



**September 15-17**  
**Beaumont Scout Reservation**

## **Greetings!**

The Lake Erie Council has planned its Fall Camporee to be held on September 15-17, 2023, at Beaumont Scout Reservation. The following pages will give you the basic information you and your patrol members will need to help get you started. Your Scoutmaster will keep you up to date on further developments.

## **Candyland?**

At this event, you and your patrol will earn points by traveling to stations themed around the classic board game Candyland. From the Licorice Lagoon to the Candy Cane Forest. At each location, you will use scout skills to solve the problem provided by the station lead. The better you do, the more points you will get. You also get points for working as a team.

The way you move in candyland is by drawing color cards. At each station, you will draw a color card and move to that station. If you've already drawn that color, you'll redraw until you get one you haven't gone to. We will break in the middle for lunch and have a dutch oven cookoff for dinner. Breakfast and Lunch will be provided by the camp on Saturday.

If you have any questions, please reach out to **Joey Fletcher** at **(216) 333-3465** or [bcamporee@lecbsa.org](mailto:bcamporee@lecbsa.org).

### **General Rules and Info for Event:**

- Trash from campsites must be disposed of at the dumpsters in the McIntosh Parking Lot, near the Beau-Mart, behind the Augustus, or the McCahill Parking Lot . Thanks!
- Drink plenty of water!

**Medical Forms & Health Officer:** As stated in the Guide to Safe Scouting, leaders should have the Annual Health and Medical Form for each unit member participating in the event. These are especially important to have if a Scout will be attending the event without a parent. The form can be downloaded from the Lake Erie Council website. The Health Lodge is located next to the Augustus Training Center; the health officer will be on staff 24 hours a day throughout the weekend.

**Adult Participation:** In order to comply with Youth Protection "Two Deep" guidelines, all members of your troop must have Youth Protection. Two adults over the age of 21 must be registered BSA leaders.

**Sign in/Check in:** All units must check-in each person present for the event, no exceptions. Please have a fully-typed roster for Jan at the office. See the form on the Council Website.

**Alcoholic Beverages and Drugs:** Possession and/or use of alcoholic beverages or drugs are prohibited. You will be asked to leave the Klondike If found with either, and may be prosecuted.

**Parking, Driving & Trailers in Camp:** Please take only 1 vehicle per unit to your campsite. Try to stay on the road to avoid getting stuck.

# Schedule

## Fall Camporee 2023

Date: Time: Location:

### Friday Sep 15

- Check in 6:00pm Augustus
- Staff Meeting 8:00pm Augustus

### Saturday Sep 16

- Breakfast 8:00am Dining Tent
- Stations Begin (first station assigned at check in) 9:00am Broadbent
- Lunch 12:00pm Dining Tent
- Stations Resume 1:00pm Broadbent
- Turn in Score Cards/Dutch Oven Cookoff Start 4:00pm Augustus
- Awards/Auction? 7:00pm Dining Tent
- Cracker Barrel 8:00pm Dining Tent

### Sunday Sep 17

- Check out By 10:00am

### Station Schedule

- 9:00 - 9:45 am Station 1
- 10:00 - 10:45 am Station 2
- 11:00 - 11:45 am Station 3
- 12:00 - 1:00 pm Lunch
- 1:00 - 1:45 pm Station 4
- 2:00 - 2:45 pm Station 5
- 3:00 - 3:45 pm Station 6

## Station 1: Gummy Pass (Red)

Using only "legal" moves, two groups of at least four participants must exchange places on a line of squares. All members starting to the left of center should end up on the right, and all members starting to the right of center should end up on the left.

1. Individuals may move to an empty space in front of them.
2. Individuals may move to an empty space around one person who is facing them.
3. Backward moves are illegal.
4. Any move around someone facing the same direction as the mover is illegal.
5. Only one person at a time may move.



Scoring:

- 8 points: under 2 minutes to finish
- 6 points: under 3 minutes
- 4 points: under 4 minutes
- 2 points: 4 minutes and over
- + 2 points for teamwork

Hoop Pass: The group stands in a circle, grasping hands. Two participants rest a plastic hoop on the backs of their grasped hands, then the entire group causes the hoops to travel around a circle as quickly as possible by stepping through the hoop without releasing hand grips.

Scoring:

- 8 points: 4 hoops passed continuously in 5 minutes
- 6 points: 3 hoops passed in under 5 minutes
- 4 points: 2 hoops passed in under 5 minutes
- 2 points: 1 hoop passed in under 5 minutes
- + 2 points for teamwork

Max of 20 points combined

## **Station 2: Candy Cane Forest (Orange)**

Tomahawk Throwing

Every patrol member will get turns on the tomahawk range. Four throws per patrol member. Points are based on the amount of axes in the target.

Outer ring: 1 point

Middle ring: 2 points

Center ring: 3 points

Max of 25 points

## **Station 3: Gumdrops Mountain (Yellow)**

You and your patrol took a hike up the gumdrop mountain, where it started to get rather cold. One of your patrol mates got hypothermia and needs to be treated for such as you set up camp for the night. You'll need to also start cooking your food as it's getting late and everyone is getting a little hungry. Wood and an axeyard will be provided along with matches. More points are awarded, however, for using a firestarter other than matches.

Proper shelter built with materials provided: 8 points

Fire lit with only one match: 4 points

String burnt in under 2 minutes: 4 points

Under 3 minutes: 3 points

Under 4 minutes: 2 points

4 minutes or over: 1 point

Use of alternative firestarter (flint and steel, steel wool+battery, friction): 8 points

Teamwork: 2 points

Max of 20 points

## **Station 4: Peppermint Pass (Green)**

Archery

Points awarded based on the color you land in with the arrow. One target of points per patrol member

3 points for every arrow in the yellow

2 points for every arrow in the red

1 point for every arrow in the blue

Max of 30 points

## **Station 5: Ice Palace (Blue)**

The ice palace is beautiful, but very fragile. You and your team are going to have to bring a chocolate statue from one side of the castle to the other, about 25 feet away. This will be done by placing it in a safe bucket, and carrying it with ropes attached to the bucket. If the ball falls, you only have 10 seconds before it gets stuck to the ice. You must get the chocolate ball across while working as a team in under 10 minutes.

Under 2 minutes: 18 points

Under 3 minutes: 16 points

Under 4 minutes: 14 points

Under 5 minutes: 12 points

Under 6 minutes: 10 points

Under 7 minutes: 8 points

Under 8 minutes: 6 points

Under 9 minutes: 4 points

Under 10 minutes: 2 points

Teamwork: 2 points

Max 20 points

## **Station 6: Licorice Lagoon (Purple)**

Crate stacking

Stack your crates as high as you can while climbing up them! Your team will have to think of creative ways to pass the crates up to your climber as they climb! More points for single stacking as opposed to double stacking.

1 point/crate for double stacking

2 points/crate for single stacking

2 points: teamwork

Max 25 points