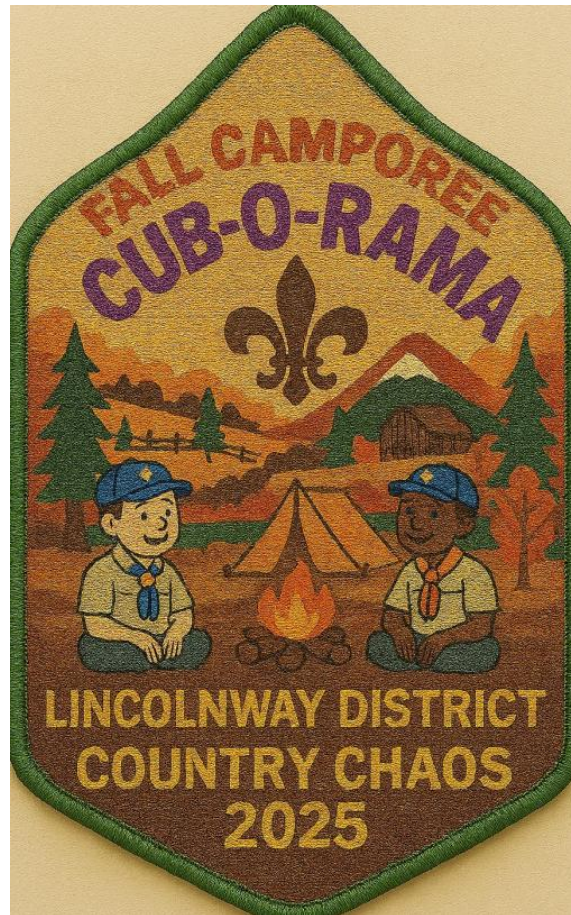


**LINCOLNWAY DISTRICT
COUNTRY CHAOS
CAMPOREE GUIDE - *SPL***



**OCTOBER 3-5, 2025
LION'S CLUB PARK FESTIVAL GROUNDS
410 W WASHINGTON STREET
NORTH WEBSTER, IN 46555**

This fall's Lincolnway District Camporee theme is Country Chaos, with many events inspired by the popular Duck Dynasty television series.

Camporees are a chance to join in one of the oldest traditions in Scouting history – Coming together as a District for Scouting competition. District gatherings provide an opportunity to match skills against others within our district. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of the 2025 Fall Camporee.

The Scout Oath and Law will govern the behavior of all participants at *all* times. The principles of *Leave No Trace* should be practiced as well. Competitions will include fun challenge events that will require effective communication, leadership, and teamwork to successfully complete. Passports will be given to each Patrol. The score for each event will be recorded on the passport. Each Patrol must turn in their passport to Lincolnway District Camporee Staff as they finish to be eligible for any awards.

Country Chaos Camporee Schedule

****ALL TIMES ARE APPROXIMATE AND WILL PROBABLY CHANGE!****

Friday: October 3, 2025

6:30pm to 8:30pm – Units Check-in.

9:00pm – Scoutmaster/SPL Meeting and Cracker barrel

10:30pm – Lights Out

Saturday: October 4, 2025

8:45am – Opening Ceremonies

9:00am-9:25am Duck Blind Buildin’

9:30am-10:00am Far’ Buildin’

10:05am-11:55am Morning Events

Noon-1:15pm Troop Lunch @ their Campsite.

1:20pm to 4:15pm Afternoon Events

4:20pm-4:55pm Outhouse Races

5:00pm-5:30pm Corn Hole Tournament Championship Finals

5:45pm Flag Lowering

5:50pm-7:45pm – Dinner/Clean-up

8:00pm - ?? Non-Denominational Service and Campfire Program

Immediately after Campfire- Scoutmaster/SPL Camporee Evaluation and Cracker barrel.

11:00pm Lights Out & Quiet

Sunday: October 5, 2025

10:00am – “Leave No Trace” Check-out.

Beginning at 10:05am on Saturday, Patrols may choose which event to compete in next. ***If that event is full when they arrive, they must pick a different event and return to that event later in the day.*** All events except for the Outhouse Race must be completed by 4:15pm. At 4:20pm the Outhouse Races will begin. The races will be followed by the conclusion of the Corn Hole Tournament.

Essential Items for Each Patrol:

- Passport
- Ziploc bag for storing Passport
- Frying pan
- Spatula
- Far starter (no accelerants allowed)
- Fuel for fire
- 1 Gallon of water
- 1 bag of miniature marshmallows
- Rope (8 feet, *minimum*)
- Scout Handbook
- Patrol first aid kit (include 3 gauze pads and gloves)
- 1 roll of duct tape
- Energy snacks for all day
- Helmet (safety, bike, etc.)
- Water bottle for each Patrol member

Country Chaos Camporee Events

This Senior Patrol Leader's Guide is being provided to you, the Senior Patrol Leader, to help you prepare your Patrols for the Camporee!

Event #1: Duck Blind Buildin'

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage. Patrols will need to bring everything to build their blind.

Event #2: Far Buildin'

This event is based on time. Patrols will bring their own fuel wood along with a fire starter.

LIQUID ACCELERANTS ARE *NEVER* PERMITTED! Matches will be provided, but Patrols are highly encouraged to use a different method to ignite the fire!

Patrols should be prepared to build and light a fire and do a little cookin'. Make sure you look closely at the essentials list for items the Patrol must have with them.

Knowing the Scout Oath and Law will be very helpful. If the Patrol has fewer than 7 Scouts, some Scouts will have to complete more than one portion of the contest. Scouts may be borrowed from another Patrol/Troop if the Patrol Leader wants to.

Event #3: All Tied Up and "Batty" Jack!

This will be a timed event. The Patrol should be prepared to tie the following: square knot, timber hitch, clove hitch, two half hitches, bowline, taut line, and sheet bend.

Event #4: Duck Tape First Aid

Tapes of all kinds have been used to treat various ailments and injuries, and duct tape is one of the most useful. There is a wide range of medical applications for using duct tape. Patrols will be given a first aid scenario where they have to get creative and use a roll of duct tape for each treatment. Knowledge of Tenderfoot, Second Class and First Class First Aid requirements is a must! In addition, knowing how to make an improvised stretcher might just come in handy.

Event #5: A Mountain Man Machine

Each competing Patrol will need to bring a box containing the equipment listed below with their Patrol name and Troop number on it to the Camporee. This box of equipment will be turned in on Friday night at check-in. The equipment will be returned to you on Saturday when they show up for this event. You must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Patrols will be scored on teamwork, time, Patrol spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the Troop at the end of the day.

Equipment to put in the box: 3 rubber bands, 4 pencils, ruler, scissors, empty paper towel roll, masking tape, small cup, duct tape, paper, cardboard, clothes hanger, and a plastic spoon

Event #6: Frisbee Golf

Garbage cans will be spaced out around the field as the hole targets. The hole is completed when a Frisbee is tossed into the garbage can for that hole. The course will have 9 holes. Patrols will play a scramble format (everyone tosses a Frisbee and the next throw is played from the best throw). An adult will accompany each Patrol to keep score. Best overall score wins. In the event of a tie, there will be a sudden death playoff between the tying Patrols. The first Patrol to win a hole, wins the event.

Event #7: Country Horseshoes

The rules and scoring for country horseshoes are the same as regular horseshoes. But Instead of using metal horseshoes and metal stakes, you'll use two wooden stakes and two toilet seats as the shoes. (Toilet seats are made of $\frac{3}{4}$ " plywood and have an open end) Wooden stakes are hammered into the ground 20 feet apart. Scouts will toss the "toilet seats" and try to ring them around the wooden stake opposite their team.



The Rules:

1. Each player pitches both horseshoes followed by their opponent's two horseshoes.
2. In pitching a horseshoe, the player may not cross the foul line.
3. Half the Patrol throws from one stake and half throws from the other. After each round Patrol members must switch so that all Patrol members participate.
4. Games will be played to a 24 horseshoe toss per game.

Scoring:

1. Any horseshoe must be within one horseshoe width of the stake to be considered for points.
2. The closest horseshoe to the stake gets 1 point.
3. If you have two horseshoes closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest horseshoe and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel each other out, and no points are scored.
7. Leaners are worth 1 point and are considered closer than any adjacent horseshoe except ringers.
8. Ties will be broken by the following rules:
 1. Team with the most ringers.
 2. If the tied Patrols have the same number of ringers, one horseshoe will be tossed at a time by each Patrol until a winner can be determined by using normal scoring rules.

Event #8: Marshmallow Top Shot

Target Range #1: Everyone takes turns with 10 miniature marshmallows to see how many cups they can knock over.

Target Range #2: Everyone takes turns with 10 marshmallows to see how many marshmallows they can put through the target opening.

Marshmallow shooters are made of ½" PVC. Kits will be provided for each Patrol to assemble; *each Scout will receive their own mouthpiece.*

Event #9: “Klondike” Outhouse Race

Don't be a party pooper. Let's get this “potty” started by retrofitting your existing Klondike Sled and entering your Patrol in the outhouse race. Outhouses must be pulled. How creative can you be using the construction requirements listed below? There will be an award for the most creative design. The painting and decorating of outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to flag-raising to be eligible for the Party Pooper Award. Judging will occur in the morning, races in the afternoon.

Team Rules

1. Each team consists of pullers and one rider.
2. Maximum of eight people can be on each team, and one person must ride inside the outhouse and remain in the outhouse throughout the race.
3. During the race the rider must be seated over the hole.
4. The rider must wear a safety helmet during race.
5. Racecourse is 200 feet.
6. The course will be divided into lanes.
7. No outhouse may go into another's lane. If a collision occurs, both teams will return to the start line and restart the race.
8. You must **pull** your entry, people power only.
9. Each outhouse will undergo a safety inspection. A Patrol will not be allowed to participate if their outhouse is deemed unsafe.



Construction Requirements

Build your outhouse by adapting your Klondike sled! Your outhouse should have 4 sides, a roof and a doorway. It may also have a door but the door must be secured open during the race so the rider is clearly visible.

1. The exterior of the outhouse is to be corrugated cardboard.
2. **No wheels allowed!**
3. Outhouse interior must contain a toilet seat with a hole that one team member sits on during the race. (Example: a 5-gallon bucket with a pool noodle fastened around the opening rim at the top for safety and rider comfort.) The seat must be attached securely to the outhouse base. The rider must hold onto some type of grasping device secured to the base during the race for safety reasons.
4. Interior of the outhouse must have one roll of toilet paper on a roll holder or hanger and Scout-appropriate reading material.
5. Each outhouse must have its Scout appropriate name and/or theme displayed on the exterior of outhouse.

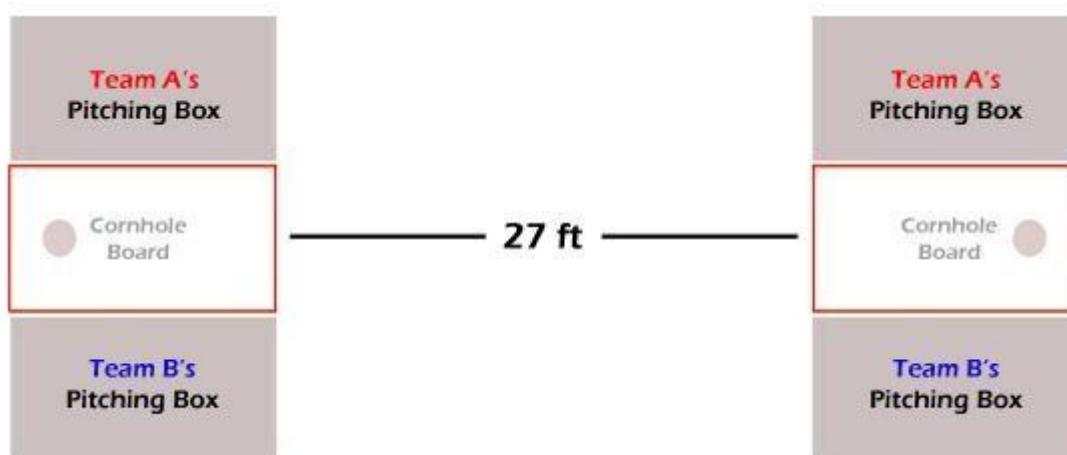
Event #10: Corn Hole Tournament

This will be run as a tournament.

*****PATROLS WILL BE GIVEN A TIME TO BE AT THIS EVENT SATURDAY MORNING*****

*****PATROLS MORE THAN 10 MINUTES LATE WILL FORFEIT THEIR MATCH*****

Our Corn Hole tournament will be played with 4 players from each Patrol, two on each side. Pick which side of the board you'll throw from. Your Patrol members pitching box will be directly across from each other.



Decide who goes first then take turns throwing bags with your opponents. A Patrol member throws one bag, then their opponent. Alternate tosses between the two Patrol members on each side. Your feet may not go past the front edge of the board. If they do, a foul is called, and the toss is forfeited. Also, a tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown. If it's hanging off the board and touching the ground, remove that as well. When all 8 bags have been tossed to the other side, add up the score (see scoring below). If you earn the most points in that single round, your team will throw first in the next round.

Scoring is simple. After all bags have been thrown, a bag remaining on the board is worth 1 point. A bag that went in the hole is worth 3 points. Add up how many points your team earned. Count every point (no negation of equal points) and see who has the most points at the end of 10 rounds. A minimum of two games and a maximum of three games will be played. Patrol members who play in a game must switch places with other non-competing Patrol members in subsequent games. The first team to win 2 games wins the match.

Winners of each match will be paired up against each other after the outhouse races to determine the overall Camporee winner.

Campfire Event: Duck Call Competition

Judging shall be based upon contestant's ability to bring in a simulated flight of ducks using a homemade call (instructions below). You may want to research calls online (with Parental permission) and then practice them prior to the competition. The calls will be performed at the evening campfire.

Duck call competition scores will be included as part of the final score to determine the Country Chaos Patrol Camporee Champions. Only one caller per Patrol allowed.

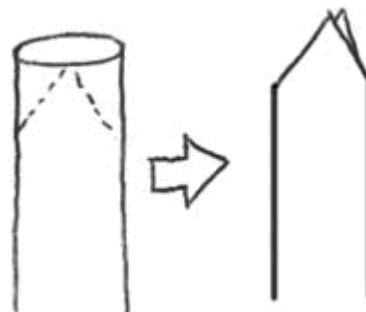
Duck Call Instructions:

Step 1: Size up the Straw

Take an ordinary drinking straw and cut off any pleated elbow ends. This generally works well when the straw is cut down to a 4 to 6" length.

Step 2: Flatten an end

Take one end of the straw and flatten the last half inch of it. A blunt edge of a dull *butter* knife rubbed against the end of a straw works well. Make sure the creases are well defined, but don't flatten too much or it will become difficult to blow.



Step 3: Cut a reed

On the flattened end cut off the last quarter to 3/8" of the EDGES. Angle the cuts inward toward the flat end of the straw so that it forms an upside-down "V".

Campfire Event: Country Chaos Theater

Every Troop needs to have a skit prepared for the campfire on Saturday night. Most importantly...EVERY skit must have a Country Chaos theme! It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most original skit with a Country Chaos theme. **Skits will be included as part of the final score to determine the Country Chaos Patrol Camporee Champions.** Only one skit per Patrol will be allowed. ***All Patrols must submit a legible written copy of their skit to Lucas Krider by lunchtime on Saturday.***

Awards for:

- Country Chaos Patrol Champion – Top combined events points
- Party Pooper Award - Most attractive or spectacular looking cardboard outhouse.
- Outhouse Race Champions
- Corn Hole Tournament Champions
- Duck Blind Buildin' Champions
- All Tied Up & Batty Jack Champions
- Duck Call Champions
- Mountain Man Machine Champions
- Frisbee Golf Champions
- Country Horseshoe Toss Champions
- Far Buildin' Champions
- Duck Tape First Aid Champions
- Marshmallow Shooter Top Shot Champions
- Country Chaos Theater Champions
- Country Chaos Participation Ribbon

