

# Polaris Conservatory of Sorcery and Alchemy



**2024 Polaris District Camporee**  
**Hosted by the Lowaneu Allanque Chapter,**  
**Saklan Lodge, Order of the Arrow**

# Introduction

Welcome to District Camporee, an annual event where scouts from all over the Polaris District join together to compete and prove their Scout Spirit. The 2024 Polaris District Camporee will take place at Camp Chesbrough (26005 CA-9, Los Gatos, CA 95033) from Friday, April 5th to Sunday, April 7th.

# Theme

You are students at the prestigious Polaris Conservatory of Sorcery and Alchemy. This year, the Conservatory is hosting the esteemed Barry Watters Wonderful Wizarding Tournament. Upon arrival, you will be inducted into one of the Conservatory’s four famous Schools: Eagleclaw, Wolfpuff, Sluggerin, and Sharkendor. The four Schools will compete to earn points throughout the day, and additional awards will be given to the top troops and patrols in each tournament event. Professor Low wishes you all the best of luck in this formidable tournament!

# Registration

Registration for the District Camporee can be done online at <https://scoutingevent.com/055-polariscamporee2024> or at the Scout Office. There is a special early-bird registration (\$18 per scout or adult) for all registrations completed by February 16. Any registration received after February 16 will have registration fees of \$23 per scout or adult. Online registration will be open until March 29. Walk-in registration for individuals *only* will be accepted during the check-in on Friday evening for \$28. All units **MUST** be registered in order to participate, even if they intend to join with a linked unit during activities. Also, walk-in registration is strictly for individuals in a registered unit.



## Deadlines & Prices

Registration Type	Date	Price
Early-bird	Before February 16	\$18
Regular	February 16-March 29	\$23
Walk-in	April 5	\$28

## **Arrival**

Upon arriving at Sempervirens Point, **ALL vehicles will need to check-in with Camporee staff** before proceeding. Due to the large volume of traffic arriving, vehicles will be staged in the Sempervirens Point parking lot until it is safe for them to enter the camp. **Vehicles will not be allowed into camp without the approval of the staff.**

## **Drop-Off**

In order to more easily facilitate the arrival and registration processes, only vehicles staying overnight will be allowed to enter the parking lot. All vehicles parked in the parking lot **MUST** have a valid parking permit (see *Parking* below). Any vehicles which will not be remaining on the campgrounds overnight will be able to drop off scouts in a designated area, and a limited amount of temporary parking will be available in the Corporation Yard. No vehicles may remain in the Corporation Yard overnight.

## **Parking**

All drivers **MUST** obtain parking permits for overnight parking. At registration, two permits will be issued to the Scoutmaster for the first ten paid scouts. Additional permits will be given for every additional five paid scouts. Failure to properly display parking permits in the windshield of each vehicle will result in point deductions for the troop. Troops can purchase up to two additional parking permits for \$15 each.

## **Check-In and Medical Forms**

Please arrive at camp between 5:30 and 7:30 PM on Friday evening for check-in. Each unit must send their youth leader and an adult leader to check in at the admin building. Please have your registration confirmation and medical forms for all participants ready (only medical form parts A and B are needed for this event). Scouts without medical forms will not be allowed to participate, and refunds will not be given. After check-in, units will be assigned their campsite based on their size. If a unit plans to arrive outside of the designated arrival time, they must contact the Chapter Adviser and Vice-Chief of Programs at least two weeks in advance (see *Contact Information* on page 6). The Chapter Adviser and Vice-Chief will discuss alternative options at their discretion. In any case, scouts will not be allowed to participate in events until their unit has checked in.

## Youth Protection

All units are required to comply with the BSA's Youth Protection Training (YPT) policies. This means that each unit must have **two BSA-registered adults at least 21 years of age** (including a female adult for female or co-ed units). Adults can not be shared between units; each unit must have its own set of adults.

## Campfire

On Saturday evening, there will be a camp-wide campfire. While the staff will provide some entertainment, it will be primarily up to the participants to create a memorable program. If a patrol has a piece to perform during the campfire, they will have the opportunity to present it to the staff for consideration during the patrol events (see the *Conservatory Entertainment* patrol event on page 19 for more information). The staff will then pick their favorites to perform at the campfire. During the campfire, troops will have the opportunity to vote for their favorite acts. The top three acts will receive additional recognition during the award ceremony on Sunday morning.

### *Order of the Arrow Tap-Out*

All candidates nominated by their units for the Order of the Arrow will be recognized in a ceremony at the end of the campfire. There is an optional cracker-barrel for all those who are tapped out, as well as all current members of the Order of the Arrow (including those who are not part of the Camporee staff).

## Campsite

Your dorms at the Conservatory must be kept tidy! Staff will be inspecting campsites throughout the day (starting one hour after morning flags). See the *Campsite Inspection Sheet* (page 8) for the scoring rubric. All units are encouraged to decorate according to the main theme (see *Theme* on page 1) for extra points!

## Uniform Inspections

The prestigious Conservatory will not tolerate improper uniforms. Your troop will be expected to follow these guidelines and wear full Field (Class A) Uniforms at check-in, flag ceremonies (both morning and evening), and Scouts' Own/Awards. Scouts may wear their Activity (Class B) Uniforms at all other times. Costumes are also encouraged, but they do not replace the uniform at check-in, flags, and Scouts' Own. Uniform inspections will be based on the standard BSA uniform guidelines; see page 9 for the full rubric.

## **Patches and T-shirts**

Patches will be complementary to all registered attendees. The limited-edition Camporee T-shirts can be ordered during registration and will cost \$25 each. The cutoff date for T-shirt orders is February 16th. A very limited number of extra T-shirts may also be available for purchase at the Trading Post.

## **Equipment**

“Be Prepared” – Robert Baden-Powell. All units will be expected to bring their own meals, camping equipment, and any other equipment they may need for patrol and troop events, theme incorporation, and campsite inspections. In addition, all scouts are expected to have a water bottle with them at all times. The staff may conduct water checks, and deductions may be made for patrol members who do not have water.

## **Staff**

For the weekend to run smoothly, many experienced scouts are needed to staff Camporee. The Vice-Chief of Programs, Thomas Rahn, loves his staff, and will give ten bonus points to anyone who tells him his staff are “rockin’ dude!” Staff members must be members of the Order of the Arrow (minimum Ordeal Member; newly elected candidates are not yet OA members). All Arrowmen who want to staff must attend the monthly chapter meetings to help plan for the event. If you have any questions regarding this topic, please contact the Order of the Arrow (see *Contact Information* on page 6).

## **Other Scouting Participants**

Scouts BSA Troops from outside of Polaris District, Venturing Crews, Sea Scout Ships, and other scouting units are welcome to participate. Please contact our Chapter Adviser (see *Contact Information* on page 6) if you would like to attend. Per National BSA policy, however, Cub Scout units are not permitted at Camporee (Arrow of Light scouts who have “bridged” are, of course, welcome as members of their new troops).

## **Trading Post**

For those who are hungry, the Trading Post will be open outside of meal-time hours and will sell assorted candy, snacks, drinks (including coffee for adults), patches, T-shirts from previous years, and some scouting necessities.

# Scoring

Scoring will attempt to balance concerns such as the age of scouts, unit size, number of patrols per unit, etc. while still rewarding scouts for scouting skills and ability. All aspects of a troop or patrol’s participation during the entirety of Camporee will be considered to determine their final scores toward the Bronze Hatchet and Silver Axe awards (see *Troop Awards* below). Additional points may be given for exemplary conduct, and points may be subtracted for “unscoutlike” behavior. Scoring criteria for troop and patrol events is included in this packet. Any scoring disputes should be brought to the admin building before 6:00 PM on Saturday to be considered. Please do not ask for scores during the day, as scores will not be calculated until the evening.

# Troop Awards

Troops will be competing for two iconic prizes: The Silver Axe and The Bronze Hatchet. The Silver Axe Award will be presented to the top-scoring troop in patrol and troop events. The Bronze Hatchet Award will be presented to the troop that best embodies this year’s theme and demonstrates strong scout spirit. The scoring criteria for the two awards are as follows:

## *Silver Axe*

Criteria	Weight
Average Patrol Score	40%
Troop Event Score	40%
Scout Spirit	10%
Campsite Inspection	5%
Miscellaneous	5%

## *Bronze Hatchet*

Criteria	Weight
Campsite Inspection	40%
Scout Spirit	15%
Uniforms	15%
Miscellaneous	15%
Troop Event Score	10%
Average Patrol Score	5%

Note: **Scout Spirit** includes troop and patrol yells, overall enthusiasm and teamwork, and demonstration of scouting ideals throughout the campout. **Miscellaneous** primarily includes services that troops perform for the staff (e.g. service project). *Troops will have to proactively seek tasks to score in this category.* These optional tasks must be assigned by a member of the Camporee administrative team or a Chapter Adviser. Troops that come in 2nd or 3rd place for the Silver Axe or Bronze Hatchet will also be recognized during awards.

## **Scout Spirit**

The *Spirit* scoring category in many events is determined by a number of factors, including respect, cooperation, courtesy, team dynamics, and enthusiasm. Although this is a relatively subjective category and the standards may change from event to event, the staff members running each event will not change throughout the day and the standards within each event will remain consistent. As a result, this subjectivity will have little effect on the overall position of a patrol or troop. Furthermore, a couple spirit related rules are always in effect. Good sportsmanship and scout spirit are expected at all times. Please be courteous to other participants and help improve their Camporee experience! Additionally, the staff running an event have the final say in any and all disputes regarding their events. Please do not argue with them, as doing so increases tensions and makes the event less enjoyable for all. Staff members reserve the right to award bonuses or penalties to any troop or patrol for any worthy reason. If you feel that a staff member is acting unfairly or discriminating against an individual, patrol, or troop, please contact a Chapter Adviser in the admin building.

## **Lost and Found**

All lost-and-found items should be brought to the admin building and can be picked up between the hours of 9AM and 7PM. Money and other valuable objects will require a full description before pickup. Any unclaimed items will be sent to the San Jose Scout Office at 970 W Julian Street, San Jose, CA 95126.

## **Departure from Camp**

Cars will not be allowed to come down from Sempervirens Point on Sunday until 10:30 AM. If any cars need to leave early or come down before 10:30 AM, please notify a staff member so we can accommodate your needs.

## **Contact Information**

Lowaneu Allanque Chapter Vice-Chief of Programs: Thomas Rahn  
[OA.LA.leadership+programs@gmail.com](mailto:OA.LA.leadership+programs@gmail.com)

Lowaneu Allanque Chapter Chiefs: Shreya Rao and Neil Tsai  
[OA.LA.leadership@gmail.com](mailto:OA.LA.leadership@gmail.com)

Lowaneu Allanque Chapter Adviser: Dave Low  
[dave.low@lamresearch.com](mailto:dave.low@lamresearch.com)





## Campsite Inspection Sheet - Polaris District Camporee 2024

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

Unit #:                      Inspectors:

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

# Uniform Inspection Sheet

Unit #: \_\_\_\_\_

Total: #1: \_\_\_\_/50      #2: \_\_\_\_/50

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

\_\_\_\_, \_\_\_\_/5: Troop neckwear or hat worn properly

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

\_\_\_\_, \_\_\_\_/5: Belt (Any BSA or similar belt, leather or web style)

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

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

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

\_\_\_\_, \_\_\_\_/5: Right sleeve: US flag\*, patrol emblem, national honor patrol, JTE

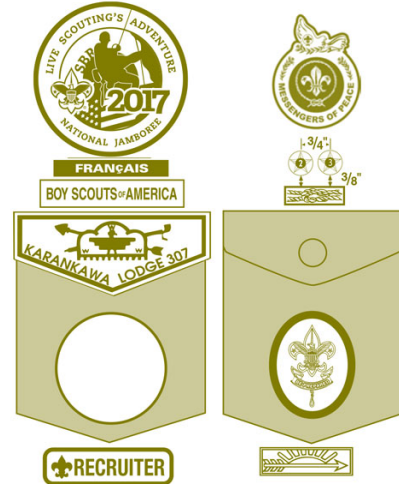
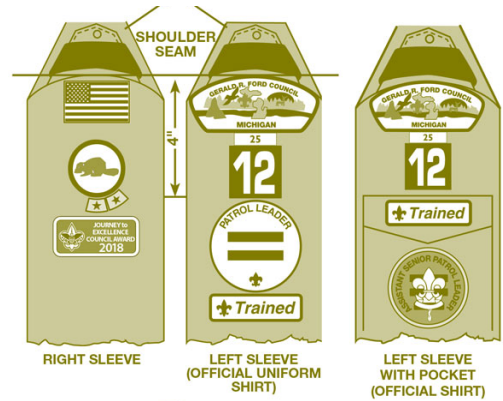
\_\_\_\_, \_\_\_\_/5: Left sleeve: Council patch\*, unit number\*, position patch, *Trained* or *NYLT* strip

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

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

Required insignia are labeled with a \*. All other elements are not obligatory, but **all elements present on the uniform must be in the correct place!**

\_\_\_\_, \_\_\_\_/5: Incorrectly placed insignia (1 point penalty per insignia)



# 2024 Camporee Schedule

## Friday, April 5, 2024

- 5:30 - 7:30 Troop Check-In / Set Up Campsites
- 7:30 - 9:30 Troop Free Time / Dinner / Set Up Shelters (Patrol Event)
- 11:00 Lights Out

*From Friday evening through Saturday morning, troops will have the option to sleep in shelters they build in their campsites. For more information, see the "Night in the Enchanted Forest" troop event on page 21.*

## Saturday, April 6, 2024

- 7:00 - 8:45 Wake-up / Breakfast
- 8:30 - 8:45 SPL / Scoutmaster Conference (Meet outside the admin building)
- 8:45 - 9:00 Morning Flags
- 9:00 - 12:00 Activities Begin (Patrol Events)
- 12:00 - 12:15 Afternoon Assembly
- 12:15 - 12:30 SPL / Scoutmaster Conference (Meet outside the admin building)
- 12:15 - 1:30 Troop Free Time / Lunch
- 1:30 - 5:00 Activities Resume (Troop Events)
- 5:00 - 5:15 Evening Flags
- 5:15 - 5:30 SPL / Scoutmaster Conference (Meet outside the admin building)
- 5:15 - 7:30 Troop Free Time / Dinner
- 7:30 - 8:30 Evening Campfire
- 8:30 - 10:00 Troop Free Time
- 9:00 - 9:30 OA Cracker Barrel
- 10:00 Lights Out

## Sunday, April 7, 2024

- 7:00 - 9:00 Troop Breakfast and Pack-Up
- 8:45 - 9:00 SPL / Scoutmaster Conference (Meet outside the admin building)
- 9:00 - 10:15 Camp Clean-Up
- 10:15 - 11:30 Awards Ceremony
- 11:30 - 12:00 Troop Check-Out and Departure

# *Events*

## Patrol Events

<i>Event</i>	<i>Description</i>	<i>Location</i>
Shelter Establishment	<i>Shelter Building</i> - Survive a night in the Enchanted Forest	Troop Campsites
Staff Surprise	It's a surprise!	TBA
Centaur Tutelage	<i>Archery</i> - Learn archery from the centaurs	Archery Range
Elixir Extraction	<i>Radium Relocation</i> - Transport a dangerous potion	Flag Meadow
Magical Ascent	<i>Climbing</i> - Use magic to levitate your teammate up the tower	Climbing Wall
Mystical Animal Containment	<i>Lashings</i> - Build a pen to contain the dangerous mystical animals	Volleyball Court
Western Warlock Wysteria Hunt	<i>Minefield</i> - Hunt in the dangerous crawlspace for the magical ingredient	Human Foosball Court
Astromancy Extra Credit	<i>Bear Bagging</i> - Lift a telescope lens to the top of the tower for Professor Lee	TBA
Courtyard Crossing	<i>Lava Walk</i> - Cross the dangerous dragon-ravaged courtyard	Nature Circle
Conservatory Entertainment	<i>Campfire Auditions</i> - Entertain the headmaster with your theatrical skills	Campfire Bowl
FirE-Mail	<i>Fire Building</i> - Send a message through fire	Campfire Bowl
Wizard's Wharf	<i>Fishing</i> - Cast your spellbound lines into our mystical and magical waters	Tomahawk Range

Locations for events marked TBA will be announced during the morning assembly!

## Troop Events

<i>Event</i>	<i>Description</i>	<i>Location</i>	<i>Time</i>
10 minus 1/4	Arrive to the conservatory on time	Admin Building	FRIDAY 5:30
Night in the Enchanted Forest	<i>Wilderness Survival</i> - Sleep in your shelters (Friday Night!)	Troop Campsites	FRIDAY Night
Golden Egg Hunt	<i>Scavenger Hunt</i> - Hunt down Barry Watters's golden eggs	All of Camp	1:30 - 5:00
Wizarding Duel	<i>Jousting</i> - Compete in the wizarding duel to prove your troop's prowess	Flag Meadow	3:30 - 5:00
Conservatory Culinary Competition	<i>Cooking Competition</i> - Impress the conservatory with your cooking	Breezeway	2:00 - 4:00
Life Size Chess Gone Wrong!	<i>Human Foosball</i> - The life sized chess spell has gone awry!	Human Foosball Court	1:30 - 5:00*
Hydrokinesis	<i>Bucket Brigade</i> - Put out the blaze with magic!	Volleyball Court	1:30 - 3:30
Relay	<i>Relay</i> - Participate in the traditional magical relay	Parking Lot	2:00 - 5:00*

### *A note about events:*

Due to the large number of participants that typically attend Camporee, most patrols will be unable to complete every patrol event. It is up to patrols to decide which events they want to participate in, with the understanding that they might have to skip some events. Patrol events will end promptly at 12:00 for afternoon assembly (and some events may end slightly earlier to facilitate clean-up procedures). Troop events, however, are scheduled so that all troops will have the opportunity to participate in all events if they desire. For events marked with (\*), troops will be assigned a time in the shown window to participate in the event. Other troop events will be open to all troops for the duration of the event.

# ***Patrol Events***

## **Shelter Establishment**

<i>Event Background</i>	A true wizard has nothing to fear from a night alone in the woods! You must construct a defensive shelter to protect yourselves from the evil spirits and animals of our enchanted forests.	
<i>Event Details</i>  No participant limit	This event will happen on FRIDAY NIGHT!  Build a shelter in your campsite. Your shelter will be graded on how it was built, what materials you used, and its ability to stay up. You can use any materials you find or bring to construct your shelter (pine needles, poles, tarps, etc.), but more points will be given for shelters constructed with locally sourced materials. Additional points will be given to the troop if scouts stay in their shelters overnight (see the <i>Night in the Enchanted Forest</i> troop event on page 21).	
<i>Scoring</i>	Materials used	40
	Shelter quality	25
	Ability to stay up	25
	Free points if you participate (since it's on Friday night)	10

## **Staff Surprise**

<i>Event Background</i>	It's a surprise	
<i>Event Details</i>  No participant limit	██████████	
<i>Scoring</i>	████████████████████	Up to 100

## **Centaur Tutelage**

<i>Event Background</i>	The centaurs have been brought in to teach a special course in Archery. They are masters at archery, and, if you want to secure an internship in their prestigious archery program, you will need to impress them here. Aim for the best shots you can!	
<i>Event Details</i> Required participants: 1	Each patrol will send one archer to shoot the targets (the rest of the patrol is expected to cheer them on in an enchanting manner). The archer will shoot five arrows. All five shots will count, but the best shot will be worth more than the others. Points will be scored based on distance from the center of the target.	
<i>Scoring</i>	Best shot	50
	Other shots	40
	Spirit	10

## **Elixir Extraction**

<i>Event Background</i>	After a successful day of potion creation, you've created a teleportation potion which is so extremely potent, it teleported Eric all the way to Arizona! Keep your distance while you dispose of the potion, before it teleports anybody else away.	
<i>Event Details</i> Min participants: 2	There is a container filled with the potion (water) in a circular "danger" zone. This zone cannot be entered by the patrol members, lest they be teleported to another faraway state. Patrol members must transfer the container from its original position to a designated location about 20 feet away using only the provided rope. The container must also be kept at least two feet away from all patrol members at all times.	
<i>Scoring</i>	Success	40
	Time	50
	Spirit	10

## Magical Ascent

<i>Event Background</i>	You accidentally dropped your anti-gravity potions, and now they are stuck at the top of the highest tower. Levitate your teammate up the tower to retrieve the potions.	
<i>Event Details</i> Required participants: 1	One scout must climb the climbing wall as fast as possible, collecting potions (hitting targets) along the way for bonus points. Time starts as soon as they begin the climb and stops when they ring the bell at the top, but the climber may only climb when their patrol-mates are chanting spells to levitate them.  Harnesses and helmets will be provided.	
<i>Scoring</i>	Completion	30
	Time	40
	Targets	20
	Spirit	10

## Mystical Animal Containment

<i>Event Background</i>	You need to set up a temporary pen for your Mystical Animals class. Work accurately, as mystical animals require specific pens to hold them, and any error could be a critical failure. Also, don't forget to be quick, as the professor will be back with the creatures at any minute.	
<i>Event Details</i> No participant limit	Your patrol must recreate the model lashing structure that the staff have built. Lashing poles and ropes will be provided for this event.	
<i>Scoring</i>	Time	40
	Lashing Quality	50
	Spirit/teamwork	10



## Western Warlock Wisteria Hunt

<p><i>Event Background</i></p>	<p>Professor Low asked you to get him a Western Warlock Wisteria from the basement of the potions building. As you approach the shallow crawl space, however, you get hit with a blinding charm. Luckily, your comrades can still see and can guide you to the ingredient. But watch out: there are many traps set up to protect something of this value.</p>	
<p><i>Event Details</i></p> <p>Required participants: 2</p>	<p>The patrol leader (or if unable, a selected representative), will go through the minefield with a blindfold on, and another scout will be selected to be their guide. The blindfolded scout will be tasked with retrieving an item from within the event area and exiting at the opposite end. The minefield will contain mouse traps and other obstacles. If the blindfolded scout touches any obstacles, some points will be lost. All scouts aside from the guide (including spectators) must remain silent.</p>	
<p><i>Scoring</i></p>	<p>Escape from minefield</p>	<p>60</p>
	<p>Object retrieved</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>
	<p>Each minute spent in minefield</p>	<p>-5</p>
	<p>Each mousetrap set off</p>	<p>-2</p>
	<p>Each contact with other obstacle</p>	<p>-1</p>
	<p>Each sound made</p>	<p>-2</p>

## Astromancy Extra Credit

<p><i>Event Background</i></p>	<p>You must transport the Conservatory's new Incredibly Heavy Telescope Lens to the top of the Astromancy Tower to pass your Astromancy class with Professor Lee. Unfortunately, Professor Lee is in a hurry to teach his next class, which will require the Incredibly Heavy Telescope Lens! Get the lens to the top of the tower as quickly as possible to the maximum credit.</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>The patrol must work together to throw a rope over a branch designated by the staff, secure a log to one end of the rope, pull the log up to the height of the branch, and tie off the rope. Timing starts when the patrol touches the materials and ends when the log is elevated and all patrol members have stepped back from the setup.</p> <p>Patrols will be expected to help reorganize the equipment at the end of the event.</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>60</p>
	<p>Success</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>

# Courtyard Crossing

<p><i>Event Background</i></p>	<p>A dragon has melted the main courtyard of the Conservatory! Lava flows through everything you've known to love as a student at the Polaris Conservatory of Sorcery and Alchemy, and the path to your next class is now blocked. Luckily, some objects were protected by charms. Use them to navigate the lava and make it to your class on time.</p>	
<p><i>Event Details</i></p> <p>No participant limit; Event may be modified for exceptionally large or small patrols</p>	<p>Patrols must cross a certain distance and retrieve as many objects as they wish without touching the ground. Time will end once the patrol makes it to the other side.</p> <p>A number of carpets and wooden planks will be given to each patrol. Carpets are fireproof and will not burn, but can only be used once; the wooden planks will burn (be taken away) if they touch the floor. Carpets that have been placed can no longer be moved, but planks can be moved as many times as needed. Each carpet or plank can only support one person at a time. Wooden stumps may also be provided for planks to be placed on and, if present, can be stepped on, but only for fifteen seconds at a time before they sink into the lava.</p> <p>Due to the complex nature of this event, some materials and procedures may vary depending on the conditions at camp. This event will also be modified for excessively large or small patrols.</p>	
<p><i>Scoring</i></p>	<p>Team members across</p>	<p>50</p>
	<p>Time</p>	<p>20</p>
	<p>Objects retrieved</p>	<p>20</p>
	<p>Spirit</p>	<p>10</p>

## Conservatory Entertainment

<p><i>Event Background</i></p>	<p>The headmaster sure loves her entertainment! Create exciting and comedic theater that will impress her, as you will be performing before the entire Conservatory if your work is accepted.</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>Prepare a song or skit to perform at the evening campfire. Skits should last about 2-3 minutes (max 5 minutes) and must be compliant with all scouting principles. Rehearsing beforehand is strongly advised. You will present your song or skit to a panel of judges who will choose the best ones to be placed in the campfire on Saturday night.</p> <p><i>Please understand that, due to time constraints, only a limited number of performances will be chosen to participate in the campfire; auditioning does not guarantee a spot in the campfire.</i></p> <p>At the campfire, troops will vote for their favorite skits. The top three patrols will receive additional recognition during the award ceremony!</p>	
<p><i>Scoring</i></p>	<p>Skit quality</p>	<p>70</p>
	<p>Theme incorporation</p>	<p>15</p>
	<p>Spirit</p>	<p>15</p>

## **FirE-mail**

<i>Event Background</i>	You forgot to get your Conservatory Overnight Stay Permission Form, and must send a message home to get it. Write a message and light it on fire to send it through the FirE-Mail to get your permission from your guardians before the professors catch you.	
<i>Event Details</i> No participant limit	The patrol will have two minutes to gather materials and build a fire. The fire must be lit using the flint-and-steel device provided by the staff. You may bring your own materials, but if you do, your time will be doubled (i.e. 30 sec = 1 min for scoring purposes) and you will earn fewer materials points. Certain materials (such as liquid fuels) may be disallowed at the staff's discretion.	
<i>Scoring</i>	Time	40
	Success	30
	Materials used	15
	Spirit	15

## **Wizard's Wharf**

<i>Event Background</i>	Experience the thrill of fishing like never before! With just your hand and a flick of the wrist, reel in fantastical fish from the depths of the wizarding world. Every catch is a spell-binding surprise!	
<i>Event Details</i> Required participants: 1	Each patrol will send one patrol member to catch fish. The patrol member must try to catch five fish in the shortest time possible. Points are given based on how fast the participant can catch all five. Bonus points can be earned if fish in the hula-hoops are caught. Before starting, patrols will learn how to use the fishing pole and will be given two practice rounds, which will not be scored.	
<i>Scoring</i>	Time	40
	Success	50
	Spirit	10

# ***Troop Events***

## **Ten minus one quarter**

<i>Event Background</i>	The Conservatory runs on a tight timetable, so be on time.	
<i>Event Details</i>	Come to camp on Friday night. Be sure to follow all arrival procedures and check in at the admin building! See <i>Arrival and Check-In and Medical Forms</i> (page 2) for more information.	
<i>Scoring</i>	Arrive and check in on Friday night	100

## **Night in the Enchanted Forest**

<i>Event Background</i>	You have a long and magical day ahead. Get some well-needed rest so you are prepared for tomorrow!	
<i>Event Details</i>  No participant limit	<p>This event will happen on FRIDAY NIGHT!</p> <p>Build a shelter in your troop campsite (see the <i>Shelter Establishment</i> patrol event on page 13). Sleep in it. Staff will be checking the shelters on Friday night for credit on both the troop and patrol event. The unit leader and SPL will then communicate the number of scouts who actually stayed out for the full night to the staff during the morning SPL / Scoutmaster conference.</p> <p>Troops may build as many shelters as they desire for this event, so long as all Scouting principles are followed. <b>Scouts are expected to comply with all health and safety protocols (including the YPT tenting guidelines) when participating in this event.</b></p>	
<i>Scoring</i>	Percentage of the troop that sleeps in shelters (10% = 10 points, 47% = 47 points; only scouts who stay out for the full night count)	Up to 100

## Golden Egg Hunt

<i>Event Background</i>	The Barry Watters Wonderful Wizarding Tournament's first challenge is to locate all of the Golden Eggs, each of which leads to the next.	
<i>Event Details</i> No participant limit	A number of golden eggs will be hidden around camp, each with a clue leading to the next. At the afternoon SPL / Scoutmaster conference, each troop will receive a submission sheet with a clue to the location of the first golden egg. Troops must then record the location of each egg they find in the correct order before returning their sheet to the admin building for scoring.	
<i>Scoring</i>	Items located	80
	Time	20

## Wizarding Duel

<i>Event Background</i>	To succeed in the Barry Watters Wonderful Wizarding Tournament, you need to compete with the other wizards! Use your Wonderful Wizarding knowledge to fight the other wizards and knock them off their Wizarding Tournament pedestals.	
<i>Event Details</i> Required participants: 1	In this event, one representative will face off against a staff member. Each will be balanced on a platform, holding on to the same padded pole, and will try to knock the other off balance as quickly as possible. Whoever remains standing will be declared the winner!	
<i>Scoring</i>	Performance	85
	Spirit	10
	Safety	5

## Conservatory Culinary Competition

<p><i>Event Background</i></p>	<p>The Conservatory has been overflowing with people arriving for the Barry Watters Wonderful Wizarding Tournament. There are too many people for the kitchen to serve, so you have volunteered to lend a hand. In order to regulate the quality of the food at the event, however, a panel has been established to decide what food may be served to the visitors. Prepare your best meal for the panel and earn their approval so that you can help the cooks!</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>You will be cooking a dish for judges to taste and competing with other troops for the most delicious meal. A secret ingredient will be provided at the event; you must include it in your dish.</p> <p><u>Total Time:</u> 2 hours 30 mins preparation, 60 mins cooking, 30 mins judging, 10 mins cleanup (concurrent with judging)</p> <p>Please arrive promptly. Troops arriving after the start time will not be given bonus time.</p>	
<p><i>Scoring</i></p>	<p>Presentation</p>	<p>20</p>
	<p>Taste/Texture</p>	<p>30</p>
	<p>Creativity</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>
	<p>Cleanliness</p>	<p>10</p>



## Life Sized Chess Gone Wrong!

<i>Event Background</i>	As a challenge in the Barry Watters Wonderful Wizarding Tournament, you have been cursed to play Life Size Chess. Unfortunately, however, Professor Rahn messed up his spell and made everyone into Life Sized Foosball players instead! Compete in the competition to free yourself and your patrol.	
<i>Event Details</i> Min participants: 5 Max participants: 6	Troops will select teams of five to six players to compete with one another in a single-elimination human foosball tournament. Brackets and game times will be posted outside the admin building. Teams that fail to show up on time are considered to have forfeited their match.	
<i>Scoring</i>	Performance	70
	Spirit	30

## Hydrokinesis

<i>Event Background</i>	While preparing for the next round of the Barry Watters Wonderful Wizarding Tournament, you accidentally launched an ignition spell into a grandstand. Use your patrol's hydrokinesis abilities to transport water and protect the Conservatory from the fire!	
<i>Event Details</i> Required participants: 5	Teams will be given two buckets. One will be filled with water and the other one will be empty. Each member of the team will get their own cup and will pass the water by pouring it to the next member in the line. The team needs to fill the empty bucket with as much water as possible in 2 minutes. Teams are scored based on how much water they transport.	
<i>Scoring</i>	Success	60
	Teamwork	30
	Spirit	10

# Relay

<p><i>Event Background</i></p>	<p>The relay is one of the classic events at the Barry Watters Wonderful Wizarding Tournament. It was designed by the original headmaster of the Polaris Conservatory of Sorcery and Alchemy to test the individual strengths of each team member. Compete in this historic event to gain glory for your team.</p>	
<p><i>Event Details</i></p> <p>Participants required: See Event Details</p>	<p>This event is a relay race. Troops will complete the relay race at different times (scheduled throughout the afternoon). There are six parts to the race:</p> <ol style="list-style-type: none"> <li>1. A stretcher carry (3)</li> <li>2. A tomahawks challenge (1),</li> <li>3. A climbing route (1),</li> <li>4. A balance challenge (walk with a beanbag balanced on your head) (1),</li> <li>5. A beanbag toss (1), and</li> <li>6. A knots challenge (1)</li> </ol> <p>The relay will require a total of eight competitors (as shown above). Troops with fewer than eight members may have some competitors participate in multiple legs of the race. The baton will start at the stretcher carry and must be brought to each station in succession. In addition to the number of competitors required for each event, troops may choose to have dedicated runners to move the baton between the stations. All competitors and runners should report to the starting line 15 minutes before their posted start time (a schedule will be posted outside the admin building). Troop members not participating in the relay are encouraged to cheer on their representatives!</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>65</p>
	<p>Spirit</p>	<p>35</p>