or Dutch Oven cooking.
- POINTS:** Creativity is the key. Set the stage. Assume the table setting is at a Scouting America outing, not in a restaurant. Centerpieces, place setting, presentation attire, menu and ambiance will all be judged. Cook enough food for one “hungry Scout”.

1-4 pts for 2-3 min. presentation, well-rehearsed, good planning
2 pts matching attire
2 pts creativity
2 pts safe food handling

Total Possible Event Points: 10

See General Scoring for Placement Scoring

Points awarded will go towards placement in THIS event only.



Campsite Inspection

OBJECTIVES: Each Troop's campsite shall demonstrate appropriate camp etiquette, safety and cleanliness.

PROCEDURE: During the Saturday morning breakfast, a team of judges will be visiting the campsites to ensure a healthy breakfast is being cooked by the Scouts.

RULES: Troop campsites shall adhere to the standards set in the Scout Handbook and the Official SCOUTING AMERICA guide. Scouts should not be in the campsite during judging. No open fires or charcoal cooking. **Adults are part of the Troop and will be judged.**

MISSION: To promote the Methods of Scouting and the importance of appearance, camp etiquette, safety and cleanliness.

POINTS: Judging will begin on Saturday at 6:30am – 7:30am for breakfast content and continue on the campsite inspections at 9:15am for Group A Troops and 1:45pm for Group B Troops. The judges will have a score sheet with a list of items to measure:

1. **Patrol area defined by open space or safely marked limits:** Patrol areas either are clearly separated from each other or have a marker of some sort to separate the patrol areas. (ropes with safety markings, canopies, even spacing between patrols) Patrols areas defined as cooking and tent areas. By looking at areas it should be clear what one area from another is. Judges will keep in mind the size of the campsite given, in the case that a site is too small for your needs.
2. **Campsite information board:** A bulletin board neatly set up displaying important information such as schedules, maps, Camporee Handbook and other information.
3. **Tents set-up taut and neat:** Tents are set up correctly and in a neat and orderly manner. No loose rain flies or loose ropes. The use of tent stakes. If ground cloths are used, they should be tucked under the tent, and not be seen.
4. **Sleeping under the stars:** If your Troop sleeps under the Stars, you still need to set up at least one Patrol of tents. For Scouts sleeping under the stars 2 sleeping bags per tarp and neatly laid out.

Tent interiors clean, gear stowed, sleeping bags are neat: The Scouts' tents must be open in two different manners, either doors open or door window screen open. If a door is closed and the window is closed it will be considered "a messy tent" and will be graded as such. Personal gear put away in bags or pack. No trash or food in the tent. Uniform can be displayed on sleeping bag or hung neatly in tent. Sleeping bags can be folded or laid out neatly. Adult areas will also be judged. Adult tents will not be opened, but if one is open, then it will be inspected the same as the Scouts.

5. **Fire buckets of water and sand are present and filled:** 2 containers: 1 water and 1 sand per two tents or four sleep bags if sleeping under the stars. Should be present in cooking areas as well. No fire extinguishers. Dirt cannot be a substitute for sand.
6. **Patrol equipment is neatly stored:** tent bags, poles, etc in tents: Any unused troop or patrol equipment should be stored in an unused area separate from patrol areas and stored neatly and out of the way. Tent bags should be stored in tents.

7. First Aid kit prominently placed for fast access. First Aid Kit(s) displayed within the campsite clearly seen from any part of the campsite. First Aid Kits located inside patrol boxes are not considered “clearly seen”.
8. Troop identification and/or flags are displayed (MANDATORY): A Troop flag or Troop banner displayed within camp that would have information like Troop number, city, or charter name. Can be displayed on the gateway, or flag stand, etc. American flags must be displayed using proper flag etiquette and appropriately anchored.
9. Patrol Duty Roster posted: Patrol duty roster displayed in plain view either on a patrol box or on a central information board. One per patrol. Adults are not required to post a duty roster.
10. Cooking area safely located away from tents and traffic: Tents should be set up away from the cooking area. If preventable, do not have main walkways going through cooking areas.
11. Gas cooking stoves should be properly disconnected from their fuel source while not in use: (The Saturday morning menu as posted should require a cooking stove). Gas lanterns should be connected to their fuel source, but must be secure on a base or stand, ready to be used. Extra fuel must be stored properly.
12. Suitable cooking equipment on-hand: The stove must be set up but not connected except for use during meals. Suitable supply of utensils including pots, pans, spoons, knives, etc.
13. Cooking equipment put away (except if air-drying): Unless cooking equipment (pots, pans, utensils, etc.) is air drying, then all equipment should be properly and neatly stored.
14. Cooking equipment clean: Judges will walk the campsite area Saturday morning to ensure breakfast is cooked. Patrol box, stove, pots, pans, utensils, and tables clean.
15. Provisions for sanitary dishwashing and disinfections: Three wash tubs, towels, sponges present and stored properly. Dishwashing soap and scouring pads available. .
[Do not use the spigot to wash your dishes, only wash in the campsite.](#)
16. Garbage, dishwater, and trash disposal per Camporee directions: Troop trash cans visible and used, dishwater disposed of properly, [Camporee directions are carry in; carry out](#)
17. On-site water supply is safe and protected: Water supply containers are present for each patrol and are not leaking or open.
18. Food is properly stored: No open food stored in the patrol box. Non-perishable foods stored properly, and perishable foods stored properly [in a cooler with enough ice to properly cool the perishable food items to maintain temperature to safe food guidelines.](#) No open food on tables. No food in tents.
19. Patrol menu posted: Patrol menu displayed in plain view either on or in a patrol box, or on a central information board. One per patrol. Adults are not required to post a menu.
20. Menu indicates good planning, healthy food: If the menu is posted, then meals posted must be based on the food groups and be good, healthy food. Saturday morning breakfast must be cooked (Judges will be out early to observe). Equipment used is cleaned and stored appropriately.

Deductions

21. Litter on ground, loose clothing and personal items out of tents: For each piece of litter on the ground within the campsite, including the adult area, one point will be deducted per piece of trash. Clothes or jackets not within the tents are also deducted by one point for each piece. Chairs are okay as long as they are in a safe place.
22. Staff catches a troop using a water spigot: Keeping our campsite and common areas free from puddling water is our goal. One point deduction for using the water spigot for anything other than getting water, not doing your dishes.

Bonus points

23. Straining Dishwater. Use of a strainer to remove food particles and debris from the dishwater before disposing of it.
24. Water jugs in use for refill instead of water bottles: Water containers used for refill of water bottles, canteens, and Nalgene bottles. No loose small water bottles in food storage areas.
25. Recycle bin in use: A recycle bin(s) used within the campsite for the use of recyclables only.
26. Use of rechargeable items instead of propane or liquid gas: The use of rechargeable items within the camp instead of propane or liquid gas-powered items.
27. Reduction of paper, plastic and cardboard items: The use of personal eating gear. Air drying rather than using paper towels.

CAMPSITE INSPECTION FORM

TROOP # _____

JUDGING CRITERIA	POSSIBLE POINTS	SCORE
1. Patrol area defined by open space or safely marked limits	5	
2. Campsite information board	5	
3. Tents set-up taut and neat	5	
4. Tent interiors/tarps clean, gear stowed, sleeping bags neat	5	
5. Fire buckets (1 water and 1 sand per two tents or four sleeping bags and cooking area) are present and filled	5	
6. Patrol equipment is neatly stored; tent bags, poles, etc in tents	5	
7. First Aid kit prominently placed for fast access	5	
8. Troop Number or other Troop identification is displayed (MANDATORY) American Flag properly and securely displayed.	5	
9. Patrol Duty Roster posted	5	
10. Cooking area safely located away from tents and traffic	5	
11. Gas cooking disconnected, and lighting connected safely and secure	5	
12. Suitable cooking equipment on-hand	5	
13. Cooking equipment put away (except if air-drying)	5	
14. Cooking equipment clean / Saturday morning breakfast cooked	5	
15. Provisions for sanitary dishwashing and disinfections, will lose points if spigot is used to wash dishes, even after inspection.	5	
16. Garbage, dishwater, and trash disposal per Camporee directions	5	
17. On-site water supply is safe and protected	5	
18. Food is properly stored	5	
19. Patrol menu posted	5	
20. Menu indicates good planning, healthy food. Sat morning breakfast cooked.	5	
Subtotal	100	
Deductions 1 point each item		
21. Litter on the ground, loose clothing and personal items out of tents.	1	-
Bonus points: 1 point each item		
22. Water jugs in use for refill instead of water bottles	1	+
23. Recycle bins <u>in use</u>	1	+
24. Use of <u>rechargeable</u> items instead of propane or liquid gas	1	+
25. Reduction of paper, plastic and cardboard items	1	+
Total		
Comments:		

Note: Judging will begin on Saturday at 6:30am – 7:30am and continue at 9:15am for Group A Troops and 1:45pm for Group B Troops.

House Gateway

When you come into the Wizarding Camp there is a distinction that you will see between the varying houses. Though we are all one camp, we are divided into houses. This year's Canyon District's Wizarding Camp has each troop divided into one of four houses. It is your job to create a gateway that will rally the troops of that house and bring those houses strengths to life.



Gateways must be completed by Lights Out (11PM) on Friday Night. **Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am.** The House Cup (i.e.: winners) will be announced during the Saturday evening campfire.

Judging will be based on the following guidelines:

1. There will be no height or width limitations, but gateways must be erected within the boundaries of your unit's campsite. Campsite frontage will be at least 25 feet. Review the Guide to Safe Scouting for height guidelines.
2. Gateways must be erected at the unit's campsite. No pre-assembled structures allowed. **Remember a Scout is Trustworthy!**
3. **No adult Help.** This means no adult interaction, no coaching, no demonstrating, and no guiding. **Any adult, whether a unit leader or a parent, working on gateways will cost his/her troop a 20 Point Deduction.** However, adults must be present during gateway set-up and removal to supervise and make sure that Scouts follow safety precautions.
4. Gateways must be constructed of primarily natural materials. No dimensional lumber or processed wood products. Lodge poles (landscaping) are acceptable. **No Bolts, Nails or Screws can be used.** Only rope and wood. Only metal stakes/spikes to anchor guy lines are approved.
5. Cardboard is allowed to form a decorative façade on the front of the gateway only, it is not to be used as a supportive surface or to cover the entire gateway. The cardboard cannot wrap around the structure and cannot hide knots on lashed poles. If used, cardboard must be attached with natural fiber rope lashings, not zip ties or tape. If cardboard is blocking the lashing and judges cannot see the lashing those knots will not be counted.
6. Gateways must include a sign, banner or flag displaying the troop number.
7. Campsite frontage area must have a fence using a combination of rope and wood. The fence must be erected and not merely lying on the ground. The fence will be considered as part of a unit's gateway for judging purposes.
8. Gateways may be erected immediately upon arrival at the Camporee site.
9. No chain saws or power saws of any type are allowed on the Camporee site. **Usage of chain saws or power saws will disqualify the unit from the Gateway competition.**
10. American and Unit flags may be incorporated into the gateway but will be judged with Campsite Inspection.
11. The gateway may incorporate aspects of your unit's favorite high adventure activity.

12. Gateway judging by the Camporee Staff will include, but not be limited to, sturdiness of construction, a working gate or bridge, types, quality and appropriateness of knots and lashings, skill in building, creativity, safety, overall appearance, and incorporating the Camporee Theme.
13. Climbing on the gateways will not be permitted during or after construction. Step ladders (less than 3 ft) may be used where elevated work must take place. **Tall structures must be assembled on the ground and then erected.** All gateways must have guide or anchoring ropes to anchor the entire structure and must be adorned with multiple visible flags or ribbons. Gateways and flagpoles must be constructed to withstand high winds. The Guide to Safe Climbing (within the Guide to Safe Scouting) must be observed and adhered to at all times during construction of gateways taller than 6 feet.
14. Effectiveness of incorporating the Camporee theme into the Gateway.

Gateway Scoring Sheet

	Troop:
Adult assisting, coaching, demonstrating, or guiding in construction (Deduct 20 points)	
Gateway has screws, nails, or bolts (Disqualified)	
Guide to Safe Scouting Climbing Section in particular no climbing over 3 feet (Disqualified)	
Power tool used in construction (Disqualified)	
Gateway sturdiness (0 to 3 points)	
Appearance (0 to 3 points)	
Incorporated Camporee Theme (0 to 4 points)	
Constructed of natural material (0 to 5 points)	
Rope is of a natural material (0 to 5 points)	
Gateway identifies Troop (0 or 5 points)	
Gateway includes frontage fence (1 to 5 points)	
Number of different appropriate knots & lashings (1 to 10 points. 2 points per type of knot or lashing used)	
Quality of appropriate knots and lashings (0 to 5 points)	
Guide or anchoring ropes are visibly and clearly marked (0 to 5 points)	
Total Score	

Note: Gateway judging will begin on Friday Night during set-up and continue Saturday at 9:15am.



UNIFORM INSPECTION



OBJECTIVE: Each Scout in his or her assigned Patrol and with the Troop in which he/she is registered will wear the official SCOUTING AMERICA uniform.

PROCEDURE: Due to the short time frame of this event; not every member of the Troop will be inspected. The SPL plus 3 Scouts will be chosen randomly from each Troop to be inspected along with a randomly chosen adult leader. Scouts and adults to be inspected will be chosen after Troops are lined up for flags. **If a Troop switches out any of the chosen Scouts/Adults, they will earn 0 points.**

MISSION: To promote one of the Methods of Scouting and the importance of appearance.

RULES: All Scouts must be wearing their Field/Class A Official SCOUTING AMERICA uniform as shown in various Forms of official SCOUTING AMERICA literature (Handbooks or On-Line).

DETAILS: The Key word to the Uniform Inspection is ***Uniformity*** of the Troop. It is recognized by all participants that while many aspects of a uniform inspection are very objective -- there is a degree of subjectivity to the idea of "Overall Look" or "Uniformity" or "Originality". The use of a photo will help in this judgment after the fact and will be used only to serve as a "tie-breaker".

The following SCOUTING AMERICA Uniform Inspection Sheet will be used for definition, guidance and scoring.

([https://filestore.scouting.org/filestore/pdf/510784\(19\)_Scouts_Uniform_Inspection_Sheet_WEB.pdf](https://filestore.scouting.org/filestore/pdf/510784(19)_Scouts_Uniform_Inspection_Sheet_WEB.pdf))

Scoring will be based on the average of four (4) scores (three (3) randomly selected scouts plus one (1) randomly selected adult).

Scouts BSA

Uniform Inspection Sheet

Uniform Inspection.

Conduct the uniform inspection with common sense; *the basic rule is neatness*. Every Scout should leave the inspection feeling proud to be a member of the unit.

Scouts BSA Handbook

The Scouts BSA handbook is considered part of a Scout's uniform. Either a physical copy or an electronic version is acceptable.

15 pts.

General Appearance.

 Allow 2.5 points for each:

- Good posture
- Clean face and hands
- Neatly dressed
- Clean fingernails

10 pts.

Notes _____



Headgear.

 All troop members must wear the headgear chosen by vote of the troop.

Notes _____

5 pts.

Shirt and Neckwear. Official uniform shirt, either long- or short-sleeved with green shoulder loops on epaulets. The troop decides whether to wear the shirt tucked in or untucked. The troop may vote to wear a neckerchief, bolo tie, or no neckwear. The troop has the choice of wearing the neckerchief over the turned-under collar or under the open collar. In any case, the top button of the collar should be unbuttoned.

10 pts.

Notes _____

Pants/Shorts/Skort/Roll-up Pants. Official pants or official uniform pants or shorts; no cuffs. (Units have no option to change.) Female Scouts BSA members may select the olive skort or roll-up pants.

10 pts.

Notes _____

Belt. Official Scouts BSA belt, web or leather, as selected by members of the troop. All troop members wear the same style of belt.

5 pts.

Notes _____

Socks. Official socks with official shorts, pants, roll-up pants, or skort. Either long or short socks are acceptable.

5 pts.

Notes _____

Shoes. Leather or canvas, neat and clean.

5 pts.

Notes _____

Registration. Current membership card or temporary certificate is on person. Digital image is acceptable.

5 pts.

Notes _____

Uniform points. Total points from above (70 possible)

Insignia.* Correct placement: left pocket, 5 points; right pocket, 5 points; left sleeve, 5 points; right sleeve, 5 points; merit badge sash, 5 points; shoulder epaulets, 5 points.
Insignia points from reverse (30 possible)

Total Uniform Inspection Score

Uniform and insignia points combined.
A perfect score is 100 points.

*For more information about insignia, see the Insignia Guide, No. 33066.



Total Uniform Inspection Score

Name _____ Troop No. _____

Patrol _____

Our unit inspection
will be held on

Bring this form with you.

Scouts BSA Uniform Inspection Sheet

Official Placement of Insignia

Conduct the uniform inspection with common sense; the basic rule is neatness.

Merit Badge Sash

- 5 pts. If worn, **merit badges** are attached to front (and back, if needed) of sash.
- Temporary insignia** may be worn on back.
- Notes _____

Shoulder Epaulets

- 5 pts. Green shoulder loops identify Scouts BSA participants (all members of a troop).
- Notes _____

Right Sleeve

- 5 pts. **U.S. flag emblem** centered directly below shoulder seam. Only the most recently earned **Journey to Excellence recognition** may be worn below patrol emblem or below the National Honor Patrol star.
- Musician badge**, if in band or drum corps, is worn ½ inch below patrol emblem.
- Notes _____

Left Sleeve

- 5 pts. **Council shoulder emblem**, unit numeral, and veteran unit bar are worn as shown snug up, and touching each other. On the official uniform shirt, the **veteran unit bar** (25, 50, 55, 60, 65, 70, 75, or 80 years) is positioned above and touching the troop numeral and in turn touching the council emblem.
- On the official shirt, the **badge of office** is centered on the pocket, as shown. On the official uniform shirt, the **badge of office** is centered and touching the unit numeral, or centered 4 inches below the shoulder seam. On the official uniform shirt, the **Trained Leader emblem** is worn immediately below and in contact with the badge of office.
- On the shirt, the **Trained Leader emblem** is centered as shown at the top of the pocket flap.
- Den chief cord** is worn over the left shoulder, under epaulet.
- Notes _____

Right Pocket

- 5 pts. **National or world jamboree insignia** (only one) worn above the BSA program or corporate strip or the interpreter strip.
- Order of the Arrow lodge insignia** worn on pocket flap.
- Temporary insignia** worn centered on the pocket or hung from the button. Only one temporary insignia is worn at a time.
- Nameplate**, if worn, is centered above the program or corporate strip and, if worn, above the interpreter strip. If worn, the jamboree emblem is worn above the interpreter strip.
- Notes _____

Left Pocket

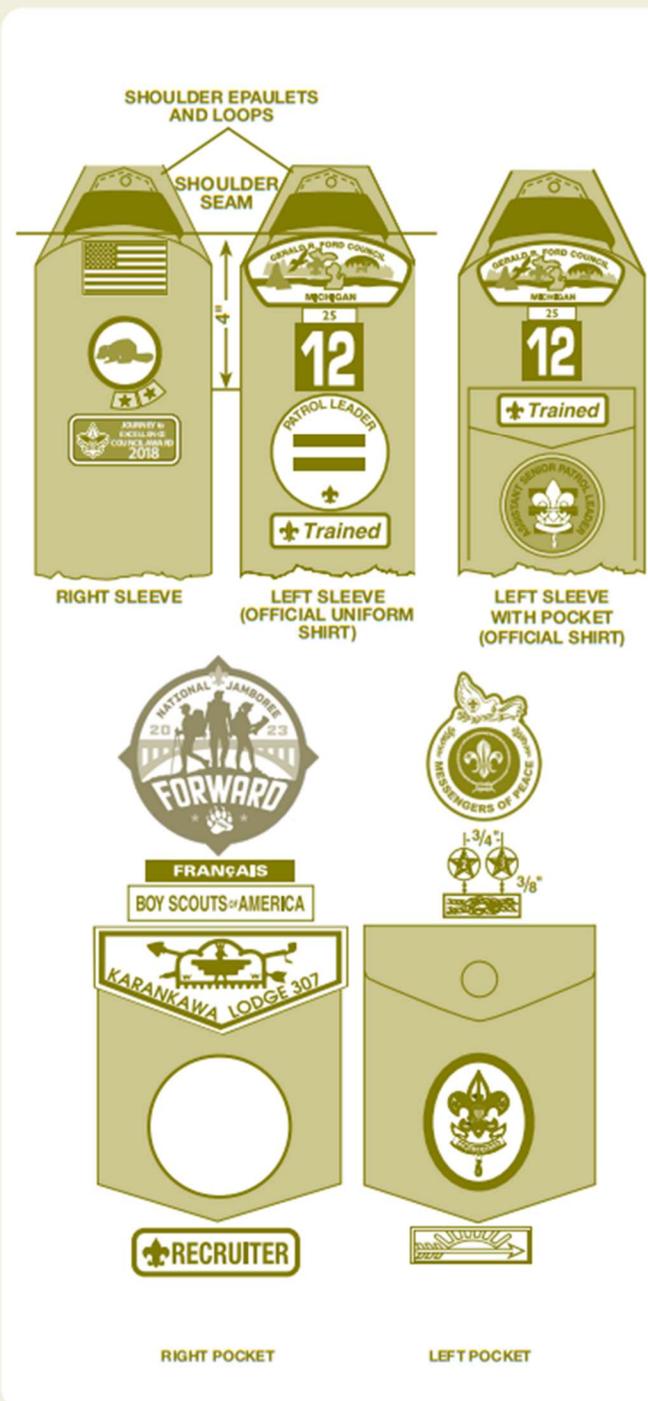
- 5 pts. **Service stars** are centered above the pocket, ¼ inch from top point to top point and ½ inch from either the pocket or embroidered knots.
- Embroidered square knots** are worn centered above the pocket in rows of three.
- Not more than five medals may be worn, pinned centered immediately above the pocket (extending over knots if both are worn).
- The order of wearing knots and medals is at the wearer's discretion; typically the medal or knot the wearer deems most important is worn to the wearer's right.
- Badges of rank** are worn centered on the pocket above the Arrow of Light Award, as shown.
- The **World Crest emblem** and **Messengers of Peace ring** are worn centered horizontally over the left pocket and vertically between the left shoulder seam and the top of the pocket.
- Notes _____

Total Insignia Score (transfer to other side)

30 pts.



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**Join us on our next
Adventure!**



See you next year!