

2026 Polaris District Camporee *Packet*



2026 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. The 2026 Polaris District Camporee will take place at **Camp Chesebrough (26005 CA-9, Los Gatos, CA 95033)** from **Friday, March 27 to Sunday, March 29**. This packet contains crucial information to help guide your troop through the Camporee experience.

Theme

The theme of this year's Camporee is *The Mystery of the Missing Scouting Spirit*. A mystery has swept across camp: the Scout Spirit has gone missing... and it's up to each troop to uncover clues, overcome challenges, and find the true culprit in this crime. By working together, units will prove they have what it takes to bring the spirit back and rise as the greatest troop of all!

Registration

Registration for District Camporee can be completed online at <https://scoutingevent.com/055-26PolarisCamporee> or at the San Jose Scout Office. There is a special early-bird registration offer of \$20 per scout or adult for all registrations completed by February 1. Any registration received between February 1 and February 28 will follow the regular pricing of \$25 per scout or adult, and any participants added after this date will be charged a \$30 registration fee. 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 1	\$20
Regular	February 1 - February 28	\$25
Late Registration	March 1 - March 14	\$30

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 to enter camp without staff approval.**

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 five additional 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 6:00 PM and 8:00 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 for all participants ready.

All medical forms **must be uploaded to CampDoc** prior to the event. **Paper copies will not be accepted under any circumstances.** Participants—both Scouts and adults—who do not have fully completed and uploaded medical forms in CampDoc will be unable to participate. Refunds will not be issued for non-compliance.

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 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.

Safeguarding Youth

All units are required to comply with Scouting America's Safeguarding Youth (SGY) policies. This means that each unit must have **two Scouting America-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 present at the event (units participating in the combined troop pilot program, if applicable, count as one co-ed unit and only need one set of adults, so long as all other SGY 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 *Programs Guide*, released later this year, 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 may 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* on page 8 for the scoring rubric. All units are encouraged to decorate according to the theme (see *Theme* on page 1) for extra points!

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 color of the T-shirt is light gray. The cutoff date for T-shirt orders is February 1. 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* on page 6).

Other Scouting Participants

Scouting America troops from outside of Polaris District, Venturing Crews, Sea Scout Ships, & other scouting units are welcome to participate. Please contact our Chapter Adviser (see *Lowaneu Allaque Chapter Contact Information* on page 6) if you would like to attend. Per National Scouting America policy, however, Cub Scout units aren't permitted at Camporee (Arrow of Light scouts who have "bridged" are welcome as members of their new troops).

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* on page 5). Additional points may be given for exemplary conduct, and points may be subtracted for "unscoutlike" behavior. Scoring criteria for troop and patrol events will be included in the Programs Guide, which will be released later this year. 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	50%
Scout Spirit	20%
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 camp (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

The Trading Post will be open outside meal-time hours & will sell candy, snacks, drinks (including coffee for adults), patches, T-shirts from previous years, & 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 SVMBC 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.

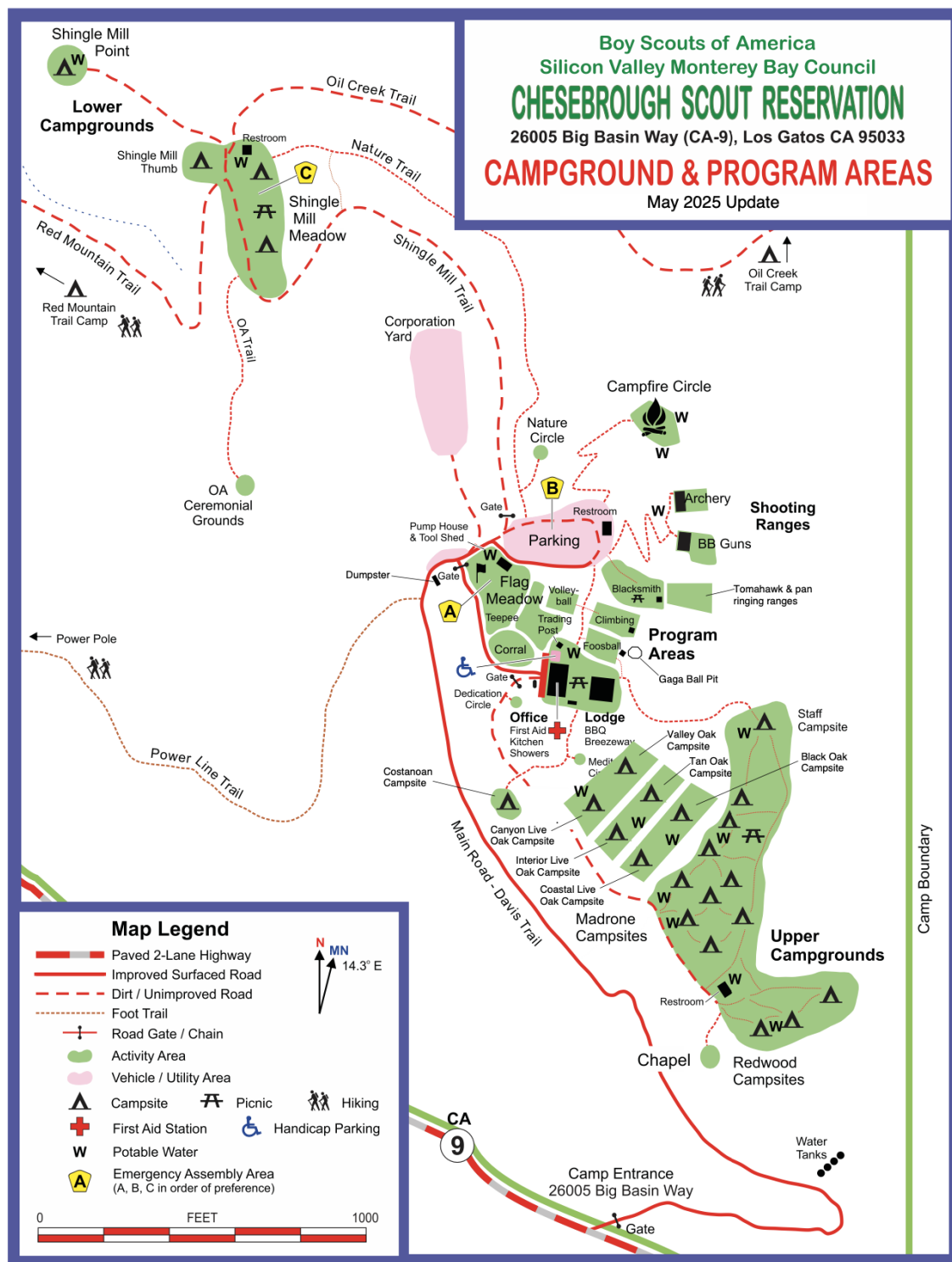
Lowaneu Allanque Chapter Contact Information

Chapter Vice-Chief of Programs Grace Lai: oa.la.leadership+programs@gmail.com

Chapter Chief David Zhou: lowaneu_allanque@saklanlodge.org

Chapter Adviser Dave Low: dave.low@lamresearch.com

Camp Map



Campsite Inspection Sheet - 2026 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
Equipment		General	
Menus and duty rosters are posted	/5	Troop number and patrol names are evident	/5
Food is properly stored	/5	Campsite is generally neat	/5
Troop equipment properly stored (if not in use)	/5	Campsite is free of litter/debris	/5
Personal equipment properly stored (if not in use)	/5	There are no safety hazards	/5
Tents		Theme	
Tents are tidy and orderly	/5	Campsite demonstrates theme <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
Fire Prevention		Decorations	
"No Fire in Tents" signs	/5	Decorations are creative/ original <i>Please describe in comments!</i>	/5
		Decorations are safe	/5
Comments: (staff will use this to award the unit up to 20 points) Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this unit stand apart from others, with an emphasis on thematic elements			

2026 Camporee Schedule

Friday Night

- 6:00 - 8:00 Troop Check-In / Set Up Campsites
- 8:00 - 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 troop event on page 18.

Saturday

- 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 Morning

- 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
Bandage Bureau	<i>First Aid</i> - Rescue your fellow comrade	Corporation Yard
Shhhh...	<i>Staff Surprise</i> - It's a surprise!	TBA
BB Bandit Busters	<i>BB Gun</i> - Each perfect shot earns more evidence to crack the case	BB Gun Range
Operation: Liquid Evidence	<i>Radium Relocation</i> - Bring water back to your team to help uncover the mystery	Flag Meadow
Escape from the Catacombs	<i>Minefield</i> - Escape the catacombs before they collapse	Human Foosball Court
Hot Pursuit	<i>Lava Walk</i> - Stay cool under pressure and make your way across the lava field to continue the case	Breezeway
The Case Reenactment	<i>Campfire Auditions</i> - Recreate your version of the mystery the Chief Inspector	In front of admin
Flames of Evidence	<i>Fire Building</i> - Build a fire for theatrical effects	Campfire Bowl
The Tangled Truth	<i>Knots</i> - Untangle the ropes, tie the right knots, and decipher which patterns lead to the truth	Volleyball Court

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

Troop Events

Event	Description	Location	Time
The Case of the Vanished Camper	<i>Wilderness Survival</i> - A night in the wild	Troop Campsites	FRIDAY NIGHT!
Operation: Lost Clues	<i>Scavenger Hunt</i> - Search for hints and decode puzzles	Designated Areas	1:30 - 5:30
The Evidence Transfer	<i>Bucket Brigade</i> - Transfer the evidence as quickly as possible	Flag Meadow	1:30 - 2:00
Mystery on the Menu	<i>Cooking Competition</i> - Impress the Chief Inspectors with your cooking	Breezeway	2:00 - 4:00
The Launch of Suspicion	<i>Catapult</i> - Put your siege machine to the test	Flag Meadow	4:00 - 5:00
The Field of Deception*	<i>Human Foosball</i> - Demonstrate your teamwork and agility	Volleyball Court	1:30 - 5:30*
The Great Scout Spirit Chase*	<i>Relay</i> - Dash through the last leg of the investigation to uncover who really stole the Scout Spirit	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

Bandage Bureau

<i>Event Background</i>	While searching for clues about the mystery, a few of your fellow detectives have gotten injured. Help treat them as quickly as possible so you can keep working on solving the mystery.	
<i>Event Details</i> Minimum participants: 2	One patrol member will be chosen to be the victim. They will be sent to a location and instructed to act out the scenario given by staff members. The patrol member will be given the option to choose the difficulty of the scenario. After finding and “saving” the victim, the patrol will construct an A-frame to carry the victim to safety.	
<i>Scoring</i>	Difficulty	30
	Success	45
	Time	15
	Spirit	10

Shhh...

<i>Event Background</i>	The consul is creating a top-secret plan. It’s a surprise!	
<i>Event Details</i> No participant limit		
<i>Scoring</i>		Up to 100

BB Bandit Busters

<i>Event Background</i>	As your patrol is finding clues, you all find a suspicious room. The room is locked, but you notice a Rube Goldberg mechanism leading from the target. Aim your BB gun well to unlock the room.	
<i>Event Details</i> Required participants: 1	Each patrol will send one marksman to compete at the BB Gun Range. The shooter will have one practice round and one scored round, each consisting of 5 shots. All five shots will count toward the final score, but the best shot will be weighted more heavily. The remaining four shots will be scored using the standard system (10 points for a bullseye, and so on).	
<i>Scoring</i>	Best shot	50
	Other shots	40
	Spirit	10

Operation: Liquid Evidence

<i>Event Background</i>	Oh no! The clue has been marked with poison. However, a mysterious voice whispers that the poison can be washed away with the fluid in the bucket. Your patrol decides to listen. The toxin must be cleared from a distance to avoid inhaling the fumes.	
<i>Event Details</i> Minimum 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

Escape from the Catacombs

<i>Event Background</i>	Detective Joe is on his biggest lead yet! He is very close to cracking the case to find the thief who stole the scout spirit. But along his trail is a series of traps. You must navigate through them before the thief and your scout spirit is lost forever.	
<i>Event Details</i> Required participants: 2	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. 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. All participants must follow staff safety instructions at all times; unsafe behavior may result in point deductions or removal from the event.	
<i>Scoring</i>	Escape from minefield	40
	Object retrieved	20
	Time	20
	Solve riddle	10
	Spirit	10

Hot Pursuit

<i>Event Background</i>	This is it – you’ve found the thief’s evil lair, and as with all evil lairs, it’s surrounded by a moat of lava. Work with your patrol to traverse it and search the evil lair for clues.	
<i>Event Details</i> No participant limit	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. 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 for fifteen seconds at a time before they sink into the lava. 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. All participants must follow staff safety instructions at all times; unsafe behavior may result in point deductions or removal from the event.	
<i>Scoring</i>	Team members across	50
	Time	20
	Objects retrieved	20
	Spirit	10

The Case Reenactment

<i>Event Background</i>	The campfire is lit, the crowd is ready, but something strange has happened. The main performer has disappeared, leaving only a costume and a broken violin string behind. Some say it was stage fright, others whisper sabotage. Now it's your turn to take the stage, not just to perform, but to prove you're not part of the mystery. Every act is a clue, and the best performance might be the key to solving it all. Impress the crowd, and you're a star. Mess it up, and you might be the next suspect.	
<i>Event Details</i> No participant limit	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. 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. <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> At the campfire, troops will vote for their favorite skits. The top three patrols will receive additional recognition during the award ceremony!	
<i>Scoring</i>	Entertainment value	50
	Theme incorporation and creativity	40
	Spirit	10

Flames of Evidence

<i>Event Background</i>	You are hiding outside at night, hoping to catch the thief in the act. It is getting cold, and you need to build a fire using what's around you to quickly stay warm.	
<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 matches, but if you do, you will earn fewer materials points. Certain materials (such as white gas) may be disallowed at the staff's discretion. All fires must comply with Camp Chesebrough fire regulations and staff instructions. Staff have final authority to modify or cancel this event due to weather or fire conditions.	
<i>Scoring</i>	Time	50
	Ignitability	20
	Ignition source used	20
	Spirit	10

The Tangled Truth

<i>Event Background</i>	An important clue is hidden in the safe. Solve five puzzles by tying knots to open the safe.	
<i>Event Details</i> No participant limit	Each patrol will select five different members (patrols with fewer than five members may have some members do two knots). Members will line up each with their piece of rope and knowledge of their assigned knot. When the time starts, they will tie their knots one at a time; the next cannot start until their knot before them has been finished.	
<i>Scoring</i>	Completed Knots	20
	Quality of Knots	20
	Time	30
	Spirit/Teamwork	10

Troop Events

The Case of the Vanished Camper

<i>Event Background</i>	The night is dark, the forest alive with whispers, and panic spreads through camp — one of the scouts has mysteriously vanished! Their tent is empty, their flashlight left flickering in the dirt, and a single muddy footprint leads into the woods. It's up to your team of junior detectives to brave the wilderness and uncover what really happened. Follow the trail of clues hidden in the shadows, use your survival instincts to navigate the night, and piece together the story before dawn breaks. Was it a clever prank, a test of courage, or something more mysterious? Only those who keep their wits sharp — and their campfire burning — will uncover the truth behind The Case of the Vanished Camper.	
<i>Event Details</i>	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. 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. 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. 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.	
<i>Scoring</i>	Arrive and check in on Friday night	10
	Quality	25
	Materials	40
	Sturdiness	25

Operation: Lost Clues

<i>Event Background</i>	Prove you are the true master of the classic game of mystery and find out which staff member stole the scout spirit for once and for all in this battle of wits and contest of deduction. Nine locations, six suspects, and six tools have been put on cards and scattered across camp. Your mission is to play investigator and find out which ones are suspiciously missing to discover the true culprit.	
<i>Event Details</i> No participant limit	Troops will receive a list of nine locations across camp where staff members are stationed with a handful of cards that list suspects, tools, and locations. Troops must travel to the locations and make guesses (one suspect, one tool, one location) to the respective staff members. If any of the cards in the guess are in the staff member's hand, the staff must reveal ONE of those cards in the troop. Using this information, they must deduce which card of each type is missing and form their final accusation. Troops may only make one guess at each location at a time. In order to make another guess, they must leave and return at a later time. They may submit their final accusation in front of the admin building. Troops will have the entire afternoon to complete this event.	
<i>Scoring</i>	Completion	55
	Time	45

The Evidence Transfer

<i>Event Background</i>	You found an important clue to the mystery, a duck. Pass it along to your fellow detectives. Make sure not to lose it along the way.	
<i>Event Details</i> Required participants: 5	In this event, your troop will race to transfer water from a central bucket to your team's bucket using a variety of tools provided. The goal? Fill your team bucket to the brim fastest wins! There will also be a duck in the bucket, and you need to keep it there for the entire event. The first person in line must scoop water from the central bucket using their assigned tool, then dump it over their head, no turning around to face the team! All participants must meet at the Flag Meadow by 1:25 PM for a quick rules briefing. The race will begin promptly at 1:30 PM, so we can stay on schedule for the rest of the day's events. Don't be late—and prepare to get soaked!	
<i>Scoring</i>	Time	40
	Amount of Water/Duck in the Bucket	50
	Spirit	10

The Launch of Suspicion

<i>Event Background</i>	You've uncovered a critical clue in the investigation—a mysterious object launched from the crime scene. Your mission: construct a clever contraption to send this evidence as far as possible, without damaging it. The farther it travels, the closer we get to cracking the case. Build wisely, launch boldly, and let no detail escape your detective's eye. The game is afoot!	
<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. Troops must bring their own materials for this event. 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	60
	Presentation	15
	Participation	15
	Spirit	10

The Field of Deception

<i>Event Background</i>	Did you really think that the thief would be defenseless? To confront him, you first must get through his mercenaries. Vanquish them in an epic battle and the thief will be left unprotected.	
<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 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	90
	Spirit	10

The Great Scout Spirit Chase

<i>Event Background</i>	The journey to the thief is a long and arduous one. You must scale mountains, endure setbacks, and eat food. Time is of the essence, and you cannot do it all alone, so work with your troop to complete this epic journey.	
<i>Event Details</i> Participants required: 6-7	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: • 3 legged race • Puzzle • Bowling • Coin flip • Speed knots • Drink the poison (lemon juice) The relay will require a total of 7 competitors (two for 3 legged race, 1 for every other leg). Troops with fewer than 7 members may have some competitors participate in multiple legs of the race. 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!	
<i>Scoring</i>	Time	90
	Spirit	10

Mystery on the Menu

<i>Event Background</i>	You arrive at a small, compact kitchen with limited ingredients. Create a dish to attract the thief as quickly as possible so the missing Scout Spirit can be returned.	
<i>Event Details</i> Participants required: 6-7	Get ready to put your cooking skills to the test! Your troop will prepare one dish for a panel of judges, competing against other troops for the title of most delicious meal. A secret ingredient will be revealed at the event, and your dish must feature it as the star. Total time: 1.5 hours • 15 minutes for prep • 1 hour to cook • 15 minutes for judging and clean-up Please arrive on time—troops that arrive late will not receive extra time. Timing, taste, and creativity will all be key to victory!	
<i>Scoring</i>	Taste	40
	Secret Ingredient Incorporation / Creativity	30
	Presentation	20
	Spirit	10