



Orange County / Saddleback District/ Boy Scouts of America

2024 Spring Camporee

- Theme – “Medieval Times”

On behalf of the Orange County Boy Scouts of America, Saddleback District we welcome you to the 2024 Spring Camporee located at Irvine Lake – Lake View Park/ 5305 Santiago Canyon Road. This year’s Camporee will take you back to the times of the medieval Renaissance when knights, nobles, lords and ladies ruled the land and created a period of adventure and chivalry. The spring Camporee theme: “Kingdom Quest Camporee” entails the adventure of competition, based on the Scout Oath and Law. Where medieval times meets present day, sharing the ideals of the time: courage, honor, courtesy, justice and the readiness to help those in need.

The “Kingdom Quest Camporee” will be a weekend skill testing for all level of scout. From individual and team competition, Dutch Oven cooking events and joining your fellow scouts in festivities, this Camporee has something for everyone. Welcome to your Kingdom Quest !!

Camporee Cost and Payment Methods

*** Weekend Cost.**

\$ 40.00

*** Payment Methods.**

Online – payments processed online at the following link –

<https://scoutingevent.com/039-SaddlebackCamporee>

The Online Payments Link will close at 2400 on April 14, 2024.

Things to Know - General Information

Troop Registration

Let us know you are coming. Registration comprises of three forms to include a Check-Off List, Troop Registration and Payment Information Sheet and the “Troop Roster” for events.

Please turn in your registration packet prior to, or during, the final Saddleback District - April Round Table (April 11th). Please include those items mentioned above.

As noted, payments are completed online, but please turn in all applications to Camporee Chair/ Mike Madory along with the payment receipts issued by Council. Please follow up with an email: Outdoor@saddlebackdistrict.org or phone call/ text to let me know if you have questions. Mobile (949) 584-8338. Thank you.

Friday Night – Dinner / Camporee Headquarters.

There will be a hot dog / sausage stand set up at Camporee Headquarters from of 1800 to 2100 hours to feed those hungry scouts or adults who just couldn't find the time to grab something to eat before entering Camporee. No problem – here is an inexpensive meal to take care of those hunger pains and to help our Order of the Arrow chapter fundraise.

Package Deals

\$5.00 1-Hot Dog or Sausage / Chips / Drink / Cookie

\$7.00 2-Hot Dogs or Sausages / Chips / Drink / Cookie

Per Item Price / A LaCarte

\$3.00 Hot Dog or Sausage

\$1.00 Chips

\$1.00 Drinks (soda or bottled water)

Saturday – Snack Bar / Trading Post / Camporee Headquarters

There will be a trading post / snack bar available at the Camporee Headquarters on Saturday from 0800 – 1700 hours. Items for sale will include snacks, soft drinks, scout merchandise, books and many other interesting scouting manuals and apparel.

Uniforms

BSA uniforms are required at all times. This will consist of the green Scout BSA pants or shorts, tan Scouts BSA field uniform shirt and your troop's activity tee shirt (if available by troop). During the Saturday morning and afternoon competitive events, patrols or crews need to be uniformly dressed, meaning all attendees wearing the same uniform. The patrols will be judged accordingly during the competitive events.

Trash

Dumpsters are available and located in the parking area (see area map). The dumpsters are large and will require lifting of a hinged trash cover "lid". Please brief your youth and staff all trash must make it inside the dumpster. Adult supervision and flashlights required for after dark trash runs. Consult *Youth Protection Guidelines* for more information.

Water

Running water/spigots are available throughout the site and they will be marked with flagging tape. Please do not wash dishes at the spigots.

Campfires

No "open campfires" at the campsites, only fires in cooking stoves, the designated dutch oven competition area and available picnic grills by the shelters. Dutch oven cooking is permitted in designed Dutch oven stands, or similar. Properly dispose of ashes.

Restroom Facilities

The adult and youth restrooms will be "porta potties" conveniently located inside the camping arena. Each will be marked: "Adults", "Youth Female" and "Youth Male".

Medical Emergencies

There will be no emergency services standing by on the premises at Camporee. In case of a Medical Emergency – call 911. General “First Aid” will be the responsibility of the individual troops with Camporee staff assisting as required. Please report all injuries to Mike Madory, Camporee Chair (949)584-8338.

Rules of Conduct

Follow the twelve points of the Scout Law as well as:

1. Respect wildlife.
2. Use restrooms as intended and be neat and polite.
Adult only restrooms may only be used by adults.
3. Conserve water.
4. Do not trespass! Ask permission to enter any other unit is campsite.
5. Respect Taps and retire quietly.
6. Follow the Outdoor Code.
7. Practice Leave No Trace principles.
8. Any violation of these rules or inappropriate behavior as determined by camporee staff or unit leadership will result in scout being picked up by a parent or guardian, and this may affect Honor Troop/Crew standings.
9. The primary objective of any camporee is to have fun in a way that forges friendships among scouts, builds teamwork and cooperative learning, and allows scouts an opportunity to put their oath and law into action.

Adult Leadership

It is expected all units will follow the *Youth Protection Guidelines* regarding adult supervision while their unit is at Camporee.

Patrol Definitions

There are two types of Scout patrols eligible to compete at Camporee: Scout and FCE (First Class Emphasis). A Scout patrol can be made up of boys or girls of any rank.

An FCE patrol may have one (1) Scout who is at the rank of First Class or

Competitive Patrol and Troop Events.

****Friday Night “Medieval Fort” Overnight Program.**

The Friday night program will commence promptly at 2000. All participants are requested to come prepared and muster with the Camporee SPL's at the Camporee Headquarters. All participants will be guided to the overnight location.

Host – Camporee SPL and Adult Staff

Synopsis –

Troops will be required to build a structure (fort) using the below listed guidelines at a location within the Lakeview property. Troops will be asked to support this event with some construction materials and in addition may augment the design features using items to enhance the fort.

Basic Guidelines:

Troops are allowed to send 4 scouts as follows –

- 3 – 2nd Class Scout and below.
- 1 – 1st Class Scout or above.

The concept is for troops to select an older and younger scout for this event. This may change per overall rank standings within any

given troop. The only exception – each troop is required to have a least 1 – 1st Class Scout or above.

Required Items per Team (minimum). TROOPS BRING THEIR

OWN SUPPLIES ➤ Lodge Poles

➤ Tarps - 4 tarps (maximum) / Size: 10' x 10' / any color (1 tarp per troop

- min) ➤ Lashing - No minimum amount

(all materials supported by the troop)

➤ Personal items for overnight scouts.

Pocketknife – highly recommended

First aid kit

Water and Trail food

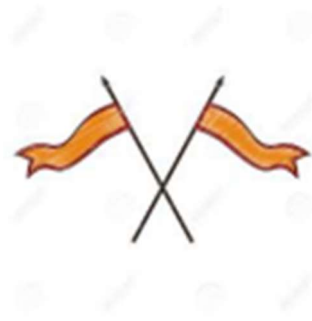
Flashlight – highly recommended

Sleeping Bag

Notes –

1. Recommend troops have additional items listed above – just in case..
2. Prior to arrival, the perimeter areas will be mapped out and participating troops will be in an area and building commencing promptly at 2030.
3. Teams are restricted to use only those materials as listed for this event. No additional building materials may be used to build the fort other than as described in this guidebook.
4. Two members of each troop will be required to sleep inside the fort throughout the night.
5. Teams may repair their shelters, as required, to maintain its structural integrity.
6. Representative from the Camporee SPL's will on be on hand to provide assistance, as required.

Good Luck!



****Saturday Troop Event - Capture the Flag**

General Information and rules.

Host – Camporee SPL and Adult Staff.

For purposes of identification attending Camporee Staff is referred to as the “Referee” within these list of rules.

- A “team” or “troop” will consist of a minimum of 10-15 scouts in order to participate in this event. Those troops lacking sufficient numbers may borrow scouts from another troop – To make a larger troop. No problem for we want everyone to play.
- Each team members will be marked by different colored bandanas.
- The referee has the authority to clarify and/or amend the

rules as needed.

Attacking Other Players

- A player is “stunned” if they are tagged by a opposing player.
 - If a is tag by there own team they are not stunned anymore.
 - If a player is stunned that player must WALK back to their color’s Castle flag with at least one hand in the hair, where they may resume play. Unless they are tagged by there own team before the go back
 - Stunned players must drop any captured flags they have BEFORE starting to walk back to their home castle

Competition Flags.

- Each team has two flags
 - The main flag will be in the teams location. That teams “flag pole”. The “flag pole” will be provided by Camporee Staff.
 - Each team may place their flag pole in any location touching the outside wall of their constructed base, as long as it has full accessibility
 - Accessibility is decided by the referee
 - The return flag will be in a location within the base area designated by the referee and may not be stolen or moved in any way

Stealing Flags.

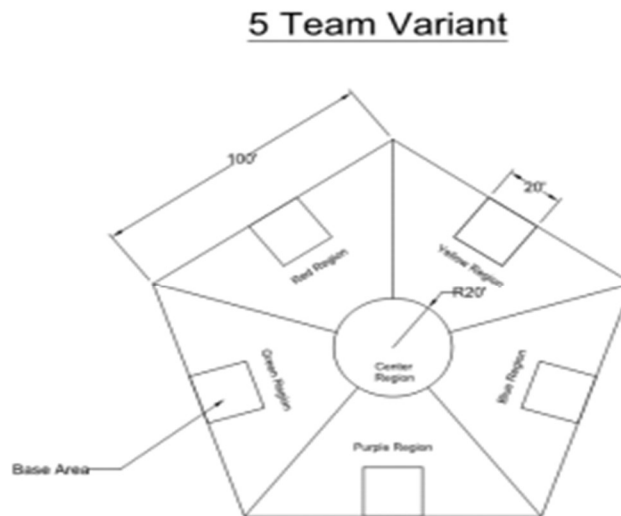
- A flag is captured once it is attached to the flag pole of the team that was capturing it
 - If a flag is attached that means it is hanging from the flag pole and will not fall off if the referee comes and shakes it with minimal strength
- A flag may not be attached to a teams flag pole unless that teams flag is currently attached
- Any player carrying a flag that was taken off a flag pole by that player is a capturing player
 - If a capturing player lets go of a flag, that flag is dead
- A player may only be actively capturing one flag at a time

Protecting your Flag.

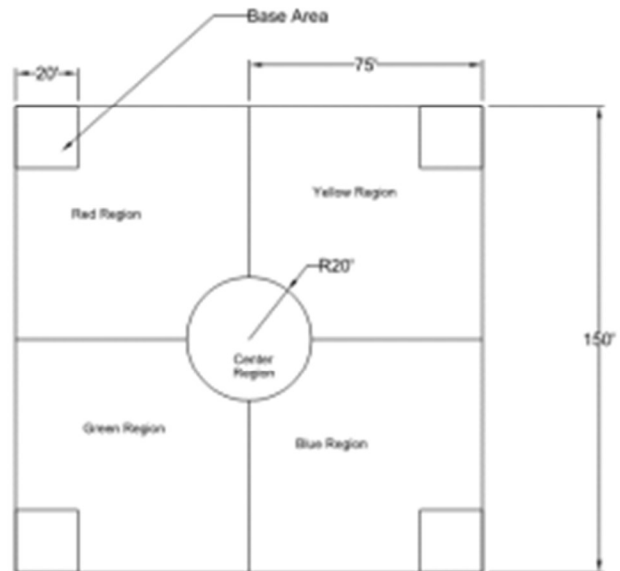
- All players must always stay at least 5 feet away from their flag pole. ·
- A dead flag may be picked up by any player that is part of the team the flag was stolen from.
- Any player who is holding a dead flag that was stolen from that player's team is a returning player.
 - Returning players must WALK with the dead flag held in the air
 - If a returning player is hit by a water bomb they are not stunned

Winning.

- A team wins when they have captured all the flags of the opposing teams · Any team that gets their center flag stolen is out of the game
 - The center flag is the flag that sets the team color
- The center flag of a team may only be stolen if that team has no other flags to steal first
 - Dead flags do not count as flags that can be stolen first



4 Team Variant



Basic drawings of what the field layout will look like if there are 4 or 5 teams playing the game (all measurements are in feet).

****Mega Medieval Gateway Competition.**

All units are welcome and encouraged to construct a gateway best defined as a “MEGA MEDIEVAL GATEWAY”. **Troop 7272 and Staff**

General rules –

- * The unit is must reflect the camporee theme within the gateway’s design.
- * The gateway must be designed and built solely by the **unit is youth**.
- * The basic framework of the gateway must be comprised of lodge poles and lashings and built onsite. No zip ties, screws, bolts, etc. may be used to support or in place of lashings. Decorations may be attached using tape, staples, zip ties, in a way not to increase the strength of the structure.
- * All gateways must be structurally safe so they will not collapse under any circumstances and free of items that may result in hazards to participants. Units are to monitor weather and wind conditions and make adjustments accordingly.

Winning units will be awarded additional points towards the “Top Overall Troop Award” and be awarded a ribbon at the Saturday night camp fire program.

See “Mega Gateway Judging Criteria” Scoresheet on **page 15**.

Campsite Inspection.

Troop to be announced will host a team of adult leaders to conduct the campsite inspections. Judges are part of the camporee volunteer staff and will conduct the inspections as a team on Saturday morning.

Inspections will start promptly at 0900 and end before lunch. The inspection methods will be similar in nature to previous Camporees and follow the criteria listed on the attached inspection checklist (**see page 22-23**). Although the campsite is judged on a whole unit basis, individual patrols

must strive to maintain cleanliness and order in their assigned areas as it is a reflection on the unit is overall appearance.

If you have any questions or concerns about campsite inspections, please see Mike Madory at

Headquarters before inspections begin.

As noted on the inspection checklist, a perfect score with no deductions totals 100 points.

Judging teams reserve the right to deduct additional points for safety or behavior violations.

****Saturday Morning Session / Rotational Events**

There will be five (5) rotational competitive events hosted by various troops on Saturday starting at 0900 and running through 1200. **Each event is worth 100 points and troops must have all competing patrols participate in FIVE (5) of the events in order to be eligible for Honor Troop.** Points earned for completing the competitive events will go towards the “Top Overall Troop Awards”. It is important each FCE and Patrol try their best to complete all seven rotational events to maximize their scores; for each will be tallied for their individual and Honor Troop Awards.

Participating FCE and Patrols will be issued individual score sheets to record their scores during the competitive events. These score sheets are to be turned into the Scorekeeping trailer by 1700 hours on Saturday. “Very Important - please write legibly”.

Hosts of competitive events will be issued score sheets. These score sheets are to be turned into the Scorekeeping trailer by 1700 on Saturday. Please know your event number, score consistently and write legibly.

All competitive events are to remain open until 1200.

1. Troop 604
2. Troop 7272
3. Troop 918
4. Troop
5. Troop

- **See page 26 for Rotational Event details**

Dutch Oven Competition (Saturday night) – Scouts & Adults

**** Scout Competition. (Troop 604 Is Running)**

Youths are encouraged to put their Dutch oven cooking skills to the test. This year’s categories are “Desert” entry and a “Medieval Recipe Tourney” entry. The Wild Card entry can be any dish youths can imagine, but with an added challenge – it must be a common dish from the medieval era (Must have printed documentation of the medieval recipe with the cooked dish). You must submit your recipe of the era dish upon judging. Judging will commence at 1900 hours “sharp”. All participants are required to have their entries at the Camporee Headquarters / each with a serving spoon. **We invite one scout and one adult leader from each troop to act as judges for**

this competition. See page 16.

Participating troops will receive 25 points “per entry”. Entries are limited to two per unit, one per category, so pick the best of the best. Winners in each category will receive a special prize at the Saturday night campfire program.

**** Adult Competition.**

Entries are limited to two per unit, one per category. The categories are similar to those listed above for scouts. Judging will commence at 1900 hours “sharp”. Winners in each category will receive a special prize at the Saturday night campfire program

Award Definitions.

*** Honor Troop Award.** This ribbon is awarded to multiple troops who have participated in all required events, and successfully obtained a minimum score, or higher, in various tasks / events so highlighted in this guidebook and volunteer to assist during Camporee.

*** Top Overall Troop Award.** These ribbons are awarded to the “top three” troops who have earned points through participating in the staffing of Camporee events and successfully maximized their point earnings during participation in all competitive events to include Friday’s Medieval Fort Competition, Saturdays Capture the Flag, the rotational competition, Dutch Oven and Scout’s Kitchen.

*** Patrol / FCE Competition Awards.** Ribbons will be awarded to the top three Patrols and FCE Patrols, who, during the course of participating in Saturday’s rotational events, have successfully achieved maximum points during the overall participation in the eight events.

*** Special Awards.** This includes the following –

- * Dutch Oven
- * Dutch Oven Medieval Recipe
- * Mega Gateway

Please note: decisions involving scoring at events or during campsite inspection are carefully considered by the judges. Points may be deducted from campsite inspection for failure to follow rules or inappropriate behavior as determined by campsite inspection staff.

Events starred (**) require participation in order for a unit to be eligible for Honor Troop.

Scoring Breakdown

**** Camporee Support / Participation**

Units who help Camporee by participating in the running of the event will earn 25 points towards the Top Overall Troop Award.

Qualifying activities include conducting campsite inspections, hosting an event, Dutch Oven or Scouts Kitchen, performing a flag ceremony, conducting a Scout's Own service, etc. If you are interested in helping out, please contact Michael Hickey, Camporee Chair.

**** Friday Night / Build a Fort Overnight Challenge**

Participating units will earn 25 points towards the Top Overall Troop Award only.

**** Camp Site Inspections**

Campsite inspection is worth a maximum of 100 points. Units scoring a minimum of 80 points will be eligible for Honor Troop Award.

Please see the Inspection Checklist on **page 22-23**.

**** Mega Medieval Gateway**

Participating youth will earn 50 points

Those troops who win will be awarded additional points towards the Top Overall Troop Award as follows.

1st Place Winner – troop awarded 25 points.

2nd Place Winner – troop awarded 15 points.

3rd Place Winner – troop awarded 10 points.

**** Saturday Competition (Rotational) Events**

Each event is worth a maximum of 100 points which are earned as follows: Patrol Yell (yell a song they all know) 10 points Uniformity (dressed in a similar manner) 10 points

Flag (have a flag) 10 points Teamwork (the youth work together) 10 points Complete the event (they did everything required) 10 points Performance (sliding scale, points determined by hosting unit) 50 points

Note: There is no sliding scale for the first five (5) categories; they are “all or nothing”. The remaining 50 points will be awarded based upon the judgment of the hosting unit on how well the patrol (Scout or FCE) or Venturing crew completed the challenge.

“All” competing patrols/FCE’s from a troop must complete all (5) competitive events to be eligible for Honor Troop.

**** Troop “Capture the Flag”**

Participating units will earn 25 points towards the Top Overall Troop Award.

**** Dutch Oven Competition**

Participating youth will earn 25 points per entry in a category (maximum one (1) entry per category, per unit) for a maximum of 50 points towards the Top Overall Troop Award.

Those scouts who win will be awarded additional points for their troop towards the Top Overall Troop Award as follows.

1st Place Winner – troop awarded 25 points.

2nd Place Winner – troop awarded 15 points.

3rd Place Winner – troop awarded 10 points.

Ribbons and Special Awards

Ribbons

The following ribbons will be awarded at the Saturday night camp fire program: *

Participation Ribbon – All units participating in camporee will receive this ribbon.

*** Honor Troop Ribbon - Requirements:**

- Participate in the Friday Night Fort Overnight Challenge.
- Score a minimum of 80 points on the campsite inspection.
- All registered patrols / FCE to complete all seven (5) Saturday competitive rotational events.
- Participation in Capture the Flag competitions.
- Participate in the Dutch Oven competition.
- Participate in the Mega Gateway

- Help at Camporee – sign up to host an event or run a flag ceremony etc....

* Top Overall Patrol Awards – The top three (3) scoring patrols in the Scout and FCE categories will be recognized and receive this ribbon.

* Top Overall Troop Awards – The top three (3) scoring troops will be recognized and will receive this ribbon.

Special Awards

The following awards will be presented at the Saturday night campfire program:

* Dutch Oven Competition (Adults & Scouts)

* Dutch Oven Competition (Medieval Recipe)

❖ The top entries in the Desert and wild card categories will be recognized and receive a special award during the Saturday night campfire program.

Friday / April 19th, 2024

Check In. Check in begins at 1600 hours and runs thru 2100 hours at Headquarters. A member of the Camporee Staff will meet with you upon arrival and provide information regarding camp location, traffic routes and parking. If you require an early check in please contact the District Camporee Chair – **Mike Madory (949)584-8338**

It is mandatory for all troop SPL's to check in with the "Scorekeeping Trailer" upon arrival to verify the list of Patrols and FCE's competing in Saturday's events (**see Patrol / FCE Registration - page 24**). After completion of the verification at check-in, the competitor's names may not be changed for any reason.

Setting Up. Troop trailers with vehicle hitches are welcome to park within or adjacent to your campsite perimeter.

All other vehicles are welcome to unload equipment, etc. at the campsite. However upon completion, nonessential vehicles will be required to move to the facility parking lots. The campsites become very congested and unsafe with vehicle movement, so please be courteous and move your vehicles promptly.

Friday / April 19th, 2024 ~ Schedule of Events

1600 – 2100	Troop Check in	Headquarters
1800 - 2100	Dinner / Hot Dog Stand	Headquarters
2000 – 0600	Medieval Fort Overnight Challenge	Site – To Be Determined
2100 – 2200	Cracker Barrel Scoutmaster / SPL Meeting	Headquarters
2300	Taps – Lights Out.	

Saturday / April 20th, 2024 ~ Schedule of Events

0600	Reveille Completion of the Friday Night Event	Campsite
0600 – 0830	Breakfast	Campsite
0830 – 0900	Flag Ceremony –	Headquarters Flag Pole
0900- 1200	Camp Site Inspections – SPL Staff	Various Locations
0900 – 1200	Morning Event Rotations & Troop Event See List of Events	Competition Areas

1200 – 1300	Lunch	Campsite
1300 – 1600	Capture The Flag Event	Competition Areas
1700	Deadline – Turn in Score Cards A Must – Don’t be Late	Scorekeeper Trailer
1730 – 1800	Retire Colors –	Headquarters Flag Pole
1800 – 2000	Dinner	Campsite
1900	Dutch Oven Judging – Troop 604	Headquarters Picnic Tables
2000 – 2200	Camporee Camp Fire Program Awards Presentation	Headquarters Flag Pole area
2300	Lights Out – Quiet Time	Campsite

Sunday / April 21st, 2024 ~ Schedule of Events

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0600	Reveille	Campsite
0600 – 0830	Breakfast	Campsite
0600 – 0830	OA Breakfast Fundraiser See attached Flyer for more info	Headquarters
0830 – 0900	Flag Ceremony – Troop Scouts Own – Troop 604 Spirit Award Presentation	Headquarters Flag Pole
1200	Check Out	Campsite

***** Don't wish to prepare breakfast??? Good!!! The OA will be hosting a Sunday Morning Breakfast for your enjoyment – see page 25 for further details.**

Check Out - Carefully and neatly dispose of your trash and contact Headquarters immediately if your troop notices any issues with cleanliness around the site, dumpster, bathrooms, etc.

When you depart, check in at HQ to receive your patches and ribbons (if not handed out).

The Camporee staff reserves the right to assign bathroom areas to troops in order to keep those areas neat and clean.

Thank you in advance.

Competitive Patrol / FCE Roster

Troop Number: _____

	Patrol Names Only (ex. "Monster Crew")	Scout	FCE
1			
2			
3			
4			
5			
6			
7			
8			
9			
1 0			
1 1			

Important –

This form is specifically used for registering a patrol and FCE scouts for the competitive events on Saturday. The Camporee Score Keeper uses this information to compile scores for both the patrols and troop.

Submit a copy of the Patrol Rosters with your Registration Package. Do not list the names of scouts per patrol / FCE but only list their Patrol Name – i.e. "Monster Crew".

Check In – bring a copy of your Patrol Roster for review during the mandatory check in at camporee. Changes, if any, can be made at that time. However – note: after check-in, no changes to the patrol rosters will be authorized. Any changes made can result in a loss of points.

All patrols require a minimum of four (4) scouts and FCE Patrol must have one scout at or above the rank of First Class.

	Inspection Criteria	Possible	Actual
	Troop Gateway	5	
	Theme Displayed at Gateway	5	
	American Flag Displayed	5	
	Troop Flag Displayed	5	
	Neatness outside of tents	1 - 5	
	Camporee Schedule/Guidebook posted or accessible	5	
	Menus/Duty Rosters posted in Scout and Adult Camps	5	
	Campsite Sanitation:		
	Clean Kitchen Equipment	1 - 5	
	Refuse/Trash Storage	5	
	Hand Washing Facility	5	
	Dishwashing/Drying Facility	5	
	REQUIRED fire buckets (sand or water) or fire extinguisher for each patrol kitchen	5	
	REQUIRED wellstocked First Aid Kit	5	
	Proper hygienic food storage	5	
	Proper Tool Storage	5	
	Preservation of Campsite environment	5	

	Campsite Improvements (Camp Gadgets)	5	
	Troop Presentation	1 - 15	
	Total	100	

EVENT #

Host Troop #

Event Name

Scout Name	Troop #	Yell		Uniformity		Flag		Teamwork		Complete Event		Event Score		Total	Remarks
		0 to 10	0 to 10	0 to 10	0 to 10	0 to 10	0 to 10	0 to 50	0 to 100						

*Event Score - 0 to Scale - it is imperative that all "Event Hosts" judge the competitors equally and consistently throughout the day.

"Event Score" 0-50 Point Sliding Scale – it is imperative that all "Event Hosts" judge the competitors equally and consistently throughout the day.

ANASAZI



Spring CAMPOREE 2024
Sunday Morning
PANCAKE BREAKFAST
*Hosted by the Anasazi Chapter
of the Order of the Arrow.*



YOUR UNITS MUST:

- **RSVP DEADLINE = April 15th.** No RSVPs will be accepted after 04/15/24.
- Units must pay by one final unit check = one per unit. Unit check shall be made out to "OCBSA", with the unit # and adult leader's name in the memo section.

Three ways to pre-order your unit's pancake breakfast:

1. **Reserve by email by sending this completed form to Hunter Gall, Anasazi Chapter Chief (chief@anasazi-oa.org), no later than April 15th.** Payment is due at the pancake breakfast.
2. **Turn in this form and a check at the April Saddleback Roundtable, April 11th, 2024**
3. **Mail this completed form and one final payment, in time to be received by April 15th to:**
Bryan Thompson, 21691 Abedul, Mission Viejo, CA, 92691.

PLEASE PROVIDE:

UNIT TYPE and # _____

UNIT CONTACT'S NAME _____

UNIT CONTACT'S EMAIL _____

UNIT CONTACT'S TELEPHONE # _____

BREAKFAST for ____ people total x \$6.00/person = check amount of \$ _____ CHECK # _____

ANY QUESTIONS? Please Contact the Anasazi Chapter Chief: chief@anasazi-oa.org



EVENTS

Theme : Knot Tying

Troop : Troop

Competition Idea : Know your Basic Scout knots: Overhand, Square, Two-half Hitch, Taut Line, Bowline, Clove Hitch, Timber Hitch and Sheet Bend. It's a race against the clock, accuracy counts!.

Theme : Iron Tower

Troop : Troop

Competition Idea : The concept of the game is quite simple: stack metal nuts that are suspended on a chopstick. However, if you give it a try, you'll see how exactly how challenging this game is.

Theme : Archery

Troop : Troop

Competition Idea : Use your bow and arrow skills to make the best shot.

Theme : Horseshoes (Quoits)

Troop : Troop

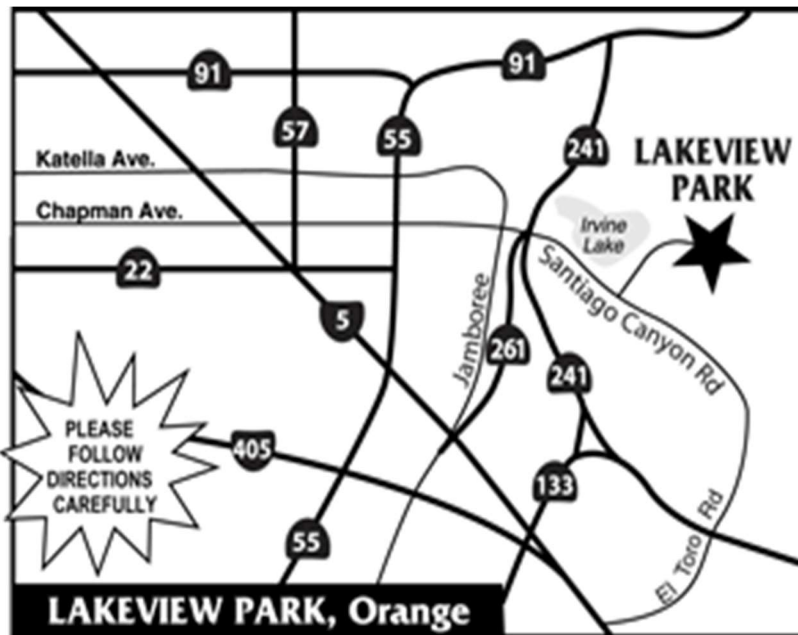
Competition Idea : Throw your horseshoe and gain points at an attempt to throw over or near the spike.

Theme : Medieval First aid

Troop : Troop

Competition Idea : Treat common first aid issues of the Renaissance with test of skills.

Directions to Lakeview Park



FROM NORTH: Take most convenient freeway to the 55 freeway. Exit at Chapman Avenue EAST. Chapman Avenue turns into Santiago Canyon Road. Follow the road approximately 9 miles (from 55 freeway). You will pass Irvine Lake on the left (DO NOT turn into Irvine Lake). Make first left after Irvine Lake at park entrance. Follow signs.

Toll Road Option: From 91 fwy, take 241 fwy (toll road) south. Exit Santiago Canyon Road and go left. You will pass Irvine Lake on the left (DO NOT turn into Irvine Lake). Make first left after Irvine Lake at park entrance. Follow signs.

FROM SOUTH: Exit 5 Fwy north at El Toro Road- go right. El Toro Road turns into Santiago Canyon Road. Follow road 15.75 miles to park entrance on the right. If you reach Irvine Lake, you've gone too far. Make right turn at park entrance. Follow signs.

Toll Road Option: From 5 or 405 freeway, take 133 fwy north. 133 turns into 241 Fwy (toll road). Take 241 north, exit Santiago Canyon Road and go right. (you will pass Irvine Lake on the left - DO NOT turn into Irvine Lake). Go approx. 1/8 mile. Turn left at park entrance. Follow signs.

