

Camporee Cumulative Score Report All Units

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Archery												
Obstacle Course												
5K/1 Mile Run												
Tomahawk Throw												
First Aid Challenge												
Dutch Oven Cooking												
3-Legged Race												
Pioneering												
Orienteering												
Tug-O-War												
Boat Race												
Fire Building												
Gaga Ball (not planed as a scored event)												
Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Unit Score												
Unit Place												

**Use this sheet to calculate each event Top 3, and overall Camporee Top 3 awards
Use the individual event score sheets to determine individual awards**

2024 Lumber River District Camporee
Unit Score Sheet

Unit: _____

Total Points: _____

Points Break Down

Archery	
Obstacle Course	
5K/1 Mile Run	
Tomahawk Throw	
First Aid Challenge	
Dutch Oven Cooking	
3-Legged Race	
Pioneering	
Orienteering	
Tug-O-War	
Boat Race	
Fire Building	
Gaga Ball (not planed as a scored event)	

This sheet will be given to the unit at the awards ceremony

2024 Lumber River District Camporee Archery Event Score Sheet

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Each target is worth five (5) points

Unit points (including Venturing Crews) will be the average of both the boys and girls score for the Pack of their Chartered Organization.

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Average Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee Archery Event Score Sheet

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Unit/#: _____ AOL Name: _____

Target	1	2	3	4	
Round 1					Total:
Round 2					

Each target is worth five (5) points

Unit points (including Venturing Crews) will be the average of both the boys and girls score for the Pack of their Chartered Organization.

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Average Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee Obstacle Course Event Score Sheet

Unit:	Low Crawl # infractions	Accuracy Throws				Sprint # ball drops	Bucket Filled	Finish Time:	Adjusted/ Overall Time:	Place
		Football # points	Basketball # points	Disc (hole in 1)	Beanbag # points (+/-)					
Crew 4447							Yes No			
Troop 27							Yes No			
Troop 301							Yes No			
Troop 333							Yes No			
Troop 404							Yes No			
Troop 1404							Yes No			
Troop 416							Yes No			
Troop 420							Yes No			
Troop 444							Yes No			
Troop 4444							Yes No			
Troop 447							Yes No			
Troop 1447							Yes No			

Each touch of the upper limit (ribbon/rope) of the low crawl adds 10 sec to overall time.

Each point of the football/basketball throw removes 10 sec from overall time. All points for an event are negated if the ball is not returned to the starting area.

A disc on the long-distance throw only, will remove 10 sec from overall time. Failure to return the disc to the starting area negates any time reduction.

Beanbag targets equal the amount of overall time removed; however, each miss negates a target hit (starting with the lowest scores first), if more targets are missed than hit, a maximum of 30 seconds is added to the overall time.

Each ball drop during the sprint adds 10 sec to overall time, there are two (2) rounds/balls to be placed in the #10 can. The #10 can is considered full when water roll over the top edge. It will take eight (8) camp cups (1 ¾ cup size) minimum to complete this task.

AOL Scouts used (add 5 points)

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee 5K/ 1 Mile Run Time Sheet

Wrist band Color/ #	Unit	Name	Age Group							Time:	Extra Point Notes
			11-13	14-15	16-17	18-21	22-34	35-49	50+		

All wrist bands will be checked for course guide validation marks.

NOTE: There will be 1st – 3rd place individual awards in each age group (11-13, 14-15, 16-17, 18-21, 22-34, 35-49, 50+), based on actual run times.

Unit place will be based on the average time for all seven (7) age groups. The single best time from each age group will be used. If the unit doesn't have a participant in that age group, the slowest time in the age group for all participants, plus 5 minutes will be used as the constant.

Units will receive extra points (time reduction) for the following:

All unit (5k) runners finish as a team (w/in 15 sec), minimum of five (5) runners: (-5 min each runner)

More than three (3) runners for the unit (-10 total sum of unit time)

More than five (5) runners from different age groups (that complete the run) (-10 min each runner)

One (1) or more runners from all seven (7) age groups (that complete the run) (-12 min each runner)

For the safety of older Scouters, there will be an option of a 1-mile course. The 1-mile course will be calculated with the time for the 1-mile multiplied by 5. E.g. a Scoutmaster ran 1 mile in 10 minutes; his scoring time will be 50 minutes

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee Tomahawk Throw

Scouts/Scouters will have two (2) rounds of three (3) throws to hit the target. Highest points will be earned for hitting the center ring, and fewer points the farther away from the center the tomahawk lands. The Scouter running the event will determine if the tomahawk needs to stick to the target initially, for the entire round, or just make contact with a scored area, if there is a rotation in staff, this ruling cannot change without the program/activity chair being consulted.

The highest score in each age group for the unit will be used to calculate the Troop/Crew overall event score. A score of zero (0) will be used if there is no participant from that age group.

In the event of a tie, a smaller target/paper will be placed on the primary target. The unit will have the Scout (not Scouter) with the lowest and highest scores compete in the tie breaker. The winning unit will be the one with the most tomahawks touching the target at the end of the round.

Unit	Best Score from Age Group							Total Points	Notes	Place
	11-13	14-15	16-17	18-21	22-34	35-49	50+			
Crew 4447	N/A								Crew age restriction 14-21	
Troop 27										
Troop 301										
Troop 333										
Troop 404										
Troop 1404										
Troop 416										
Troop 420										
Troop 444										
Troop 4444										
Troop 447										
Troop 1447										

Unit	C4447	T27	T301	T333	T404/1404	T416	T420	T444/4444	T447/1447				
Unit Place													

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

First Aid Challenge

Scouts will be given from one (1) to five (5) scenarios from the First Aid merit badge or Scout Handbook, and required to correctly answer questions, or show the procedures required (as described in the book). The staff will rate the answers in completeness and correctness using a scale form 0 – 5 points.

Each unit will assemble a litter/improvised stretcher, and safely lift and lower a Scout. The construction of the stretcher and lifting the Scout can each earn the team 0 – 5 points.

Units will then carry an object on the litter for a set distance and return without letting the object fall off or become damaged. If they do so, their time will be recorded. A point value from the run will be determined after all units complete the event. The fastest team will get 10 points, the next fastest 9, and so on from the top 10 teams; teams ranking 10 or higher will all receive 1 point.

AOL Scout(s) actively engaged, and answering questions adds five (5) points to total score

Unit	First Aid Questions/Scenarios					Stretcher Construction	Stretcher Lift	Stretcher Run Time	Run Points	AOL Points	Notes	Total Points
	1	2	3	4	5							
Crew 4447												
Troop 27												
Troop 301												
Troop 333												
Troop 404												
Troop 1404												
Troop 416												
Troop 420												
Troop 444												
Troop 4444												
Troop 447												
Troop 1447												

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

Dutch Oven Cook Off

Each of dish must be made by at least two (2) Scouts, four (4) total Scouts per team (No = 0, Yes = 5)

Note: only one scout needs to be present to check in on progress, but may only adjust his dish. Traditional coals or camp stove may be used.

Judges will confer as a group to come to a consensus, and assign points for the following:

Best flavor in each category (ranked from 10 points to 1 point)

Originality for each category (ranked from 10 points to 1 point)

Dishes were completed and ready by the deadline (0-5 points)

Not enough available for the judges (-10)

Each dish served is the correct temperature (is it cold or overcooked) (0-5 points)

Unit score will be the average of the meal score and dessert score.

Unit	Main Meal					Dessert					Avg of Meal & Dessert Score	
	2+ Scout Prep Meal	Best Flavor	Originality	Enough Available & On Time	Not Cold or Over Cooked	2+ Scout Prep Meal	Best Flavor	Originality	Enough Available & On Time	Not Cold or Over Cooked		
Crew 4447												
Troop 27												
Troop 301												
Troop 333												
Troop 404												
Troop 1404												
Troop 416												
Troop 420												
Troop 444												
Troop 4444												
Troop 447												
Troop 1447												

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

3-Legged Race

Units will have two (2) teams compete in this race.

Team 1 must consist of the youngest Scout and oldest Scouter.

Team 2 (not using anyone from the 1st team) will consist of the shortest and tallest Scout.

Circle the fastest unit for each event, these are the individual event winners.

Unit place will be determined by the average of all 3-legged races run by the unit.

Tiebreakers will consist of a run off of unit Scouts that have not already competed in the event (if the unit has enough Scouts present).

	Team 1 Oldest & Youngest Time:	Team 2 Shortest & Tallest Time:	Run Off (if needed)	Average of Teams Races	Unit Place
Crew 4447					
Troop 27					
Troop 301					
Troop 333					
Troop 404					
Troop 1404					
Troop 416					
Troop 420					
Troop 444					
Troop 4444					
Troop 447					
Troop 1447					

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

Pioneering

Units will build a camp gadget in their campsite, that primarily uses ropes and natural wood (do not cut live wood). The gadget must use functional knots & lashings.

Points will be given for the following:

Most original (ranked from 10 points to 1 point)

Most useful (ranked from 10 points to 1 point)

Most complex (ranked from 10 points to 1 point)

No points will be awarded for weather/forecasting rocks

Extra points may be given for a gadget that wows all the judges.

	Most Original	Most Useful	Most Complex	Record your notes in order to rank each units pioneering project properly at the end of viewing all of them	Total Points
Crew 4447					
Troop 27					
Troop 301					
Troop 333					
Troop 404					
Troop 1404					
Troop 416					
Troop 420					
Troop 444					
Troop 4444					
Troop 447					
Troop 1447					

Unit	C4447	T27	T301	T333	T404/1404	T416	T420	T444/4444	T447/1447				
Unit Place													

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

Orienteering

Scouts will utilize a compass and navigate to multiple defined points and record the markers at each of the locations.

Precision will be graded, as decoy markers will be placed on the course. (5 points +/- each)

Scouts will also identify features on a map. (max 10 points)

Each unit will also need to determine the height of an object and the width of an object using the procedures described in the Scout Handbook.

Points for this part of the event will be given to the units with the closest actual estimation (estimation will be made and verified by several Scouts and leaders using the method in the book). (close answers will be ranked from 10 points to 1 point)

AOL Scout(s) actively finding markers, and answering questions adds five (5) points to total Score

	Correct Locations	Map Features	Height Est	Height Est Points	Width Est	Width Est Points	AOL Points	Total Points
Crew 4447								
Troop 27								
Troop 301								
Troop 333								
Troop 404								
Troop 1404								
Troop 416								
Troop 420								
Troop 444								
Troop 4444								
Troop 447								
Troop 1447								

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee Tug-O-War

Bracket 1

5th & 6th

3rd & 4th

- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____

Bracket 2A

- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____

Bracket 3A1 (1st -3rd)

- Unit 1: _____ vs Unit 2: _____
- Unit 1: _____ vs Unit 3: _____
- Unit 2: _____ vs Unit 3: _____

Bracket 3B1 (4th – 6th)

- Unit 4: _____ vs Unit 5: _____
- Unit 4: _____ vs Unit 6: _____
- Unit 5: _____ vs Unit 6: _____

Bracket 2B

- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____
- Unit: _____

Bracket 3A2 (7th – 9th)

- Unit 7: _____ vs Unit 8: _____
- Unit 7: _____ vs Unit 9: _____
- Unit 8: _____ vs Unit 9: _____

Bracket 3B2 (10th – 12th)

- Unit 10: _____ vs Unit 11: _____
- Unit 10: _____ vs Unit 12: _____
- Unit 11: _____ vs Unit 12: _____

All three (3) teams compete against the other two teams in their bracket.

A team that wins two (2) rounds is 1st in the bracket, the remaining two (2) compete for the 2nd place in the bracket.

If ties exist remove ½ of each team starting with the oldest Scouts, and redo final place bracket

Winning units move to next A bracket
Defeated unit moves to next B bracket

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1
Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Unit Place												

2024 Lumber River District Camporee

Boat Race

The boat (canoe) race will be approximately 800 ft, starting at the rowing dock, out around some cypress trees, to the floating dock, and ending on the boat landing area (see Camporee appendix 6).

All Scouts/Scouters participating must don a proper life jacket, and select appropriately sized paddles and inspect the canoe before the race will begin. All lookouts, lifeguards and rescue boats must be ready and aware before each heat begins.

All boaters and guard personnel will check out on the boating buddy board.

At most two (2) canoes will race at a time.

All teams must navigate the identified path of the course for their time to count.

Time will determine the overall places for this event

	Completed Entire Course?	Time:	Place
Crew 4447			
Troop 27			
Troop 301			
Troop 333			
Troop 404			
Troop 1404			
Troop 416			
Troop 420			
Troop 444			
Troop 4444			
Troop 447			
Troop 1447			

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair

2024 Lumber River District Camporee

Fire Building

Each unit will designate three (3) or more members of the unit to build a fire.

Height of the wood will be limited.

There will be a set time given for each team to gather supplies (no live wood will be allowed).

A set time will also be allowed for building of the fire structure.

Tinder/kindling cannot be the source of the fire that burns the twine (automatic disqualification).

Competing teams will attempt to light their fire at the same time.

Each match after the 1st, will incur a 10 second penalty

Altering the layout of the fire or adding more material to the fire after the time starts incur a 30 second penalty.

10 points will be added to the final score for units starting the fire with a Ferro rod/flint steal.

10 additional points will be added if the device has an official BSA logo.

15 extra points will be added if all Scouts (AOL excluded) have their Firem'n Chit on them

Time ends when the team burns the string over their fire, even if it doesn't put out the other team's fire.

GSS prohibits adding chemicals or other accelerants to a fire.

	All Scouts Have Firem'n Chit	Used Ferro Rod Flint Steal	Official BSA Firestarter	Number of Matches Used	Altered the Fire After Start Time	Time:	Place
Crew 4447							
Troop 27							
Troop 301							
Troop 333							
Troop 404							
Troop 1404							
Troop 416							
Troop 420							
Troop 444							
Troop 4444							
Troop 447							
Troop 1447							

Place	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th
Score	50	45	40	35	30	25	20	15	10	5	1	1

Unit	C4447	T27	T301	T333	T404	T416	T420	T444	T447	T1404	T1447	T4444
Score												
Place												

Please turn this score sheet into the Program/Activity Chair