



**National Capital Area Council
Prince William District
Fall Camporee 2025
September 26-28**

**Silver Lake Regional Park
15800 Silver Lake Rd
Haymarket, VA 20169**

LEADER'S GUIDE

Kon-Tiki Raft Race



Version 2.0



Document Revision History

Date	Version	Changes
06/03/2025	1.0	Original draft
08/19/2025	2.0	Minor updates to main Leaders Guide. Added Station descriptions.



Welcome to the Prince William District 2025 Fall Camporee

This leader's guide contains the information you need to make this Camporee a success for your organization. **Please read this entire guide, it will explain the rules and logistics for this year's Camporee and provide details on how to construct a Kon-Tiki Raft for the race.**

The "Kon-Tiki raft race", in the context of Scouting, is a patrol competition during which teams of Scouts build and race their own rafts. This competition is named after the famous "Kon-Tiki" expedition led by Thor Heyerdahl in 1947, when he crossed the Pacific Ocean on a balsa wood raft to prove that ancient South Americans could have reached Polynesia. Essentially, the race is a fun way to commemorate the challenges of Heyerdahl's voyage, focusing on scout teamwork, raft construction, and navigating open water.

The Scoutmaster of Troop 1369 introduced this event to our District in 2019, patterned on the annual event in his hometown which has been held since 1930. Troop 1369 has held the event several times and has invited other Troops to participate, hoping to draw attention and establish this race as a Prince William District event. Prince William District will hold a Kon-Tiki Raft Race on 27 September 2025 at Silverlake Regional Park waterfront from 0900-1730.

This Camporee is set up for Patrol Competition. Units may enter more than one raft, but each raft must be designed, constructed and crewed by members of the same Patrol or provisional patrol by the participating unit. Other members of the Patrol and Unit are encouraged to attend the race and cheer for their raft(s). Units will camp at Silver Lake Regional Park in Haymarket, VA on 26-28 September 2025.

If you have any questions or need additional information, please feel free to contact Vince Bonifera at pwdvcprogramsactivities@gmail.com.





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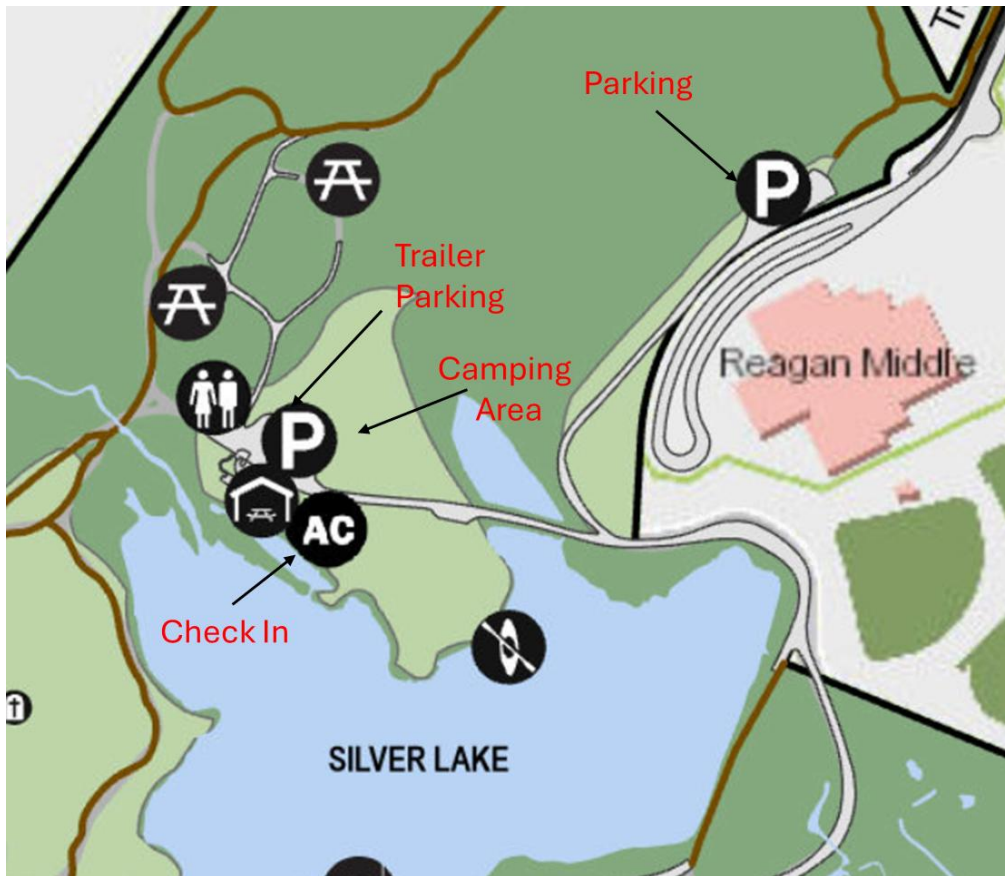
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Camporee General Information

Location:

Silver Lake Regional Park
15800 Silver Lake Rd, Haymarket, VA 20169



Check-In:

Check-in is from 6:00-9:00 pm on Friday night at the Silver Lake Regional Park Activity Center (see "AC" on location map). As you arrive, your unit will be assigned a camping area. Also needed during check in:

- Medical forms Parts A and B for each leader and Scout present during the camporee
- Proof of BSA swim test at Swimmer level for each Scout who will be a raft crew member.
- Proof BSA Swimmer level for any unit Adult Leader who will be in a canoe/kayak during the raft race



Parking:

You will be directed to parking after entering the park before reaching the Activity Center. We will be parking in two areas: trailers will park in the paved lot across from the Activity Center and the remaining cars will park in the lot adjacent to Reagan Middle (labeled "Parking" on the map). Note: we will be sharing the park with the public during the weekend and must leave space in the main lot for public parking.

Registration / Fees

The cost is \$20.00 per person (Scout or Adult) for the entire weekend. After September 1, there is an additional \$10 late fee per person.

Campsites:

We will be camping in an open field behind the main paved parking lot across from the Activity Center. Units that want to have a campfire and/or cook over a fire will need to bring an above ground fire table. Units are allowed to use propane cook stoves.

The park provides potable water located by the men's and women's bathrooms near the Activity Center.

Prince William County Parks and Recreation Rules to note:

- Untreated firewood collected within 50 miles of the park may be used. Using untreated firewood collected greater than 50 miles from the park is prohibited.
- Firewood obtained from an unknown origin point or from a distance greater than 50 miles from the park must be treated for insects by any of the heat, cold, chemical, or irradiation processes
- There are no trash receptacles at the park. Units will need to pack out their trash.

Uniforms:

All Units will need to be in Class A Scout uniform on arrival and for Saturday morning Flags Ceremony. Class B uniforms are acceptable for Saturday activities.

Leaders Meeting

All Scoutmasters and Senior Patrol Leaders must attend a Friday evening leaders meeting at 9:00 PM location at the Activity Center. The meeting will address Park rules, water safety, raft inspection/competition rules and Saturday evening campfire.

Medical and Emergency Procedures:

Camporee medical staff will be available to handle minor injuries and illnesses. Accidents, injuries, and illnesses MUST be reported and treated at the camp medical



area located in the HQ pavilion. The Camporee medical officer will be available during Camporee. If you have an emergency, please notify any Camporee Staff member. Units must have a copy of medical forms Parts A and B for every Scout and Leader attending the event and present those copies at check-in Friday night for review by the Camporee Health Officer.

The nearest hospital from the Camporee is UVA Health Haymarket Medical Center located at 15225 Heathcote Blvd Haymarket, VA 20169, 4.4 miles and 14 minutes away.

Water Safety

Units are requested to have at least two registered leaders with current training in BSA Safety Afloat and Safe Swim Defense. Identification of those Unit leaders will be noted at unit check-in on Friday night and proof of certification verified.

Camp Fire:

Saturday evening there will be a campfire at the camping area behind the restrooms across from the Activity Center. Each unit is to have a song or a skit ready for the enjoyment of the camporee attendees. This is also where the awards earned through the weekend will be presented. We will provide additional information during the Friday evening leaders meeting regarding the campfire.

Camporee Patches:

One Camporee patch will be given to each paid participant. This includes scouts and adults. Patches will be distributed at checkout.

Awards / Scoring System:

Awards will be given to the top three Patrols by raw score for the Scout skill activity stations and for the winners of the Kon-Tiki Raft Race. Scout Skill activity stations will be set up for patrol competitions. Specific station activities will be disclosed in an updated Leaders Guide posted on the registration site. Check the PW District Newsletters leading up to the Camporee for additional details. The number of stations will be dependent on the number of units and scouts in attendance.

Check-out:

All units need to check out before departing with PWD staff. At checkout we will confirm that we:

- Have received full payment
- That your camping area is cleaned up and free of residue

Once check-out is complete, units will receive patches. Any units departing on Saturday evening should coordinate with PWD camporee staff to receive patches before early departure.



Camporee Agenda

Friday, September 26

Time	Subject	Location
6:00 – 8:45 PM	Arrival and Check-In	
9:00 PM	Leader's Planning Meeting / Cracker Barrel (SMs, SPLs)	Activity Center
11:00 PM	Lights Out	

Saturday, September 27

Time	Subject	Location
6:30 – 8:30 AM	Wake-up / Breakfast	Campsites
8:30 – 9:00 AM	Open Ceremony / Flags	Activity Field
9:00 AM – 12:00 PM	Kon-Tiki Raft Race	Lake
12:00 – 1:30 PM	Lunch	Campsites
1:30 – 4:30 PM	Patrol Competition at stations	Activity Field
4:45 – 5:00 PM	Closing Flags	Activity Field
5:00 – 7:30 PM	Dinner Break	Cook in Camp Sites
7:30 – 8:30 PM	Campfire & Awards	Campfire Area
8:30 – 10:00 PM	Troop Run Programs	Campsites
11:00 PM	Lights Out	

Sunday, September 28

Time	Subject	Location
6:30 AM – 8:30 AM	Wakeup, Breakfast, Campsite Pack-up	Campsites
8:30 – 11:00 AM	Pack-up, check out	Campsites



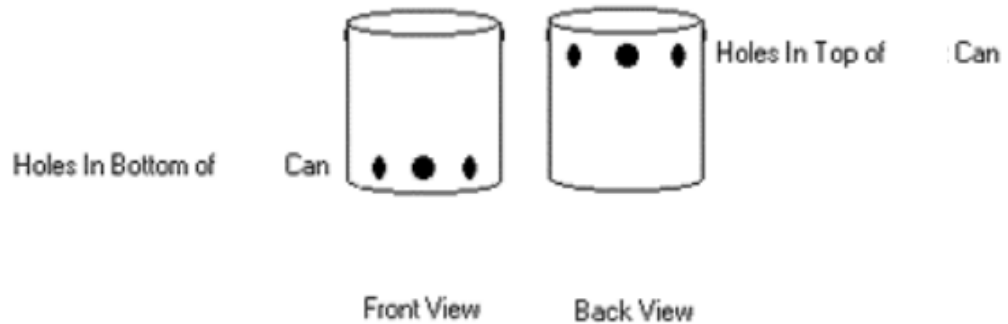
Activity Rules and Requirements

Note the planning team is working on Scout Skills activity stations and will update this guide with station information shortly.

Kon-Tiki Raft Race Rules

1. Rafts will race around a course marked by buoys. During the race, the raft crew must start a fire and cook an egg on the raft. Depending on the number of raft entrants and the final course layout, the Race Committee may institute racing by groups to avoid raft collisions. Upon receipt by the Raft Committee of proper raft registration, each entrant will be assigned a raft number which shall be marked on the raft for fan support and judging identification.
2. The event will be judged for:
 - a. Most innovative seaworthy design
 - b. Fastest raft race time (including fire-building and cooking)
 - c. Cooking
 - 1) Cook an egg – must be cooked onboard using crew manufactured “Hobo stove,” with wood fire and matches. Each raft entrant must provide a box of wooden matches containing only 3 matches and one raw egg. Use of backpacker stoves or high output lighters or storm proof matches are expressly prohibited.
 - 2) Hobo Stove design* (see photos)





3. All participants must act in a safe and responsible manner.
 - a. No horseplay will be tolerated, on or off shore. Directions from event officials, lifeguards, and safety personnel must be followed without fail.
 - b. During the race, both crew members are required to stay on the raft.
 - c. If a crew member falls off their raft, the crew member must immediately swim toward their raft and if necessary, signal to the nearest safety boat for assistance for re-boarding.
4. BSA Safe Swim Defense and Safety Afloat requirements will be followed.
5. PFDs (life vests) shall be worn at all times while in water of any depth.
6. A mast can be used for decoration, a patrol flag or assigned raft number or include a workable sail.
7. All rafts must be marked with Troop number and patrol name.
8. All rafts must be fully assembled at the start of the raft event. Patrols are encouraged to verify assembly and fit before the competition. Rafts cannot have a bow or be shaped like a boat or canoe. It is highly recommended that rafts be tested prior to the weekend race.
 - a. Paddles and PFDs will be provided by the raft participants. Patrols may make their own or use a commercial paddle.
9. Flotation for all rafts may only be provided by:



- a. Inner tubes, however, inflatable kayaks, canoes, or boats may not be used
 - b. Plastic drums/ containers, such as 5-gallon buckets with lids
 - c. Milk jugs, 2-liter bottles, etc.
 - d. Coolers, plastic storage bins
 - e. Sono Tubes
 - f. PVC pipe & fittings
 - g. **Note – Rafts cannot use Styrofoam noodles, other Styrofoam panels, blocks, etc. for flotation**
10. Scouts must sit on a platform above their selected flotation that keeps them entirely out of the water. The raft must have a flush deck with no gunwalls and a small freeboard. It cannot have a discernable bow or stern.

Raft Shaped Allowed:



Raft Shape Not Allowed:





11. Platform must accommodate two scouts and “cooking area.” There are no restrictions on length or width of the raft, but vessels must fit on truck/trailer for transportation to Lake/Waterfront. Raft should arrive at Lake/Waterfront already assembled due to limited space. Platforms may be built from the following materials and MUST include a fireproof cooking area. (an old cookie sheet or piece of metal/aluminum party tray) for Hobo Stove to rest on (see photo).



12. All materials will be inspected prior to the race to ensure the absence of safety and environmental hazards. Crews must correct deficiencies at the waterfront prior to racing.
- Any material considered a safety hazard for crew members shall not be used i.e. sharp objects or sharp corners etc.
 - Any material considered an environmental hazard for the lake shall not be used.
 - Flotation containers and platform materials must be completely clean and empty.
13. Each raft must have a crew of 2 patrol members for the race.
- Each raft crew member must be BSA Swimmer qualified (proof will be required at check-in).
 - Swim Tests that were completed in the past 12 months and can be verified by the presentation of a troop swim certification roster will be honored.
 - Additional supplies of either (1) three match sticks, (2) one egg, and/or (3) kindling can be sought by the raft crew from their SPL or designee ashore but will incur a 5-minute time penalty for each item supplied. The SPL/designee will inform a race judge of the patrol identification and the additional supplies provided.
14. No motors of any kind are permitted on the raft.



15. Patrols will remove all their materials from the waterfront at the end of the race.
16. All judges' decisions are final.
17. Plan ahead!!! Try out your raft design before Kon Tiki.

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Unit Materials Checklist:

1. Raft built to rule specifications
2. Trailer or truck for raft transportation
3. PFD for each raft racer
4. 2 paddles/oars
5. Hobo Stove built to rule specifications
6. Cookie sheet or other non-flammable platform
7. Box of wooden matches containing no more than 3 matches (be prepared!)
8. Dry tinder and kindling (be prepared!)
9. One raw egg still in its shell (be prepared!)
10. Unit First Aid Kit
11. Materials for Stations – see Station descriptions



Station Descriptions

Station 1. Learning to Cast

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: Your trip on the Kon Tiki has lasted longer than your provisions have held out. With all your food gone you try fishing but realize that you need practice. Your Patrol Leader has set up a target for casting practice so each member of your Patrol can get better.

Rules:

1. The entire Patrol will cast.
2. Each member will cast three (3) times towards the target
3. Using the provided fishing pole (s), each patrol member will cast towards the "bullseye" to receive points corresponding to where the cast lands. The patrol member may try different poles during his/her three casts.
4. To adjust for Patrols of different sizes, the total of the best cast from three different patrol members will be the score for the Patrol.

Scoring:

Record the best (highest score) of the three casts from each patrol member. Total the top three scores using the top score from three different Patrol members.

Supplies: Provided by staff

- *At least 1- fishing pole with reel, line and sinker*
- *roll of marking tape*
- *1-"target" with bullseye and points rings. Bull is 10, then 7 ring, 5 ring, 3 ring and 1 ring. (target will constructed from marking tape)*

Supplies: Provided by Patrols

- *None*



Station 2. Fire Making

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: After racing your rafts, your Patrol is wet and cold and want to dry yourselves and some equipment. You find a clearing to make camp for the night. There's only one problem: you need a strong enough fire. If you can get your fire strong enough to burn a string 18 inches above the ground, you know it will be strong enough and hot enough to warm yourself and dry your equipment.

Rules:

- 1) The Patrol will build and light a fire in order to burn the suspended string
- 2) The Patrol will use flint and steel or a ferrocerium rod to light the fire.
- 3) Matches, lighters, liquid flammable materials, or accelerants (e.g., magnesium, vaseline) **are not** allowed. Char cloth is allowed to ignite tinder
- 4) Only natural materials found at camp or packed in by your Patrol may be used to build a fire no more than 6 inches above the ground. Patrols may use tinder they bring with them.

Scoring:

Time based. Time starts when the Patrol is ready to light the fire and stops when the string breaks as a result of the fire.

Supplies: Provided by staff

- Twine
- 3 sets of two stakes to hold twine up
- Timing device (Stopwatch/phone)

Supplies: Provided by Patrols

- Fire starting device (e.g., flint and steel, ferrocerium rod – no matches or lighters)
- Tinder/kindling/fuel



Station 3: Human Fishing/Rescue Operation

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: Just when the race was going well, the water got rough and your provisions started rolling around. Your partner tried to save the gear but ended up falling overboard! Luckily, you have a tow rope on board you can use to save your fellow Scout.

Rules:

- 1) All members of the Patrol are standing behind the stake in the ground except for the one Patrol member who is "overboard" and sitting on the mark in the "water".
- 2) On the start signal, one Scout in the Patrol throws the rope to the Scout in the "water".
- 3) Once the Scout in the "water" catches the rope, the other patrol members pull him to shore. (past the shore line)

Scoring:

Time based. Time starts on the "go" signal and ends when the Patrol signals they have rescued the Scout in the "water". The Scout/Scouter running the station will verify the rescued Scout has crossed the shoreline and record the time.

Supplies: Provided by staff

- *Stakes for marking "water" shorelines*
- *Marking tape to mark the start and shorelines.*
- *Sled/tarp for rescued Scout to sit on*

Supplies: Provided by Patrols

- *40-50ft of rope*



Station 4: Eight knot contests

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: Having bought all your food and supplies for the trip, you are excited to get underway knowing the adventure that awaits. Your Patrol Leader believes that every member of your patrol needs to prove that they have the basic skills to survive the Kon Tiki race. If even a single person becomes dead weight, it will put your entire patrol at risk. He decides to test your skills in knot-tying. Be quick, the faster and more accurate your knots are, the more he will believe you are ready to race.

Rules:

- 1) The starting position is log on ground between trees with the Patrol near the log with ropes in hand
- 2) On the start signal, the Patrol is to tie the following 8 knots to suspend a log off the ground in the following order (see the diagram on the next page):
 - a. Two half hitches around the tree on one side
 - b. Square knot
 - c. Sheet bend on the loop of a bowline
 - d. Bowline
 - e. Timber hitch to one side of the log
 - f. Clove hitch on the other side of the log
 - g. Sheepshank
 - h. Tautline hitch around the tree on the other side
- 3) The log must be fully off the ground and not supported by a Scout or any other method

Scoring:

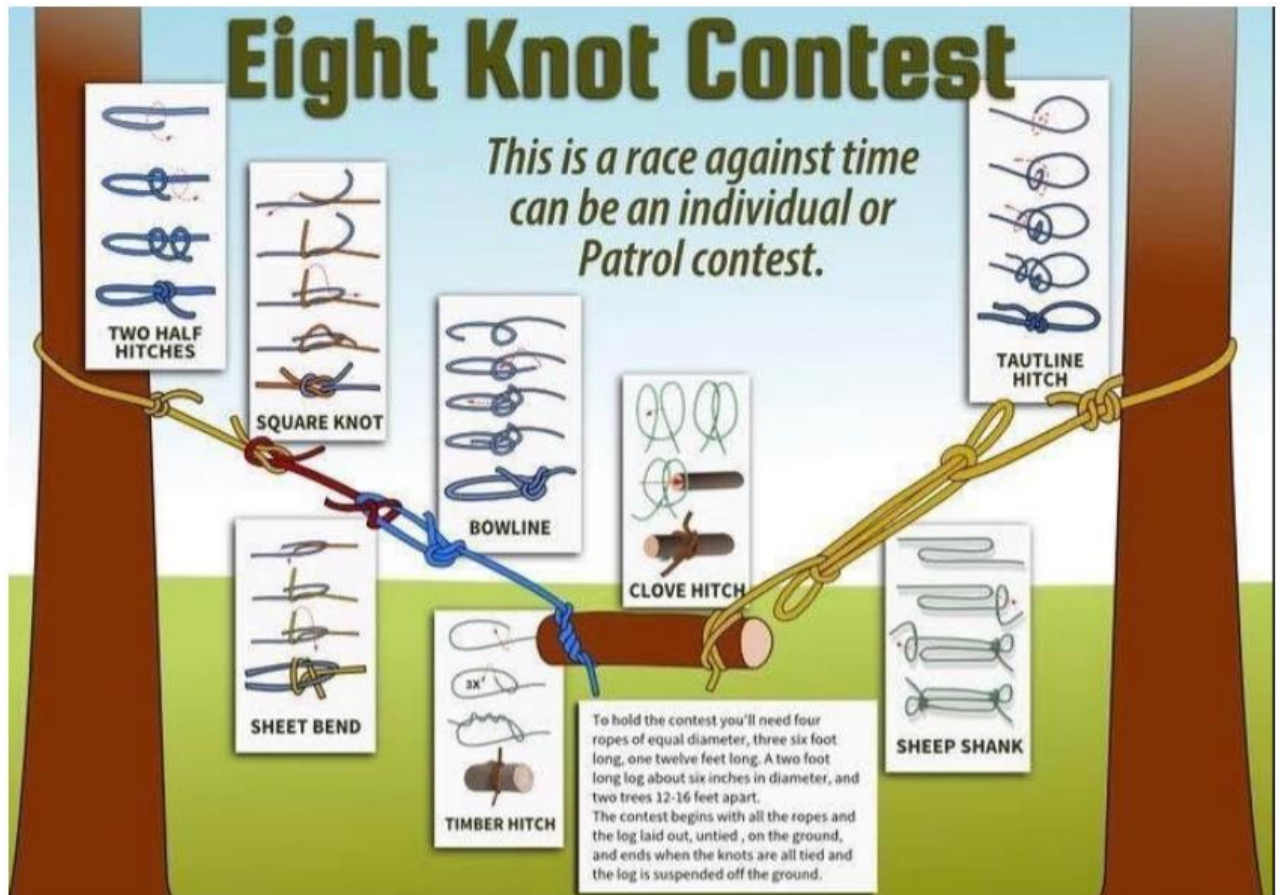
Time based for tying all knots correctly. Time starts on the signal and stops when the Patrol signals they are done. The Scout/Scouter scoring the station will examine all knots. If any are tied incorrectly, the scorer will inform the Patrol which ones are not correct. The Patrol has the option to start the timer again and fix the incorrect knots or take a 30 second penalty for each incorrect knot.

Supplies: Provided by staff

- 1 log

Supplies: Provided by Patrols

- 3 - 6ft ropes
- 20ft rope





Station 5. First Aid

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: No outing is without its potential hazards and the Kon Tiki race is no exception. The Patrol will choose a number between 1-4 and will address the specified injury.

Once the Patrol satisfactorily addresses the injury, they will successfully lift the injured Scout off the ground on a makeshift stretcher using material they have with them.

Rules:

- 1) All Patrol members may participate in the first aid challenge.
- 2) Use of Scout books or other first aid reference material (except this Leaders Guide) during the first aid station challenge is allowed.
- 3) Any dressings applied at each station must be secure enough to last for the duration of the first aid station challenge including lifting off the ground on the Patrol-made stretcher. If the dressing becomes loose or falls off during any part of the challenge, the team must stop, reapply the dressing and have it checked by a station adult leader before proceeding.
- 4) If a team is unsure of how to appropriately and fully complete treatment at any stage, the team can ask the adult leader to read the instructions for appropriate treatment of that stage's injury, however, that team will incur a two minute penalty on their time.

Scoring:

Time based. Combination of scoring for correct administering first aid and lifting the patient on the patrol-made stretcher.

Supplies: Provided by staff

- None

Supplies: Provided by Patrols

- Adequate first aid supplies to address any of the injuries included in the first aid scenarios.
- Equipment/supplies to build a stretcher on site that will safely lift one Patrol member off the ground.



First Aid Scenario 1

Injury: Fractured Upper Arm

Scenario: One raft in your flotilla just hit a huge wave and one of the scouts on the raft banged her arm. After reaching shore, your patrol leader suspects that the Scout has an upper arm fracture because she is complaining of tenderness in her upper arm and cannot move her arm below the elbow. The scout is in a lot of pain and the other Scout on the raft heard something snap when the injured scout hit her arm on the raft.

Treat the injured Scout for an upper arm fracture.

Adult leading station rolls dice to determine which Scout is notionally injured.

Treatment (Adult leader DO NOT READ these steps but check the Patrol does the following):

- Step 1: Check for scene safety
- Step 2: Treat for shock (acute stress reaction)
 - Make patient comfortable (sit down)
 - Talk reassuringly to minimize panic
 - Keep warm and hydrated
- Step 3: Splint upper arm (pg 147 in Scout Handbook)
 - Tie a splint to the outside of upper arm
 - Place arm in sling with hand raised about 3 inches above the elbow level
 - Use a bandage to secure the upper arm against the side of the chest



First Aid Scenario 2

Injury: Bleeding Head Injury

Scenario: One of your Scouts was on their raft and goofing around with their paddle. He accidentally hit the other Scout on the raft and it caused a laceration above his right eye. His cut is bleeding severely. The Scout is conscious and you do not suspect a traumatic brain injury. The station adult leader will tell you when the bleeding stops.

Treat the injured scout for a laceration above the right upper eye.

Adult leading station rolls dice to determine which Scout is notionally injured.

Treatment (Adult leader DO NOT READ these steps but check the Patrol does the following):

- Step 1: Check for scene safety
- Step 2: Treat for shock (acute stress reaction)
 - Make patient comfortable (sit down)
 - Talk reassuringly to minimize panic
 - Keep warm and hydrated
- Step 3: Treat for laceration (pg 143 in Scout Handbook)
 - Hold a clean cloth over the wound and apply pressure (**They must apply correct and constant pressure for 2min. Station adult leader will use discretion for whether or not time should exceed 2 min based on performance.**)
 - Once bleeding stops, bandage the head to keep the dressing in place. Dressing must be secure enough to stay in place for the stretcher carry.



First Aid Scenario 3

Injury: Closed Fracture Collarbone

Scenario: One of your scouts slipped when boarding the raft and fell on his left shoulder and heard a snap. When he stood up, he could not move his left arm and was in excruciating pain. Treat the injured Scout for a broken left collarbone.

Adult leading station rolls dice to determine which Scout is notionally injured.

Treatment (Adult leader DO NOT READ these steps but check the Patrol does the following):

- Step 1: Check for scene safety
- Step 2: Treat for shock (acute stress reaction)
 - Make patient comfortable (sit down)
 - Talk reassuringly to minimize panic
 - Keep warm and hydrated
- Step 3: Treat for broken collarbone (pg 147 in Scout Handbook)
 - Support the forearm in a sling with the hand raised about 3 inches higher than the elbow
 - Tie the upper arm against the side of the body with a wide bandage (swath)
- Step 4: Seek medical attention as soon as possible



First Aid Scenario 4

Injury: Choking

Scenario: One of your Scouts was snacking on Girl Scout Cookies while carrying the raft to the launch point. She started to laugh at another scout's knock-knock joke and began choking on the cookie. You attempt to treat for choking but were not successful and the Scout stops breathing, falls down, and is unresponsive. First treat the injured scout for choking assuming they cannot breathe. Then treat for unconscious, choking victim. Note you are to simulate treatment including blows, thrusts, and/or compressions so as not to hurt the "injured" Scout. The station adult leader will tell you when the scout loses consciousness.

Adult leading station rolls dice to determine which Scout is notionally injured.

Treatment (Adult leader **DO NOT READ** these steps but check the Patrol does the following):

- Step 1: Check for scene safety
- Step 2: add text from 120-121
- Step 3: Treat for choking (pg 120-121 in Scout Handbook)
 - Ask someone to call 911
 - Tell choking person you know first aid and you are there to help
- Step 4: Stand behind the scout and place your arm across the chest and shoulder. Lean the person forward and with the heel of your hand, firmly strike the back between the shoulder blades five times. Assuming the victim still cannot breathe, continue to Steps 5 and 6.
- Step 5: Stand behind the victim and position your arms around his waist. Make a fist with one hand and place the thumb side against the person's body just above the navel but below the rib cage.
- Step 6: Perform up to five abdominal thrusts by thrusting your clasped hands inward and upward with enough force to pop loose the object blocking the airway.

Have the team repeat steps 4-6 twice then announce that the scout has become unconscious. The team should begin treatment for unconscious victim.

- Step 7: Lower the scout to the ground.
- Step 8: Tilt the person's head using a head-tilt chin lift
- Step 9: Give 30 chest compressions and two rescue breaths until help arrives or the person's breathing is restored

Teams are to conduct two rounds of 30 compressions/2 rescue breaths. After a team conducts two rounds of chest compressions/rescue breaths, announce that



the patient had a miraculous recovery, is mobile, and ready to go with full function and will continue on as normal.



First Aid Scenario 5

Injury: Sprained Ankle

Scenario: One of your Scouts is trying to do Michael Jackson's moon walk while carrying the raft. As he is getting funky, he trips on a rock and falls down after spraining his right ankle.

Treat the injured scout for a sprained right ankle.

Adult leading station rolls dice to determine which Scout is notionally injured.

Treatment (Adult leader DO NOT READ these steps but check the Patrol does the following):

- Step 1: Check for scene safety
- Step 2: Treat for shock (acute stress reaction)
 - Make patient comfortable (sit down)
 - Talk reassuringly to minimize panic
 - Keep warm and hydrated
- Step 3: Treat for sprained ankle (pg 142 in Scout Handbook in callout box)
 - Wrap the sprained ankle over the boot with a bandage, neckerchief, or some other strip of cloth.



Station 6. Flag Pole Raising

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: You arrive at the final stop along the Kon Tiki Race. And you realize you are the first to arrive! To help guide others along the route, you decide to erect a flagpole and show your Patrol Flag and Patrol Spirit.

Rules:

- 1) Patrols must build a flagpole (with Patrol or Raft Flag attached) that is free standing and at least 8 ft tall by lashing staves together.
- 2) Flag can be either a US, State, Patrol, or other Scout-appropriate flag
- 3) Flagpole must remain standing for at least 30 seconds without assistance from any Scout/Scouter.

Scoring:

Time based. Timing starts on the start signal and ends when the flagpole with flag is raised and stands for at least 30 seconds.

Supplies: Provided by staff

- 1 log

Supplies: Provided by Patrols

- 3 wooden staves
- As much rope as patrol wants to use
- Patrol flag



Station 7. Signaling

Read the following Scenario, Rules, and Scoring to the Participants

Scenario: You arrive at the final stop along the Kon Tiki Race. After losing provisions and a crew member in rough water, you need to warn other rafts about the rough water. Luckily you have a semaphore signal set with you and you remember hearing your grandfather talk about how signaling was part of First Class requirements when he was a Scout 50 years ago. Luckily, he taught you a little about signaling.

Rules:

- 1) Given a Semaphore "cheat sheet" Patrols must send and receive a message.
- 2) The Patrol will be split into two groups which will be 25 feet apart.
- 3) Group 1 will send Message one. Group 2 will receive and record message one.
- 4) Once Group 2 receives and deciphers Message 1, it will send Message 2 to Group 1.
- 5) Group 1 will record and read final message to scorer.

Scoring:

Time based. Timing starts on the start signal and ends when the correct final message is read to the scorer.

Supplies: Provided by staff

- 2 semaphore flag sets
- 2 semaphore "cheat sheets"
- Messages to send

Supplies: Provided by Patrols

- Notepad and pencils

Scoring:

Timed based. Time starts when Patrol gives the signal they are ready to start and ends when they provide two correct messages to the scorer.

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