**Scoutee Dew and the Mystery @ Heart Butte Scout Reservation**

**May 29th to May 31st 2020 Spring Camporee**

**Scouts BSA, Venturers, Explorers, Sea Scouts**

Cost $35.00 (save $5 by registering early)

Not Actual Patch Design

**Webelos/Arrow of Light – Saturday Only**

Cost $30 (save $5 by registering early)

**Wilderness First Aid Training**

(separate event registration)

**May 29th**

All meals (except Cracker-barrel & Saturday Lunch) provided by Units

4:00 pm – 8:30 pm Check In: Medical Forms (A&B) submitted

9:00 pm Open Campfire: Opening of Mystery

10:00 pm Cracker-barrel with Scoutmasters & Senior Patrol Leaders

11:00 pm Lights Out

**May 30th**

6:00 am – 8:00 am Wake Up and Units make their own breakfast

8:00 am Flag & Mystery Event

8:30 am – 11:30 am Events & Mystery

11:30 am – 1:00 pm Lunch (Only meal provided by the camporee)

1:00 pm – 4:00 pm Events

4:00 pm – 7:30 pm Free time & Units make their own supper

7:30 pm Evening Show and Awards

**May 31st**

7:00 am – 9:00 am Wake Up and Units make their own breakfast

9:00 am Chapel

10:00 am Camp Clean Up & Check Out. You will receive your patches and your medical forms after your campsite is inspected.

**Camporee Details**

* All vehicles must be parked in the designated parking area with 1 and ½ hour of arriving to camp. Troop Trailers may stay in campsite
* Garbage will be placed in the container at the Main Lodge.
* Fires are subject to fire conditions at the time of event. If there is a ban, above ground cooking on gas stoves or BBQ grills. Charcoal may be used in charcoal tables if there is a fire ban.
* All Emergencies must be reported to camp staff immediately. In case of inclement weather, camp staff will notify all scouts to come to the Main Lodge immediately.

**Events: Events are based on the 7 persons sized patrol including Patrol Leader**

* **7 Knot Relay:**
	+ Each scout will go one at a time to a judge and tie a knot, go back and tag the next scout until all 7 knots are tied correctly. This is a timed event.
* **Log Disassembly:**
	+ Only 1 person may cut at a time. Record the time of the group. 5 seconds added by judge for every unsafe action the patrol does during disassembly.
* **First Aide – Rapid Transit:**
	+ A scout has an injury. The judge will tell the patrol leader to select the injured scout. The judge informs them the injury and then the patrol must treat the injury and transport injured scout 50 feet to safety.
* **Pioneering:**
	+ The patrol will lash three small projects together, the judge will give the patrol the projects. This is a timed event. Five seconds will be added for every incorrect knot and incorrect lashing used.
* **String Burn/Fire Starting:**
	+ Objective: to as quickly as possible light a fire and burn a string suspended 18 inches above said fire. The Group will be issued 3 matches. Fires may not be raised of the ground.
	+ Scoring: Time from signal to begin, subtract 30 seconds for each match returned unlit/unburned.
* **Big Clove Hitch:**
	+ Tie a Clove Hitch around the tree.
	+ The challenge:
		- A 10 ft wide circle around said tree. No scouts may enter the circle.
	+ This is a timed event
* **Orienteering Coarse:**
	+ Patrol divides into 2 teams. Patrol leader to lead smaller half. Ask one team to start course without assistance from their other team. When completed a leg of course switch teams, keep switching until completed course. Only 1 team may use electronic technology. The other team must use compass.
* **Blind Tent Setup:**
	+ All Scouts are given one minute to study tent materials. Then every member of the patrol except patrol leader is blindfolded. The blindfolded scouts are the only ones allowed to actually set up tent quietly. The Patrol leader may be the only one to speak. Timed event on how long it takes for them to set up said tent. Bonus points for fewer words spoken by the patrol leader
* **Kinister Canister:**
	+ One Scout may speak and tell other scouts what to do. You have to move ‘radioactive’ water from barrel to bucket twice. This is a timed event.
* **Rifle Shooting:**
	+ Scored on combined scoring of all patrol members
* **Archery:**
	+ Scored on combined scoring of all patrol members

Questions:

Tim Bishop, Camporee Chair

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