

2022 Romp

Wilderness ROMP- Scouts BSA and Venture Scouts

Program runs from 9am-6pm on Saturday, and includes breakfast, lunch, and dinner. Those spending the night will have breakfast on Sunday morning. Program consists of Scout skill outdoor challenges, cardboard sled races, broomball and more!



Complete 3 from each category to receive a special certificate of accomplishment

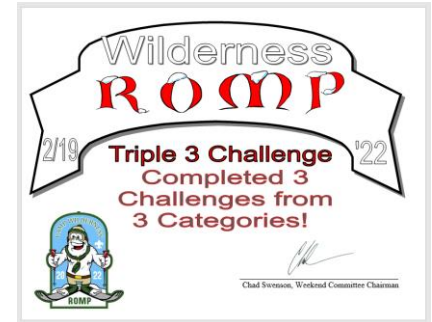
Winter Activities - Starting at 9:00 am / Resume at 1:00 pm

1. **Broomball** - Lower Parking Lot
2. **Ice Fishing** - Lake
3. **Curling** - Lake
4. **Ice Hockey Shoot Off** - Lake
5. **Cross Country Skiing** - Checkout Of Equipment At Leader Lounge
6. **Snowshoeing** - Checkout Of Equipment At Leader Lounge
7. **Sledding** - Both Sledding Hills
8. **Cardboard Box Race At 4 pm At The Scout Sledding Hill**

**** Special Guest Judges:**

Scout Executive Richard McCartney

Director of Support Services Dale Musgrave



Scout Games - Starting at 9:00 am / Resume at 1:00 pm

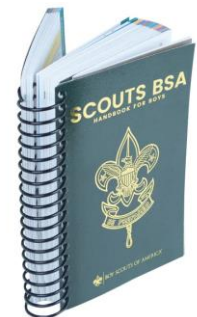
1. **Footprint Tag** / Location - Meet at Dining Hall Entrance
 - Tag with new rules
2. **Snow-Boot Two Step** / Location - Meet at Dining Hall Entrance
 - Following the Leader Challenge
3. **Snow Golf** / Location - Meet at Dining Hall Entrance
 - Putting ~~Green~~ (I mean) White Tournament
4. **Animal Track Hunt** / Location - Meet at Dining Hall Entrance
 - Make A List Or Take A Photo
5. **Kickball Game** / Location - Meet at Dining Hall Entrance
 - But With A Twist

Cardboard Box Race Rules: Must use only cardboard, duct tape, & paint. Must be big enough for 2 Scouts. Contest – Most Creative, Crossing the Finish Line First, & Best Design

Scout Skill Challenges: - Starting at 9:00 am / Resume at 1:00 pm

Events in red are in warm locations (you can't do 2 warm events back to back)

1. **Fire Challenge** / Location - Meet At Dining Hall Entrance
 - Successfully Build A Fire
2. **Tenderfoot Skill Challenge** / Location - Inside Dining Hall
 - Not Up To The Task, Better Have Your Scout Handbook Handy
3. **Ice Rescue Challenge** / Location - Meet At Dining Hall Entrance
 - Tie The Right Knot To Rescue Your "Drowning" Scout
4. **Knot Tie Relay Challenge** / Location - Inside Dining Hall
 - Successfully Tie 8 Basic Knots In A Specific Order
5. **Split The Match Relay** / Location - Meet At Dining Hall Entrance
 - Have You Completed Your [Totin' Chip](#) (Bonus If It Lights)
6. **Mensa Challenge** Location / Inside Dining Hall
 - Use Your Scout Handbook Or Your Brain To Answer A Set Of Questions



Good Things To Have With You --

Scout Handbook, An Extra Spare Set Of Warm Clothes, & Being Ready For an Adventure!