

# Santiam River District Spring Camporee 2024 “May the 4<sup>th</sup> Be With You”



**Date:** May 3 to 5, 2024

**Location:** Powerland Heritage Park (3995 Brooklake Rd NE, Salem, OR 97303)

**Registration:** Online <https://scoutingevent.com/492-santiamrivercamporee>

**Cost for All Attendees:** \$15 per scout or adult (Early Bird – May 1<sup>st</sup> at 11:59pm), After May 1<sup>st</sup>, \$20 per scout or adult. (Note: Your Unit Campsite Size will be determined on the size of your registration.)

**Who is Invited:** Scout BSA and Venture Crews to camp and Webelos Dens as a day activity. Cub Scout Packs are welcome to visit in the afternoon.

## **BRING YOUR OWN SPACESHIP!!!!!!!!!!!!**

Patrols will need to have some type of Spaceship to transport their gear and at least one scout to each event. You can make it as large or small as you like.

## **Patrol Event Guidelines and Scoring Criteria:**

Patrols sizes will be 5 to 8 persons with 5 competitors at each event. Each Scout must compete in at least 50% of the events. There are 3 competition groups. Group 1 will be Webelos. Group 2 will be scouts that have the rank of Scout, Tenderfoot, 2<sup>nd</sup> Class and First Class. Group 3 will be scouts that have the rank of Star, Life and Eagle Scout. If there is a scout in a Patrol that is at the rank of Star or above that Patrol will compete in Group 3. A Webelos Den may have a Scouts BSA Den Chief as part of their group and compete with them. **Adults are not to help in any way during the events.** This is a competition of Trail to First Class scouting skill and most importantly having Fun.

**It is important that each event area has 3 or more stations to have several patrols going at once. This is key so scouts will get through all the events. Troops will need to provide all the supplies to run their events.**

## **At every event Patrols will be give points for the following:**

- Patrol Yell – 5 points
- Patrol Flag – 5 points
- Spaceship – 5 points
- Uniform – Uniforms are a key to scouting. The score is based on, are they all wearing the same thing (This would include tops and bottoms)? Like Field uniform, Troop t-shirt/sweatshirt, Patrol t-shirt/sweatshirt, or in costume fitting the theme. (they do not have to match if in costume). – 5 points
- Teamwork – How well does the Patrol work together during the event. – 5 points

## Events:

1. Find Your Way to your Spaceship (Compass) (**Troop 50**)
  - All Scouts in the Patrol will participate.
  - Did they find the spots.
  - It will be a timed event.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
2. Find Your Parts to Fix your Spaceship (Geocaching) (**Troop 19**)
  - All Scouts in the Patrol will participate.
  - Did they find the spots. (Can use any device that can get a LAT & LONG)
  - It will be a timed event.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
3. Treat the Injured Alien at the Crash Site (First Aid) (**Troop 7476**)
  - 5 scouts
  - You and your patrol are out on an inspection tour. You spot a crashed UFO. As you get closer you see a victim in distress. Make a quick plan and proceed to rescue and provide First Aid to the victim according to your Scout Handbook.
    - Injuries
      - Badly blistered right arm victim reports no pain
      - Lower right pants leg soaked in red liquid.
      - Cranky, confused, clammy cool skin, and complaints of nausea.
    - Carefully load the victim into your spacecraft.
    - You may only use items in your packs and only pretend to pour water. Remember this is a timed event. Your time will stop when you return here.
  - Graded on their first aid skills 0 to 5 points for each skill.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
4. Starting a Fire on Mars (Fire Building) (**Troop 108 & Crew 42**)
  - The 5 scouts will use supplied wood to build a fire.
  - They will need to burn through a string.
  - The Patrol can have a fire starter that is BSA approved.
  - They are encouraged to use alternate lighting device other than matches.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
  - Bonus points for alternate lighting device that is not a match or lighter. Up to 5 points
5. Visit other Stange Planets (Visit the Booths) (**OA**)
  - All Patrol members visit the different locations.
  - Must get a signature or stamp on score sheet.
  - They will get 2 points for each booth or display they visit.

6. What are these Alien Things? (Kim's Game) (**Troop 99**)
  - The 5 scouts will be given 20 seconds to remember what items are under the tarp.
  - No pictures taking or writing down of items. Must be from memory by the 5 members of the patrol.
  - Details of the items is important.
  - They will have 30 seconds to write down the items they say.
  - 1 point for the correct general description item, 2 points for detailed description (color, shape, printed name and so on).
  
7. Tractor Beam (knot tying) (**Troop 12**)
  - Using all seven first class knots and only these seven knots, tie pieces of rope together to suspend an object (Spaceship) off the ground between two fixed posts. The object (Spaceship) may not be touching the ground at all. All seven knots must be done correctly as drawn in the Scouts BSA handbook, or they will need to be done again. Fixed posts, rope, and objects to be suspended will be provided. Instruction on tying knots will not be provided, so scouts should have their handbooks as a resource!
  - This is a timed event.
  - Scoring will be based on the following criteria:
    - Each knot correctly tied - 1 point each (7 points possible)
    - Object suspended off the ground - 5 points
    - Successfully completing task (all seven knots & object off ground) - 3 points
    - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
  - The Seven first class knots are: (Knots must be correct, or they will need to be done again.)
    - Square Knot (Tenderfoot 3a)
    - Two Half-Hitches (Tenderfoot 3b)
    - Taut-Line Hitch (Tenderfoot 3c)
    - Sheet Bend (Second-Class 2f)
    - Bowline (Second-Class 2g)
    - Clove Hitch (First-Class 3b)
    - Timber Hitch (First-Class 3b)
  
8. Gather and transport your supplies at your crash site. (lashing) (**Troop 7121 & 9121**)
  - The 5 scouts will need to build out of supplies given a device using lashings to transport provided gear. It will need to be moved 30 feet.
  - Lashings must be correct or done again. The clock stops when checking lashings at the end. If lashings are not correct the clock is started and scouts must fix the lashings and move the gear again.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.
  
9. Find Your Way through an Asteroid Field (Minefield) (**Troop 9215**)
  - The 5 scouts will need to navigate as a team through the Asteroid Field.
  - Only one scout in the Asteroid Field at a time. If a scout makes a wrong step, they go to the back of the start line. Then the next scout starts to cross.
  - All 5 scouts must cross to safety.
  - Time Score: Overall fastest and most accurate gets 40 points, 2<sup>nd</sup> 35 points and so on. The 6<sup>th</sup>+ will all get 15 points.

#### 10. A Feast Out of this World (OA)

- The Patrol will be asked to provide a Harty Dinner for judging.
- No Dessert. Scoutmaster and Senior Patrol Leaders job.
- A list of what is in the meal must be provided with the dinner.
- It will be judged on nutrition, taste, and presentation.

#### **Troop (SM & SPL) Events:**

1. Tell us about your People and Culture. (uniform inspection and scouting knowledge)
2. The Welcome to our Planet (Troop campsite inspection)
3. Me Likie That!!! (dessert)
4. You have Strange Customs on your Planet (skit, song or poem)

#### **Costume Competition: (For All Scouts and Adults)**

1. The most authentic Alien or Spaceperson
2. The most fun and silly looking Alien or Spaceperson.
3. The most Dignified Ruler of the Universe.

#### **Booths & Activities:**

- US Army – Yes
- US Army National Guard – Yes
- US Navy – Yes (Possible Helicopter)
- US Air Force – Yes
- US Marine Corps – Yes
- US Coast Guard – Yes (Possible Helicopter)
- Oregon Department of Forestry – Yes
- Oregon State Marine Board – Yes
- Marion County Sheriff – Yes
- Marion County Search and Rescue – Yes
- Keep Oregon Green – Yes
- 501st Legion – Yes
- Oregon Rocketry – Yes (Launching a Rocket or 2)
- Scouting History – Yes (Todd Hatfield)
- OA History – Yes
- Archery – Yes

#### **Adult Leader Training Offered: (Separate Registration)**

- Cub Scout BALOO
- Scouts BSA IOLS

#### **Contact: (Questions or you want to volunteer to help)**

- Scott West [ww2scott@wvi.com](mailto:ww2scott@wvi.com) or 503-871-2066