



Huck Finn Camporee

Revision B

May 16, 2025 - May 18, 2025

Camp Mattatuck

Overview

Your Patrol will navigate an area near Lake Kenosha. You will stop at 8 different stations to complete various challenges with your patrol. Each Patrol should prepare ahead of the event and be prepared for the challenges of the day. All stations and hints are listed below.

Trading Post Hours

Friday, May 16, 2025	5:00 pm to 8:30 pm
Saturday, May 17, 2025	9:00 am to 4 pm
Sunday, May 18, 2025	8:00 am to 10 am

Program Schedule

Friday

5PM-7PM

Arrival:

- 1) Troops to request campsites in advance. Camporee field, lower COPE field, or outpost Campsites are pre-assigned. Troop Leader must respond to the Google form. If you cannot find the one emailed to you please Email, joe.leclair52@gmail.com, rob@matwreck.org, or rayzavs1@gmail.com, and we will resend it to troop Leaders.
- 2) Each Patrol Leader should check in Friday night in the 49er's Cabin to register their patrol.
- 3) Troop Leaders must stop by 49'ers to make sure all the Leader and Youth counts are correct and up to date.
- 4) Itinerary for Saturday's events.

8:00 PM

SPLs and Adults meeting and Welcome Cracker Barrel

9:30 PM

Prayer Bell - This will be a time when all those in attendance should Stop everything, be silent, and reflect on the day and the Scout Law. Bell will toll 12 times, once every 5 seconds for a total of 1 minute.

10:00 PM

Taps/Quiet

Saturday

7:00 AM

Reveille/Breakfast/Cleanup No noise before 7!

9:00 AM

Opening ceremony at dining hall. Patrols to bring packs with Cold lunches, water, etc. Program kicks off.

12:00PM

Everybody eats lunch everything shuts down for 30 minutes (unless patrol is already participating in a program)

2:00 PM

Program concludes

3:00 - 4:00 PM

Patrols should Practice Skits.and let their SPL know any songs, Skits, or Cheers, that they would like to do.

4:00 PM

Senior Patrol Leader Meeting at amphitheater to plan campfire

7:15 PM

Dinner must be complete and cleaned up prior to the campfire
Scout's Own Catholic at 49'ers (Cub) Pavilion. Protestant at Joe George Pavilion in picnic grove

8:00 PM

Campfire in Amphitheater / Awards.

9:00 PM

OA Cracker Barrel / Gathering (Order of the Arrow members/SPL's/SM's)

9:30 PM

Prayer Bell

10:00 PM

Taps/Quiet

Sunday

7:00 AM

Reveille / Breakfast / Cleanup No noise before 7 am.

9:00 AM

Campsite inspection & checkout - Please do not leave before checking out and your site is inspected. For inspection all equipment should be packed and litter area completed, fire cold out.

Rules

- 1) Closed toe footwear is required at all times, and must have a sole.
- 2) You may only have fire in established fire rings or in a metal fire pit that sits off the ground.
Check with Camporee staff officials for fire approval first please.
- 3) No Horse play.
- 4) No Swimming.

- 5) No Electronics to help or assist at stations. (Automatic 0 for the station if caught). All the information is provided well in advance. Scouts Be Prepared!
- 6) All Safe Scouting safety rules apply.
- 7) Patrol and troop gear must be carried to whatever campsite you have.
- 8) Med forms - All Troops must have their own medforms on hand and in good order. Troops are responsible for their own Medforms.
- 9) Pack your gear and do a litter area before checking out.
- 10) Please call up to 49er's Cabin to have your site inspected and troop checked out of camp before leaving the property on Sunday morning. We will come to you or have staff in the area.
 - a) Call Joe LeClair @ 203-217-7123
 - b) Or Call Ray Zawislak @ 860-921-8593
- 11) Have FUN!!!

Gear and Equipment

All personal gear should be marked with your name, troop #.

Patrol Equipment

- ☐ Cold Lunch for each Scout in the patrol
- ☐ Patrol Sized first Aid kit
- ☐ 1 pack per scout
- ☐ PFD per scout
- ☐ Pen / Pencil
- ☐ Paper / Note Pad in 1 gallon size ziploc bag
- ☐ Each Scout must be appropriately clothed for the weather.
- ☐ 1 printed Scout Book per patrol
- ☐ Compass
- ☐ 8 - 10 ft of Fishing Line per scout
- ☐ 1 Measuring line 15 - 20 Feet in Length - (had 1 over knot every 1' and a figure 8 knot every 5'. Made of parachute cord. 0.5 lbs to 2 lbs weight secured at the end.)
- ☐ Pocket knife - 1 per scout Suggest a minimum of at least 2 per patrol.
- ☐ Fish hook - 1 per scout
- ☐ Fish Bait for the patrol (worms or other)
- ☐ Each Patrol must have (3) 6-Ft Lengths of 1/4 Nylon rope with Fused Ends.
- ☐ 25 foot 1/4 inch to 5/8 inch diameter line (throwing rescue)
- ☐ Branch 5-6 ft long - 1 per scout (branches and twigs removed) You may remove bark if desired. You can go ahead and make Groove. Remember your knife safety. Do NOT Tie the line to the Pole. The station needs to judge your knots.

Awards

Place awards: 1st, 2nd, 3rd

Mark Twain Award: Voted by Station Leaders (Best team work and scout spirit)

Best Station: Patrols will vote for the Best Station

Rules for Patrol Travel

- Stay together as a Patrol
- Keep in mind the principles of “Leave No Trace” and the “outdoor Code”
- Your gear is your responsibility and not that of the staff or camp. Equipment should be marked with patrol Name & troop number.
- Patrol Flag Should be with your patrol during the competition
- Adults should **NOT** be with or following Patrols.
- All Gear should be removed from Camp by Sunday 10 am

Challenge Stations

Fisherman's Accident

Challenge Type: First Aid

Situation:

You are in a very remote Lake and find a fisherman, Tom. Tom has been out in the hot sun all day. His canteen is empty and is Sweating heavily. He unfortunately got a fish hook caught in his left hand on the outside of the lower knuckle of his thumb. The barb is not through the skin. You must survey the scene and treat it appropriately.

Symptoms Victim Displays:

Sweaty

Skin is cool, pale, and clammy

Body temperature is slightly elevated

Pulse may be weak and rapid

Slightly elevated temperature

Pain in Left hand from fishhook and barb in the skin

The Barb is not All the way Through

HINT:

[Watch this Video <-- Click Here](#)

Or go here <https://www.youtube.com/watch?v=26icjeHvRtg>

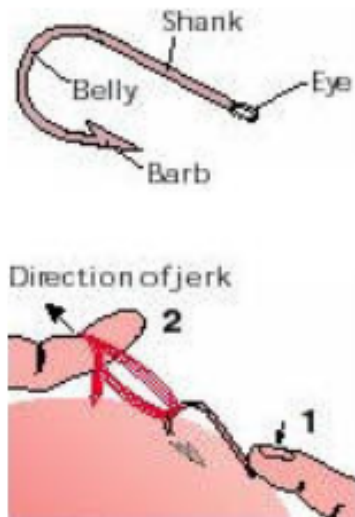
Treatment:

Treat the Hook

Wear gloves, Clean Area of wound

First, make sure that any bystanders are out of the way of the fishhook's path. Next, loop a piece of fishing line several times around the belly of the hook near the skin surface. Press the shank of the hook against the skin with your index finger

Wrap the other end of the string several times around the index finger of your other hand (use your thumb to hold the loose end of the string tightly).



Move your index finger close to the hook to generate slack in the line. Pull on the string suddenly, with a jerk, in line with the hook. Flush the area with water, clean it with soap and water, and bandage it.

Scoring	
Heat Exhaustion / Stroke & dehydration	0-40
Fishhook	0-40
Scout Spirit	0-20
Total Max	100

Example for a patrol	
Heat Exhaustion & dehydration	30
Fishhook	40
Scout Spirit	15

Stations Leaders Provide

- 5 station set ups (run 5 patrols at a time)
- "Actors" that understand the scenario and the need treatment
- 5 inch piece of pool noodle to hold hook, so removal technique can be demonstrated
- hooks
- string or fishing line

Make a Fishing Pole

Challenge Type: Fishing

Situation:

Huck Finn loved to fish. He would make a classic custom fishing pole. Each Member of your patrol must build their own Fishing Pole. This is a Catch and Release Station. Fish can be caught anytime during the event..

Things to Bring for this Station

- Branch 5-6 ft long - 1 per scout (branches and twigs removed) You may remove bark if desired. You can go ahead and make Groove. Remember your Knife safety
- **Do NOT Tie the line to the Pole**
- 8 - 10 ft of Fishing Line
- Pocket knife - 1 per scout
- Fish hook - 1 per scout
- Bait for the patrol

Instructions:

Step 1: Find a tree branch that is approximately the same height as the person who will be fishing with the fishing pole. Using a pocket knife, remove all of the protruding branches and twigs so your pole is straight and smooth.

STEP 2: Cut a piece of fishing line 12 inches longer than your pole.

STEP 3: Using your knife, cut a groove around the tip of your fishing pole approximately ½ inch from the end. The groove needs to go all the way around the circumference of the fishing pole, and must be deep enough for you to wrap the line around three times.

STEP 4: Wrap one end of the line around the groove three times. Tie a secure knot so your line won't slip out of the channel.

STEP 5: Tie a fishing hook to the end of the line. If you are fishing in a creek or river, then attach a sinker about 6 to 12 inches up the line. If you are fishing in a pond or lake, you likely won't need a sinker.

Scoring		
Building Pole (Each Scout)		Each Patrol Gets only 1 of these scores
100% of members make Pole	40	
50 % to 99 %	30	
1% to 49%	10	
No one brings a pole or makes a pole	0	
Fishhook tied with Clinch or Improved Clinch Knot correctly		Each Patrol Gets only 1 of these scores
100% of members Tie	20	
50 % to 99 %	15	
1% to 49%	10	
No one ties the knot correctly	0	
Catch a fish (only need 1 fish for whole patrol)	20	20
Scout Spirit	20	20
Total Max	100	

Example for a Patrol	Percentage	Score
Building Pole (Each Scout)	65%	30
100% of members make Pole		
50 % to 99 %		
1% to 49%		
No one brings a pole or makes a pole		
Fishhook tied with Clinch or Improved Clinch Knot correctly	35%	10
100% of members Tie		
50 % to 99 %		
1% to 49%		
No one ties the knot correctly		
Catch a fish (only need 1 fish for whole patrol)	1	20
Scout Spirit	Great	20
Total Max		80

Stations Leaders Provide

- Extra branches - in case a scout forgets
- Fishing Line
- Fish hooks
- Knives to help with grooves if needed
- Camera to snap shots of Fish that are caught.

Boating Knots

Challenge Type: Scout Craft

Situation:

Huck's Friend and partner in adventure was Jim. Jim had many skills and he really knew his knots. Step up to the challenge and show your patrol's knowledge of Boating Knots. There are 8 knots. Each station has the knots in random order. Choose a number 1 through 8 and tie the assigned Knot.

Things to Bring for this Station

Each Patrol must have (3) 6-Ft Lengths of 1/4 Nylon rope with Fused Ends.

Notes:

- 1) Each Patrol must try all 8 Knots
- 2) Each member of the patrol must do the attempt for 1 of the knots
- 3) The same knot cannot be attempted by a 2nd scout
- 4) Patrol leader can choose who ties which knot

Knots

[Square Knot or Reef Knot ← Click Here](https://www.youtube.com/watch?v=LOAxiQk8wj8)

[Sheet Bend ← Click Here](https://www.youtube.com/watch?v=x3reZ3NuGaQ)

[BowLine Knot ← Click Here](https://www.youtube.com/watch?v=YXRnPES0Qec)

[2 Half Hitches http ← Click Here](https://www.youtube.com/watch?v=q93YpbVEXAM)

[Taut Line hitch ← Click Here](https://www.youtube.com/watch?v=H4rbBHp1QXo)

[Mooring Hitch ← Click Here](https://www.youtube.com/watch?v=EOEOAaMY_Uo)

[Cleat Hitch ← Click Here](https://www.youtube.com/watch?v=QrpTzqFQV7c)

[Masthead Knot or Jury Mast Knot ← Click Here](https://www.youtube.com/watch?v=EcRXDppQHxg)

Scoring		
Right on First Try	10	Each Knot Gets one of these 4 scores
Right on Second Try	5	
Watched demonstration	2	
Scout Refused to watch demonstration	0	
Scout Spirit	20	
Total MAX	100	

Example for a Patrol	
Knot	Score
Square Knot or Reef Knot	10
Sheet Bend	10
BowLine Knot	5
2 Half Hitches	5
Taut Line hitch	5
Mooring Hitch	2
Cleat Hitch	10
Masthead Knot or Jury Mast Knot	5
Scout Spirit	10
Total	72

Stations Leaders Provide

- 5 Station Set ups
- 4 - 8: 6 foot ropes Nylon or climbing rope is preferred for ease of untying / set up
- 5 cleats

Rafter Overboard: Throwing Rescue

Challenge Type: Preparedness, Life Saving

Situation:

Any adventurer should be prepared for any accident from First Aid to a boater overboard.

At this station you will see several hula hoops floating in the water. About 15-20 feet away is a buoy. Once assigned a Monitor to keep score, gather in a line for your buoy so each scout can take a turn.

- 1) Each scout in the patrol takes a turn until your patrol has completed 8 turns.
- 2) If there are opportunities for someone to take multiple turns, then the patrol leader decides who gets a second and if needed, a third turn.
- 3) One turn is 2 attempts at the rescue.
- 4) The first throw for each scout is practice, but if the throw is worth points you can choose to keep it and let the next person go, skipping the second attempt at the rescue.
- 5) The second throw counts no matter what.
- 6) Each point turn counts for a max of 10 points per Turn.
 - a) If the rope goes over the hula hoop then you get Full 10 points
 - b) Approximately, 1 foot to the left or right or short of the hula hoop, 5 Points
 - c) More than a foot left or right or short, 0 Points
 - d) Max of 20 Point for Team work and Scouts Spirit
- 7) No one may go a 3rd time until everyone has gone twice.

Hint: While completing a rescue is important, take the time needed to get it right on the first try. Keep your weight low and back when pulling someone in so that you yourself do NOT get pulled in.

NOTES:

- 1) If a person gets to or must repeat a turn, they can are allowed to take 1 practice throw for the turn

Study Reference: Coiling Rope

Best Method <-- Click Here <https://www.youtube.com/watch?v=mcHoXpHi5yU>
 Other Methods < Click Here https://www.youtube.com/watch?v=8gtjum_O1o0

Things to Bring for this Station

25 foot 1/4 inch to 5/8 inch diameter line

Scoring		
8 Point Throws per Patrol		Each Turn gets 1 of these scores
Rope on the hoop	10	
Rope Next or with in 1 ft of the hoop left, right, or short	5	
Rope More than 1 ft away of the hoop left, right, or short	0	
Scout Spirit	0-20	
Total Max	100	

Example for a Patrol	
Turn 1	10

Turn 2	10
Turn 3	10
Turn 4	5
Turn 5	10
Turn 6	5
Turn 7	0
Turn 8	10
Scout Spirit	20
Total	80

Stations Leaders Provide

Hula Hoops

Pool Noodles - 4 x 3" pieces of noodle to help hula hoop float

Sounding - Measuring Water Depth

Challenge Type: Measuring

Situation:

Mark Twain was the pen name for Author Sammuel Clemmons. He wrote many Books including Tom Sawyer and Huck Finn. Navigating a river can be very tricky. Boats, rafts, and barges would often get stuck on Sandbars and shallow areas. As they traveled on the river they would measure the depth of the river. If it was safe they would call out, "By the mark: TWAIN!!!" This is where Samuel Clemons got his pen name, Mark Twain. Along your route be sure to stop at each of the 3 sounding stations and measure the depth of only 1 buoy at each location. Measurement of each should be within 8 inches of the correct depth. Record the **Location, Number of the Float / Buoy and your measured depth in feet and inches**. (example: **2nd Island Bridge, Buoy# 3, 12 feet 3 inches**). At least 3 different scouts should measure Buoy anchor depths

Hint: Carpenters creed: Measure twice cut once

Note: Make your measuring line at home or with your troop. It should be 1 Measuring line 20 - 25 Feet in Length It should have 0.5 lbs to 2 lbs weight secured to the end, moving up from the weight you should tie 1 over knot every 1' and a figure 8 knot every 5'. Make it from parachute cord or some thin synthetic cordage. Double check your knots against a measuring tape and adjust as needed

Things to Bring for this Station

Pen / Pencil

Paper Note Pad

Measuring Line with Weight

Scoring		
Measures 0 Correctly	0	Patrol Gets 1 of these 4 scores
Measure 1 Correctly	40	
Measure 2 Correctly	60	
Measure 3 Correctly	80	
Scout Spirit	20	
Total MAX	100	

Example for a patrol		
Item	Value	Score
Buoy 1	Correct	60
Buoy 2	Correct	
Buoy 3	Wrong	
Scout spirit	Good	20
	Total	80

Stations Leaders Provide

- 2 or more leaders at each location to assist.
- 4 Station set-ups
- 20 ft Line with 0.5 - 2 Lbs weight secured to the end. Rope has an overhand knot ever 1 foot and figure 8 every 5 feet. (See above instructions)

First Mate's Charts

Challenge Type: Map and Compass

Situation:

Oh no! Yesterday, the old man lost his favorite pocket watch in the bottom of the river at dusk! He was able to take 3 bearings so he could triangulate where he dropped it on Saturday in a better light. Show your skills and knowledge by helping him out and using triangulation to pinpoint the location on the

watch using your wits, map you are given at the station, your compass, and pencil. Work together as a patrol sharing tasks with as many members as possible.

Hint: Study Map and Compass Skills

- [Orient a Map <-- Click Here](https://www.youtube.com/watch?v=CZ9FnevquSg) <https://www.youtube.com/watch?v=CZ9FnevquSg>
- [Reverse Azimuth <--Click Here](https://www.youtube.com/watch?v=IhkqBKqFUJc) <https://www.youtube.com/watch?v=IhkqBKqFUJc>
 - **Note:** This is also known as a Back Azimuth or Back Bearing or reverse bearing
- [Triangulation <-- Click Here](https://www.youtube.com/watch?v=-Ak86suJFjo) <https://www.youtube.com/watch?v=-Ak86suJFjo>

You will be give 3 bearing similar to the below(example only) and a map with magnetic north on it

Item	Degrees
The point	25 °
TheSecond Island	167 °
The First Island	230 °

Things to Bring for this Station

- Pen / Pencil
- Paper Note Pad
- Compass

Scoring		
Orient the Map	10	
Attempted Triangulation	10	
Accuracy Exact (On the Dot)	60	Patrol Gets 1 of these 4 scores
Accuracy within the inner most circle	40	
Accuracy inside the outer most Circle	20	
Out side of outer most Circle	0	
Scout Spirit	20	
Total MAX	100	

Example for a patrol		
Task	Max	Score

Orient the Map	10	10
Attempted Triangulation	10	10
Accuracy Exact (On the Dot)	60	40
Accuracy within the inner most circle	40	
Accuracy inside the outer most Circle	20	
Out side of outer most Circle	0	
Scout Spirit	20	15
Total MAX	100	75

Stations Leaders Provide

- 5 Station set-ups
- 5 versions of the map (Event organizers will help with this)

Obstacle Course

Challenge Type: Fitness, Leadership, Teamwork

Situation:

Sometimes Huck and Jim had to quickly maneuver their raft to avoid a collision or getting stuck or on land to avoid capture or the bad guys. While trekking across an open area near the edge of the woods, The friendly station guys says, “you might have people watching nearby, trying to capture your patrol. How well / fast can your patrol get through the obstacles before them. Work together as a patrol to complete the course in the best possible time. You may encounter a course like the following: Run, Stop, Bat turn 720, Standing Jump over a 2 ft stream, Crawl under an object, Run, 15 ft ball into Bucket Toss, Run Finish, tag the next patrol member. 6 people must run the course

Things to Bring for this Station

- Positive attitude

Scoring		
Complete itthr	25	Patrol Gets one of these
Complete in >10 to 15 minutes	45	

Complete in >5 to 10 minutes	70	scores
Complete in <= 5 minutes	80	
Scout Spirit	20	Max
Total MAX	100	

Example for a Patrol		
Item	Value	Score
Time	8 minutes	70
Buoys Hit	6	-10
Scout Spirit	Good	20
	Total	80

Stations Leaders Provide

- Ability to record Start time and end time
- Clip boards
- Pencils
- Any Obstacle you want, Buckets, ball, bats (runner places 1 end on ground, 1 end on forehead and spins around 2 or 3 times, ropes to mark off lines, ropes or other things to crawl over.
- No jumping onto, off of, or over. (a short distance marked off on the ground is fine).
- No climbing up or over objects
- No swinging or swings.

Throwing the Distance

Challenge Type: Fitness, Fun

Situation:

Huck Finn was always looking to have some fun. Sometimes it was fishing or play a joke tossing something to see if he could hit the mark. So today, at this station you will be throwing a frisbee. Each person's turn will consist of two Throws. 1 throw for distance and 1 throw for accuracy. The distance counts from the start line, straight outward. Distance will not be measured at an angle. It will be measured to the closest yardline the frisbee lands on, like on a football field. Throwing for accuracy, there will be a Frisbee Golf Hole out in front of the Start line some distance away. Get it in the hole and it stays in, gets 5 points. Hit the hole not in the basket and gets 3 points. Miss and get 0 pts. A tie between ground and hole stand gets 3 pts. A Rolling hit gets 1 point.

Things to Bring for this Station

Positive Attitude

Scoring - Diance / Turn		
Over 60 ft	5	1 Score per turn
45 - 60 ft	3	
30 ft - 45 ft	2	
15 ft - 30 ft	1	
Less than 15 ft	0	
Scoring - Acurracy / Turn		
In the Golf basket and stays	5	1 Score per turn
Hits any of the Disc goal	3	
Misses the goal	0	
	20	Scout Spiirit / Patrol
Total MAX	100	

Scoring Notes:

- Each Scout Gets 1 turn for distance and 1 turn for Accuracy. These 2 throws makes 1 turn
- Each Patrol gets 8 turns
- No one can have a second turn until everyone gets a first turn
- No one can have a third turn until everyone gets a second turn
- Patrol Leader gets to decide who gets a second or third turn
- Stepping over the start line is a redo for 1st time and a 0 for the second time

Example for a patrol			
Item	Distance	Accuracy	Score
Scout 1	5	3	8
Scout 2	3	0	3
Scout 3	4	5	9
Scout 4	2	3	5
Scout 5	5	5	10
Scout 6	4	3	7
Scout 7	4	0	4
Scout 8	2	3	5

Scouts Spirit			20
Total			71

Stations Leaders Provide

Clip boards

Pencils

Measuring Tapes