OCTOBER 4TH-6TH CAMP LA-NO-CHE

PROFESSOR PANDEMONIUM'S G ALCOREN XORKSHOP AND ESCAPE ROOM

EADER'S GUIDE

Leader's Guide

This guide will periodically be updated as needed. *Space is Limited - <u>REGISTER EARLY</u>!*



About this Event

Professor Pandemonium is taking over Camp La-No-Che and challenges you to use your skills, knowledge, and teamwork to solve his epic camp-wide ESCAPE ROOM ADVENTURE! This camporee-style event is open to all Scouts BSA Troops, Venturing Crews, Sea Scout Ships, and Explorer Posts.

The Professor has scattered clues and challenges throughout camp and wants to know if YOU have what it takes to outsmart him and be a worthy apprentice in his workshop.

As his would-be apprentice you are tasked with helping him develop prototypes for the gadgets and machines he has dreamt up. Words like "airship" and "contraption" have been heard coming from his workshop. It's not that simple, though, as you will be doing this all while solving the escape room challenges he has placed in your path.

BUT BEWARE: When night falls, a whole NEW challenge is lurking as the haunted sights and sounds of Halloween surround you in the darkness. How will you fare on the haunted trail? Will the haunted house prove to be too much? Try if you dare!

The Professor is prepared to offer awards to all who emerge victorious from his weekend of **PANDEMONIUM!**

Some of the fun that awaits

- Camporee style challenges
- Escape room adventure
- Lots of fun Awards to WIN
- Free time activities including GAGA BALL & pumpkin carving
- Fun Contests and Awards for:
- Campsite decorating
- Patrol Flag and Spirit
- Costumes
- Pumpkin carving



The Professor's Plan

Activities at the Event...

PROFESSOR PANDEMONIUM'S WORKSHOP CHALLENGES

As a team of new apprentices, you will help design, build and test prototypes using the ideas The Professor has dreamt up in his workshop. You will be scored on your attempts to successfully bring his ideas to life using the materials he provides. The winning teams will be promoted to Master Apprentice and given special awards courtesy of The Professor. More details can be found on the page 5.

CAMP-WIDE ESCAPE ROOM ADVENTURE {adults may participate}

Professor Pandemonium would never allow himself to be confined to an escape ROOM. Only a large-scale, CAMP-WIDE puzzle adventure will do for this extraordinary gentleman. Each patrol will receive an apprentice toolkit with a log book, helpful items, guides and decoders to assist on the journey to victory. You must use your wits, skills, creativity and teamwork to beat *this* larger than life escape room style adventure. More details can be found on the page 5.

HANDICRAFT STATIONS {adults may make name a tag}

Creativity is a must for any apprentice in this workshop. Want to work on building those skills? Make your way to the handicraft stations to create a themed woggle, a zoetrope and a custom event specific nametag you can put on your uniform.

GAGA BALL

Need a break from all the Professor's challenges? Take a moment to play a few rounds with others in a game of GaGa ball in one of two GaGa ball pits available to you.

PUMPKIN CARVING {adults may participate}

Show us your best steampunk, inventions, STEM and/or escape room design using your pumpkin carving skills. Pumpkins are available for preorder or you can bring your own. Drop off your carved pumpkin to the Dining Hall fireplace by 7pm Saturday night for judging. Any pumpkins left at the Pottery Barn carving station will not be considered for judging.

CAMPSITE DECORATING CONTEST

Turn your campsite into your own vision of an inventor's workshop, steampunk, STEM and/or escape room design. Participating campsites will be judged Saturday night. Come prepared with your ideas and the materials required to transform your site.

Continued on next



Activities at the Event, Continued

COSTUME CONTEST {adults may participate}

Whether you wear a costume that matches the theme or something else entirely, you are invited to join in the costume contest Saturday evening.

TRICK OR TREATING

Campsite trick or treating will take place Saturday night. Bring treats to hand out. You can incorporate trick or treating into your campsite decorating or simply set up with a table, chairs and a bowl of candy at the road. While trick or treating, always remain respectful of others' campsites. Do not enter into a site beyond the trick or treating area. Use the Buddy System!!

PATROL FLAG AND SPIRIT

The Professor has requested each team of apprentices identify themselves by carrying a flag bearing their name and numbers. As he appreciates a flair for the dramatic, a bold, unique design could earn an award for your team. **Note**: You'll be busy with fun challenges and activities once you arrive so *create your flag prior to camp arrival. You will not have time to do so once you arrive.*

P.S. Professor Pandemonium certainly doesn't mind a little chaos so feel free to make it known loud and clear who you are as you travel around camp. There may be an award in it for you if you impress him with the most spirit.

SECRET INGREDIENT DUTCH OVEN DESSERT COMPETITION

The workshop assistants really, really love dessert. So much so they've convinced the Professor to allow a dessert competition as a way for them to eat lots of it. He agreed to this only if it came with an extra challenge (naturally). There will be a **mystery ingredient** that you **must use** in your dessert creation. The mystery ingredient will be given to you at the Friday Night SM/SPL meeting. Drop off your dessert for judging Saturday evening while you enjoy the many evening activities offered. Sign up for the dessert competition during the registration process.

EVENING ACTIVITIES

When night falls, camp transforms into a Halloween spectacular. Spooky lights, sounds and scares await you in the darkness. You can test your bravery at the haunted trail, castle, cemetery and prison in addition to trick or treating, as well as participate in the costume contest, and drop off dessert competition.

Awards

Awards will be given for workshop competitions, escape room challenges, best overall patrol, best overall troop, pumpkin carving, dessert competition, campsite decoration, costumes, patrol flag, and patrol spirit, and any others the Professor may choose!





Professor Pandemonium's Workshop

The Professor is seeking some new apprentices and he's looking right at you! Compete in his challenges and score big to impress him. He'll be looking for teamwork, creativity, problem solving skills, and fast (or slow) times on his timed challenges. There will be multiple awards available to win for each challenge. If you don't want to compete, that's ok! You can do the challenges just for fun! Here's what he has prepared for you: (See page 8 for specific soring criteria)

Airship Construction and Time Trials

Using the provided supplies, design, construct and launch a balloon airship for your patrol. Points will be awarded for creative use of provided supplies, airship design, distance traveled and more. Bonus points will be awarded for using elements of the steampunk theme. **SKILLS USED:** Lashings, camp gadget building

Invention Schematic Duplicator

Two years ago, the Professor lost several of his prized blueprints for some pretty awesome, outstanding, world class, second to none creations (his words, not ours). He doesn't want that to happen again and he's asked you to create backup copies of the schematics to some of his latest inventions. This won't be as easy as it may sound, though. These schematics are practically life sized and will require each member of the team to work simultaneously using his Technically Terrific Trace-O-Matic ™ as a team. You'll just have to see it to understand it. Trust us. Awards will be given for most accurate duplication, teamwork, communication, duplication speed and more. **SKILLS USED:** Teamwork and communication

The Point A to Point B Machine (Scout Sized Marble Run)

The name could use a little work, but the challenge remains the same. Use as many of the provided supplies as you would like to build a machine that moves a ball from point A to, well, point B. Hmm, perhaps the name isn't so bad. It's definitely simple and straight to the point. Ahem, anyway... The challenge here is the Professor wants it to be a slow-mo machine. The winning team will be the one whose ball takes the longest to reach Point B. Once the ball is in motion, however, no interference is allowed! If the ball stalls out no score will be given. Each team will be allowed a set number of runs with minor modifications to log their best (worst?) score. Awards will also be given for creativity, teamwork (every team member contributes) and more. **SKILLS USED:** Teamwork, communication, creativity, lashings, physics

Escape Room Challenge {adults may participate}

As you move through the weekend you will encounter a variety of camp wide escape room puzzles. Completing these challenges will unlock clues and directions to help you progress through each of the outlined objectives. Some clues will be given out at challenge stations and some by designated people throughout camp. Others you will need to discover on your own. You might come across a locked box but if you haven't yet found the key you'll have to leave it until you do. Or maybe you'll encounter a code to decipher a puzzle you haven't yet discovered. It might be a good idea to log the information for when you do come across the puzzle! Each team will be given a toolkit and guidebook to log puzzle progress and completions. This will be your roadmap through the escape room journey. Completions will be stamped and logged at Headquarters. **SKILLS USED:** Problem solving, logic, creativity

Automata: Machines in Motion Challenge

Use the provided supplies to build a simple machine. Up, down, round and round! See attached page showing examples of what this looks like. **SKILLS USED:** Creativity, Engineering

Awards

All award winners, including for these challenges, will be announced and awards will be given on Sunday morning at the closing ceremony. Don't miss it!



Schedule & Locations



WEEKEND SCHEDULE (September 22nd Update)

competition—camp will provide the ingredient to you.

FRIDAY:

Check In5:00 pm to 9:00 pmSM/SPL Meeting:9:15 pm Wms Family PavilionGet updated event info and your secret ingredient for the cooking

SATURDAY: Reveille Breakfast Opening Flag AM Activities* Lunch FREE TIME PM Activities* Closing Flag Dinner Costume Contest Evening Activities* Trick or Treating "Chopped" Desert Cookoff

7:00 am
7:30 am – 8:00 am
8:15 am – Seneff Flag Plaza
8:45 am – 11:45 pm
12:00 pm - 12:30 pm - Campsites or WT Bland Dining Hall
12:30 pm – 1:30 pm
1:30 pm – 4:30 pm
4:45 pm – Seneff Flag Plaza
5:00 pm – 6:30 pm – Campsites or WT Bland Dining Hall
6:45 pm - Seneff Flag Plaza
7:00 pm – 9:00 pm
8:30 – 9:30 pm – Campsites (each unit brings candy to give out)
8:30 pm – 9:30 pm – DROP OFF desserts at Williams Family Pavilion (you are not required to stay)

SUNDAY:

Reveille Breakfast Scouts Own Service Closing Flag & Awards 7:00 am
7:30 am - 8:00 am - Campsites or WT Bland Dining Hall
8:15 am - 8:30 am - Council Ring
8:30 am - 9:30 Awards at the Council Ring
*Map with locations to be provided at the Friday night SM/SPL Mtg

A note regarding the details

Updated editions of this guide will be provided on later dates that will include more specific schedules, activity locations, details about competitions, award categories and more. Those who are registered for this event will receive a notice via email when an updated guide is posted! **Register early to secure your spot!**





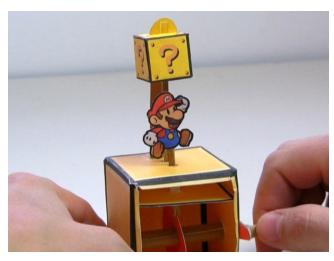
What is an automata?

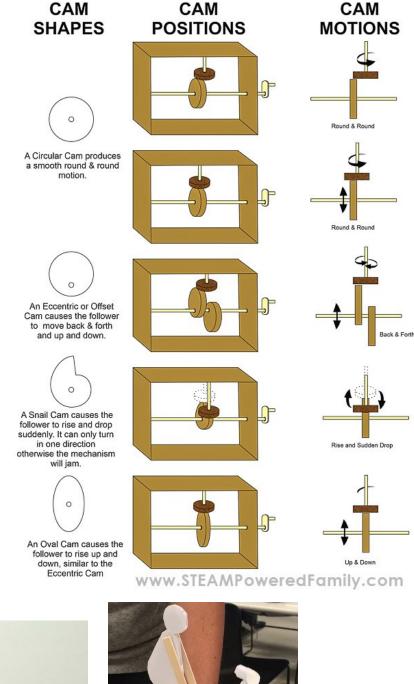
Automata-who? An automata is a playful way to explore simple machine elements such as cams, levers, and linkages, while creating mechanical sculpture. They've been around for hundreds of years, with stories about automatons all the way back in Greek mythology! You might have one in your own home if you have a moving bird inside a cuckoo clock.

What is a simple machine? A simple machine is a non-motorized device that changes the direction or magnitude of a force, for example, an inclined plane, wedge, lever, pulley, or automata.

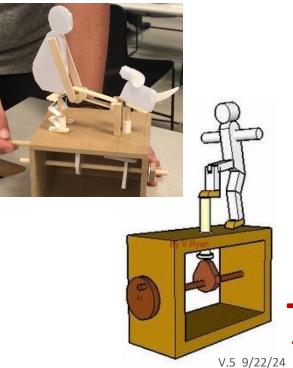
CHALLENGE: Use the provided supplies to build an exciting automaton for the Professor.

BONUS POINTS FOR USING STEAMPUNK THEME!









	Base	Bonus	Total	Event
Event	Points	Points	Points	Rank
Airship Construction and Time Trials (lashing, camp gadget building)				
Using the provided materials, design a zip line and construct and launch a balloon airship				
the length of that zip line. (IMPORTANT – your zip line MUST BE LEVEL, no down slopes!)				
Points will be awarded for creative use of provided supplies, airship design, distance traveled				
and more. Bonus Points will be awarded for using elements of the steampunk theme.				
25 points for completion in 20 minutes or less. Five-point deduction for each 2 minutes over 20. Bonus				
Invention Schematic Duplicator (teamwork and communications)				
Working together the patrol must recreate a set of life size blueprints using ONLY Professor				
Pandemonium's Technically Terrific Trace-0-Matic. Points will be awarded for accuracy,				
teamwork, communication, and speed. The patrol may use both sides of their provided				
poster board but must mark the one they choose for judging.				
25 points for completion in 20 minutes or less. Five-point deduction for each 2 minutes over 20. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.				
Point A to Point B Machine (lashings, physics, teamwork, communications)				
Use as many of the items provided to build a Scout size marble run. Your marble MUST				
make it all the way through to score full points. The catch?? This is a timed run, with the				
goal of having the SLOWEST time! All members of the patrol must take part, and you will be				
given one opportunity to make any desired modifications after your first run.				
25 points for completion in 20 minutes or less. Five-point deduction for each 2 minutes over 20. Bo- nus of 15, 10, or 5 points for the 3 SLOWEST times of the day.				
Automata: Machines in Motion Challenge (engineering, creativity)				
Using the items provided, create a simple (or complex) motion machine. Up and Down,				
Round and Round; be creative!				
25 points for completion in 20 minutes or less. Five-point deduction for each 2 minutes over 20. Bonus of 15, 10, or 5 points for the fastest 3 times of the day.				
Escape Room Challenge (problem solving using multiple Scout Skills)				
As you move throughout the weekend you will encounter a variety of camp-wide escape				
room puzzles. Completion of a challenge will unlock clues and directions to progress through				
the outlined objectives. Some clues will be given out at challenge stations, others by desig-				
nated people around the camp. Others you may have to discover on your own! Comple-				
tions will be stamped and logged at Headquarters. 10 points for each puzzle solved. Bonus of 15, 10, or 5 points for the top three patrols who have the				
most puzzles completed. If all three have solved all of the puzzles, points will be awarded based on the				
time the puzzle were turned in.				
The Telegraph Office (signaling, morse code)				
Using the skills you just learned your patrol will be given a short message to send.				
Base points will begin at 5 with bonus points applied for accuracy and speed.				
Patrol Flag (Scout Spirit, team building)				
Bring your most awesome weekend themed Patrol Flag with you for scoring!				
10 points for a weekend themed Patrol Flag. Bonus of 15, 10, or 5 points for the top three patrol flags.				
Costume Contest (scout spirit)				
Who will be wearing the most stupendously creative and awesome costume???				
5 points for each participating patrol member, up to 25 points. Bonus of 15, 10, or 5 points for the top 3 costumes!				
Dessert Cook Off (creative cooking)				
The patrol MUST use the secret ingredient to create the ultimate camp dessert!				
25 points for participating in the dessert cook off. Bonus of 15, 10, or 5 points for the top 3 entries!				
Overall Scores				
	1		1	1