

# Times New Roman



MMXXV 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 against each other in events that test their scouting skills and teamwork. Troops will compete to get the most points from each event, and the troop with the most points will become the winner, complete with the coveted Silver Axe award and an entire year of bragging rights! The 2025 Polaris District Camporee will take place at **Camp Chesbrough (26005 CA-9, Los Gatos, CA 95033)** from **Friday, April 4th to Sunday, April 6th**. This packet contains crucial information to help guide your troop through the Camporee experience.

## Theme

The theme of this year's Camporee is *Times New Roman*. Inspired by the Roman Empire, troops are encouraged to bring their best Roman spirit, compete wholeheartedly to rack up points, and prove their unit is the greatest by adhering to Scouting's values (following the Scout Oath and Law, and demonstrating Scout Spirit)!

## Registration

Registration for District Camporee can be completed online at [www.scoutingevent.com/055-25PolarisCamporee](http://www.scoutingevent.com/055-25PolarisCamporee) or at the Scout Office. There is a special early-bird registration offer of \$18 per scout or adult for all registrations completed by February 16. Any registration received after February 16 will follow the regular pricing of \$23 per scout or adult. Online registration will be open until March 30. Walk-in registration for *individuals only* will be accepted during check-in on Friday evening for \$28. Please note that walk-in registration is strictly for extra individuals in an already registered unit. Furthermore, all units must be registered individually in order to participate, even if they intend to later join with a linked unit during activities.



### *Deadlines & Prices*

Registration Type	Date	Price
Early-bird	Before February 16	\$18
Regular	February 16 - March 30	\$23
Walk-in	April 4	\$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 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). Vehicles which will not be remaining on the campgrounds overnight will be able to drop off scouts and gear in the designated drop-off area, and a limited amount of temporary parking may be available in the Corporation Yard. However, no vehicles may remain in the Corporation Yard overnight without a parking permit.

## 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 additional parking permits during check-in for \$15 each.

## Check-In and Medical Forms

Please arrive at camp between 5:30 PM and 7:30 PM on Friday evening for check-in. Each unit must send their youth leader and an adult leader to check in at the admin building. 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 a 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 *Lowaneu Allanque Chapter Contact Information* on page 4). 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 cannot be shared between units**; each unit must have its own set of adults (units participating in the combined troop pilot program, however, count as one co-ed unit and only need one set of adults if all other YPT requirements are met).

## 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 *Jesters, Entertain Me!* patrol event on page 17 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 camp 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 theme (see *Theme* on page 1) for extra points!

## Uniform Inspections

Your troop will be expected to follow BSA 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 \$20 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. 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 *Lowaneu Allanque Chapter Contact Information* below).

## 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 *Lowaneu Allanque Chapter Contact Information* below) 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).

## Lowaneu Allanque Chapter Contact Information

Chapter Vice-Chief of Programs Susanna Khubchandani: [oa.la.leadership+programs@gmail.com](mailto:oa.la.leadership+programs@gmail.com)

Chapter Chief Tanmayi Manduva: [lowaneu\\_allanque@saklanlodge.org](mailto:lowaneu_allanque@saklanlodge.org)

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

## 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 or for telling Daniel a good joke, 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 Scores	40%
Scout Spirit	10%
Campsite Inspection	5%
Miscellaneous	5%

### *Bronze Hatchet*

Criteria	Weight
Campsite Inspection	40%
Scout Spirit	15%
Uniform Inspection	15%
Miscellaneous	15%
Troop Event Scores	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 projects). *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.

## **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.

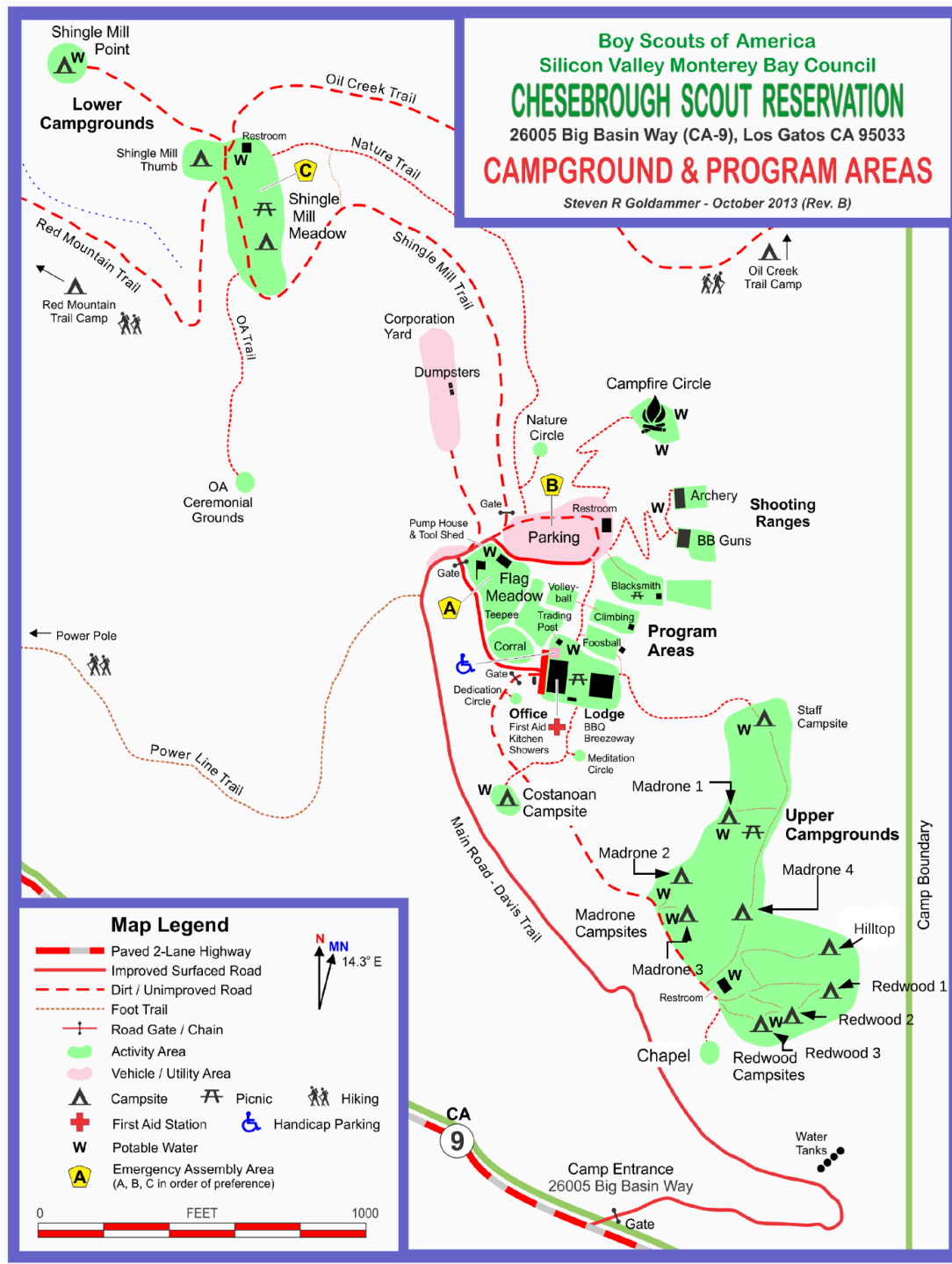
## **Lost and Found**

All lost-and-found items should be brought to the admin building and can be picked up between the hours of 9:00 AM and 7:00 PM. 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 1900 The Alameda #100, 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.

# Camp Map



The *Flats* campsites (not visible on this map) are located between the Costanoan and Madrone campsites.



# Campsite Inspection Sheet - 2025 Polaris District Camporee

Fill out one of these sheets per troop. For each criterion, please score the troop on the following rubric:

**0 - not evident    1-2 - mostly incomplete    3-4 - mostly complete    5 - complete**

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	/5
Rain flies are properly staked (expect rain!)	/5	<i>Please include a brief description in the comments!</i>	
Tents are arranged neatly	/5	Patrol menus demonstrate theme	/5
<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>Comments: (staff will use this to award the unit up to 20 points)</p> <p>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

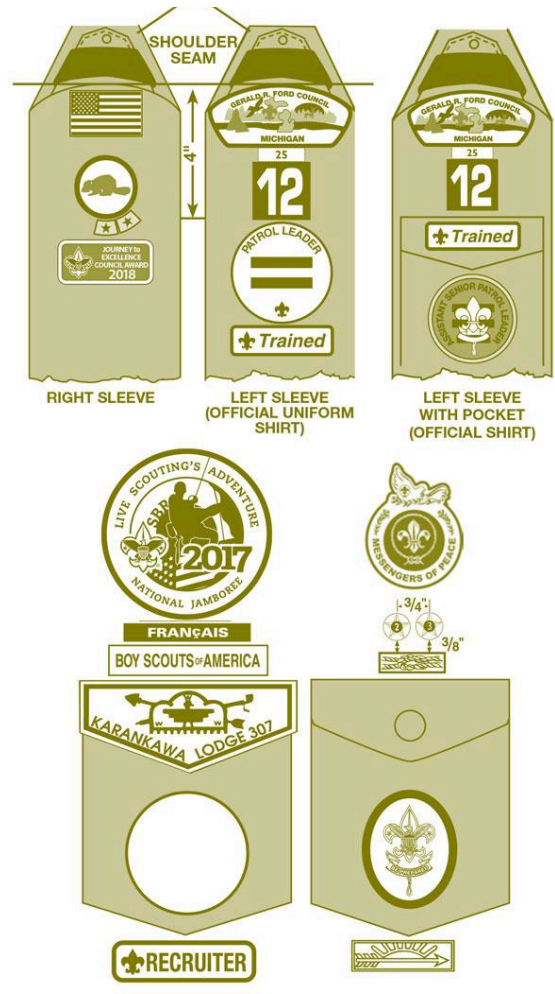
\_\_\_\_, \_\_\_\_/5: Left sleeve: Council patch, unit number,  
position patch, *Trained* or *NYLT* strip

\_\_\_\_, \_\_\_\_/5: Above pockets: (R) Jamboree patch, 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

Underlined insignia are required. All other elements are not obligatory, but **all elements present on the uniform must be in the correct place!**

Subtract \_\_\_\_ , \_\_\_\_ for incorrectly placed insignia (1 point per incorrectly placed insignia)



# 2025 Camporee Schedule

## *Friday, April 4, 2025*

- 5:30 - 7:30 Troop Check-In / Set Up Campsites
- 7:30 - 9:30 Troop Free Time / Dinner / Set Up Shelters (Troop 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 "Legion Training" troop event on page 19.*

## *Saturday, April 5, 2025*

- 7:00 - 8:30 Wake-up / Breakfast
- 8:15 - 8:30 SPL / Scoutmaster Conference (Meet outside the admin building)
- 8:30 - 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 - 5:30 Activities Resume (Troop Events)
- 5:30 - 5:45 Evening Flags
- 5:45 - 6:00 SPL / Scoutmaster Conference (Meet outside the admin building)
- 5:45 - 7:30 Troop Free Time / Dinner
- 7:30 - 8:30 Evening Campfire and OA Tap-Out
- 8:30 - 10:00 Troop Free Time
- 9:00 - 9:30 OA Cracker Barrel
- 10:00 Lights Out

## *Sunday, April 6, 2025*

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

# Events

## Patrol Events

Event	Description	Location
Battlefield Clean-up	<i>First Aid</i> - Rescue your fellow legionnaire	Corporation Yard
Consul's Verdict	<i>Staff Surprise</i> - It's a surprise!	TBA
Enlist the Archers	<i>Archery</i> - Prove your prowess to join the legion	Archery Range
Well Construction	<i>Water Transport</i> - Bring water back to your village	Flag Meadow
Escape the Catacombs	<i>Minefield</i> - Escape the catacombs before they collapse	Human Foosball Court
Roman Mosaic	<i>Mosaic</i> - Replicate the Roman mosaic	Breezeway
Jesters, Entertain Me!	<i>Campfire Auditions</i> - Prepare a skit to present to the Emperor	Campfire Bowl
Reenact Pompeii	<i>Fire Building</i> - Build a fire for theatrical effects	Campfire Bowl
Fortify the Temple	<i>Lashings</i> - Defend the temple with holy structures	Volleyball Court

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

## Troop Events

Event	Description	Location	Time
Legion Training	<i>Wilderness Survival</i> - A night of survival training	Troop Campsites	FRIDAY NIGHT!
Archeology	<i>Scavenger Hunt</i> - Search for artefacts and decode puzzles	Designated Areas	1:30 - 5:30
Human Aqueduct	<i>Bucket Brigade</i> - Transfer water as quickly as possible	Flag Meadow	1:30 - 2:00
Impress the Emperor with Culinary Skills	<i>Cooking Competition</i> - Impress the Emperor with your cooking	Breezeway	2:00 - 4:00
Siege	<i>Catapult</i> - Put your siege machine to the test	Flag Meadow	4:00 - 5:00
Harpastum	<i>Volleyball</i> - Demonstrate your teamwork and agility	Volleyball Court	1:30 - 5:30*
The Crown of Caesar	<i>Relay</i> - Prove you are worthy to crown the next Emperor	Parking Lot	1:30 - 5:30*

### *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 begin at the indicated time and are open to all troops simultaneously.

# Patrol Events

## Battlefield Clean-up

<i>Event Background</i>	In the aftermath of battle, several legionnaires lie wounded on the field. Treat your fellow warriors as swiftly as possible and bring them to safety before they are captured as prisoners of war.	
<i>Event Details</i>  Minimum participants: 2	One scout from each patrol will be designated as the victim. Patrols will need to find their victim, administer first aid, answer questions about the scenario, and carry the victim back to the start of the event.  Patrols may choose easy, intermediate, or advanced questions, and will be judged based on question difficulty, ability to answer questions, time, and spirit.	
<i>Scoring</i>	Difficulty and success	Up to 75
	Time	15
	Spirit	10

## Consul's Verdict (Staff Surprise)

<i>Event Background</i>	The consul is creating a top-secret plan. It's a surprise!	
<i>Event Details</i>  No participant limit	<div style="background-color: black; width: 150px; height: 30px; margin-bottom: 5px;"></div> <div style="background-color: black; width: 150px; height: 30px;"></div>	
<i>Scoring</i>	<div style="background-color: black; width: 250px; height: 20px;"></div>	Up to 100

## Enlist the Archers

<i>Event Background</i>	To win glory on the field of battle, you must first prove you are worthy of joining the legion. Prove your worth and demonstrate your prowess with the bow by scoring higher than your competitors.	
<i>Event Details</i>  Required participants: 1	Each patrol will send one archer to shoot targets at the archery range (the rest of the patrol is expected to cheer them on in an enchanting manner). The archer will shoot one practice round and one scored round of five arrows each. All five shots from the scored round 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, with 10 points for a bullseye.	
<i>Scoring</i>	Best shot	50
	Other shots	40
	Spirit	10

## Well Construction

<i>Event Background</i>	A recent drought has made a nearby village the only source of water in the region. Work together to bring water back to your home village.	
<i>Event Details</i>  Minimum participants: 2	A container filled with water will be placed 20 feet away from an ending location. Using only ropes tied to the container, patrols will need to move the water to the ending location. Patrol members cannot touch the container directly, and some points will be lost if water is spilled.	
<i>Scoring</i>	Success	50
	Time	40
	Spirit	10

## Escape the Catacombs

<i>Event Background</i>	<p>You and your fellow legionnaires have been hiding from enemies in the catacombs. However, nearby battle has weakened the supports, and the catacombs will soon collapse. You want to escape as quickly as possible, but it is difficult to see through all the dust. Fortunately, the voice of a god directs you through the debris-filled passages, but be careful not to bump any of the supports and trigger a premature cave-in!</p>	
<i>Event Details</i>  Required participants: 2	<p>One member of the patrol 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. Upon exiting, they will be asked to solve a riddle contained in this item.</p> <p>The event area 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>	
<i>Scoring</i>	Escape from minefield	40
	Object retrieved	20
	Time	20
	Solve riddle	10
	Spirit	10



## Roman Mosaic

<i>Event Background</i>	Roman mosaics, particularly intricate knot designs, showcase the skill and precision of Roman artists. These artists must work quickly and accurately with limited materials to create these complex designs that demonstrate the unity and complexity of Roman art. It is now your turn to try your hand at this challenging task.	
<i>Event Details</i>  No participant limit	Patrols will be shown a Roman mosaic with a difficulty level of their choice for thirty seconds. They will then have to recreate it from memory using the provided paper squares. Patrols are encouraged to demonstrate their teamwork by allowing each member of the patrol to participate.	
<i>Scoring</i>	Accuracy	35
	Difficulty	30
	Time	25
	Spirit	10

## Jesters, Entertain Me!

<i>Event Background</i>	Perform as a group of actors in front of your fellow Roman citizens and an esteemed panel of judges. The greatest acts will have the honor of performing for the Emperor himself!	
<i>Event Details</i>  No participant limit	<p>Prepare a song or skit to perform at the evening campfire. Skits should last about 2-3 minutes and must be compliant with all scouting principles. Rehearsing beforehand is strongly advised.</p> <p>Patrols will present their song or skit to a panel of judges who will choose the best ones to include 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>	
<i>Scoring</i>	Entertainment value	50
	Theme incorporation and creativity	40
	Spirit	10

## Reenact Pompeii

<i>Event Background</i>	The jesters are preparing a reenactment of the tragedy of Pompeii, but they forgot one crucial component: the volcano! Come to their aid by building a fire they can use to produce smoke and other theatrical effects.	
<i>Event Details</i>  No participant limit	Patrols will have two minutes to gather materials and build a fire. The fire must be lit using the flint-and-steel device (for 20 points) or matches (for 10 points) provided by the staff and must burn for at least 20 seconds to count.  Patrols may bring their own materials to this event, but if they do, their time will be doubled (i.e., 30 sec = 1 min for scoring purposes). Certain materials (such as liquid fuels) may be disallowed at the staff's discretion.	
<i>Scoring</i>	Time	40
	Success	30
	Ignition source used	20
	Spirit	10

## Fortify the Temple

<i>Event Background</i>	The temple is under attack! In order to protect it, you will need to build holy structures as decreed by the priest. Act as swiftly as possible to follow the designs assigned to you.	
<i>Event Details</i>  No participant limit	Patrols will recreate the model lashing structure that the staff have built. Lashing poles and ropes will be provided. Patrols will be given up to 5 minutes to complete the structure, and scores will be based on lashing quality, speed, and spirit.	
<i>Scoring</i>	Lashing quality	60
	Time	30
	Spirit	10

# **Troop Events**

## **Legion Training**

<i>Event Background</i>	Roman legions moved frequently, requiring soldiers to quickly construct temporary shelters to withstand the elements. Before joining the legion, you must first construct your own shelter to survive your first night.	
<i>Event Details</i>	<p>First, arrive at 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.</p> <p>Then, build a shelter in your troop campsite. Shelters may be made out of any material available during an emergency, including found materials (such as sticks, leaves, and pine needles) and brought materials (such as tarps and ropes), but more points will be awarded for shelters made with only found materials. Staff will inspect shelters on Friday night.</p> <p>Finally, sleep in your shelter for extra points! Unit leaders and SPLs will report the number of scouts who spent the night in their shelters at the morning SPL / Scoutmaster Conference.</p> <p>Scouts sleeping in shelters overnight must still follow YPT guidelines for tenting, including the buddy system and the two year age gap rule. Troops are encouraged to build additional shelters as required.</p>	
<i>Scoring</i>	Arrive and check in on Friday night	10
	Shelter quality	40
	Sleeping in shelter overnight	50

## Archeology

<i>Event Background</i>	Ancient ruins and artefacts offer us insight into the lives of past civilizations, allowing us to puzzle together how people of the past lived. Through this scavenger hunt, you will experience both the hunting and the puzzling of archeologists.	
<i>Event Details</i>  No participant limit	Troops will uncover hidden artefacts around camp. Each object includes a riddle for troops to solve. After solving the entire puzzle, troops can turn in their answer sheet at the admin building to be graded for accuracy and speed.  Troops will have the entire afternoon to complete this event. Scouts should not move or disturb objects after finding them.	
<i>Scoring</i>	Completion	55
	Time	45

## Human Aqueduct

<i>Event Background</i>	Romans were known for their impressive aqueduct network, which supplied water to cities across the empire. Before Roman aqueducts, however, there were human aqueducts, also known as bucket brigades.	
<i>Event Details</i>  Required participants: 5	Troops will be given various tools to transfer water from a central bucket to their troop bucket. Troop members will stand in a line, and water will be passed from one troop member to another over their heads. The first troop to fill their bucket wins!  Participating troops should meet at the Flag Meadow promptly at 1:30 PM for a review of the rules.	
<i>Scoring</i>	Time	60
	Teamwork	30
	Spirit	10

## Impress the Emperor with Culinary Skills

<i>Event Background</i>	Roman banquets are grand affairs, featuring an array of delicacies showcasing both the skill of the cooks and the vast reaches of the empire. As the head chef, you are tasked with preparing the most impressive dish featuring whatever exotic ingredient the Emperor fancies.	
<i>Event Details</i>  No participant limit	Each troop will prepare one dish for judges to taste and compete with other troops for the most delicious meal. A secret ingredient will be provided at the event, and dishes must be centered around this ingredient.  <u>Total Time:</u> 2 hours 30 mins preparation 60 mins cooking 30 mins judging and cleanup  Please arrive promptly. Troops arriving after the start time will not be given bonus time.	
<i>Scoring</i>	Taste/Texture	40
	Secret ingredient/Creativity	30
	Presentation	20
	Spirit/Cleanliness	10

## Siege

<i>Event Background</i>	Siege warfare was a critical aspect of Roman military strategy. The most iconic siege weapons are catapults, powerful contraptions used to launch projectiles at enemy fortifications. Work together to construct, aim, and fire your catapult to win glory for your legion.	
<i>Event Details</i>  No participant limit	Troops will be given 30 minutes to build a catapult. Troops will then have the opportunity to shoot five projectiles towards a target. As troops fire their projectiles, staff will grade each catapult based on its lashing quality and the accuracy of its shots.  <b>Troops must bring their own materials for this event.</b> Unit leaders are not allowed to assist their units, and troops may not affect the performance of other units through sabotage.	
<i>Scoring</i>	Accuracy	50
	Lashing quality	40
	Spirit	10

## Harpastum

<i>Event Background</i>	Games and physical contests such as Harpastum were an essential part of Roman training and entertainment. Harpastum was a fast-paced ball game played by Romans that tested their agility and teamwork. While no similar game exists today, we continue this tradition through sporting events such as volleyball.	
<i>Event Details</i>  Required participants: 5-6	Troops will select teams of five to six players to compete with one another in a single-elimination volleyball 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	90
	Spirit	10

## The Crown of Caesar

<i>Event Background</i>	Race through challenges and prove you are the most worthy to crown the next Emperor. Only the strongest, most agile, and most artistic will be allowed to participate in this prestigious ceremony.	
<i>Event Details</i>  Participants required: See Event Details	<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. The Emperor crown construction (graded on neatness)</li> <li>2. A tomahawks challenge (graded on accuracy)</li> <li>3. A climbing challenge</li> <li>4. A painting challenge (graded on neatness)</li> <li>5. A coin toss</li> <li>6. An eating challenge (eating a lemon slice)</li> </ol> <p>The relay will require a total of six competitors (one for each leg shown above). Troops with fewer than six members may have some competitors participate in multiple legs of the race. The Emperor crown will serve as the baton and must be brought to each station in succession. For safety reasons, the person carrying the crown (i.e., “runner”) cannot run between stations and must walk. The runner will receive additional elements to add to the crown at each station. After completing the final challenge, they will present the crown to the new Emperor in a ceremonial fashion.</p> <p>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>	
<i>Scoring</i>	Time	60
	Performance at graded stations	30
	Spirit	10