

MINSI TRAILS COUNCIL SPRING CAMPOREE

\$15.00/person on or before April 4, 2025

\$20/person after April 4, 2025

**Registration Closes at 11:59 pm on Friday, April 18, 2025
or when 32 patrols have been registered, whichever comes first.**

**Space is limited. Registration closes as soon as we reach capacity.
Due to limited parking spaces please carpool.**

April 25-27, 2025

Camp Minsi, Pocono Summit, PA

Get ready for an action-packed weekend where curiosity meets adventure! The STEM Challenge Camporee invites Scouts to dive into the exciting world of Science, Technology, Engineering, and Mathematics through hands-on challenges, teamwork, and problem-solving.

Throughout the weekend, Scouts will tackle innovative STEM activities designed to ignite their passion for discovery. From navigating the human robot maze to mastering the laws of physics with high-flying rockets, each activity will challenge Scouts to think creatively and push the boundaries of what's possible. Whether constructing structures with limited materials or testing the principles of aerodynamics, Scouts will develop critical thinking, leadership, and collaboration skills, all while having fun in the great outdoors.

The STEM Challenge Camporee is not just about learning; it's about building the future, one Scout at a time. Pack your curiosity and prepare for a weekend full of challenges, triumphs, and unforgettable memories!

Upcoming events:

October 24-26, 2025 — MTC Fall Camporee, Camp Minsi – Highland Games

November 6, 2025 — Lehigh District First Aid Meet

February 21, 2026 — MTC Klondike, Camp Minsi

April 24-26, 2026 — MTC Spring Camporee, Gettysburg

October 16-18, 2026 — MTC Fall Camporee, Camp Minsi

Welcome to the Minsi Trails Council Spring Camporee

We have a big weekend planned for you and your Scouts. All Scout Troup and Venture Crews are invited. The theme is: “Stem Challenge.”

This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. Units will be assigned to one or more patrol sites within Camp Minsi’s existing summer camp campsites. This event will strengthen the Patrols and Troops as they participate in this great event.

Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, and adult leaders. The deadline for registration is 5pm on Friday, April 18, 2025. **No onsite registrations will be permitted.**

The online registration form will ask for the names of the patrols that your unit is bringing as well as the names of all the adult leaders. To make it easier for the volunteers running the stations, the scoresheets are being preprinted with the district, unit, and patrol name that was submitted during the registration process. The camporee organizer will verify the leaders are registered with Scouting America and their YPT training is up to date using my.scouting.org. All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult MUST have completed their Youth Protection training on or after April 28, 2023.

If you need to change a patrol name after registration closes, please contact the event organizer prior to 5 pm on Thursday, April 24, 2025, so the score sheets can be updated accordingly. Requests for changes that are received after that time cannot be guaranteed.

Forms

You must have the following forms (from the back of this guidebook) with you at the time of check in at camporee:

- Unit Roster
- Skit/song name & alternate for the troop at the campfire program (there is a section on the roster where this can be indicated).

Your unit leadership must have in their possession a completed BSA Health Form (Parts A and B) for every youth and adult attending the camporee for any amount of time. This form can be found at:

<https://www.scouting.org/scoutsource/media/forms.aspx>

NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader.

Part A of the medical form includes the BSA Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are any medical conditions or considerations for any of your Scouts, please bring these to the Health Officer’s attention at check-in as well.

Youth Protection Requirements

All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult MUST have completed their Youth Protection training on or after April 28, 2023.

Arrow of Light Scouts

Arrow of Light Scouts may participate at a Scouts BSA “camporee” during the day and/or overnight with their Arrow of Light Den/Patrol, provided the den/patrol is under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout’s parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the Pack.

An adult that is coming as part of Troop cannot also function as one of the two leaders required for the Arrow of Light den/patrol or pack. One of the leaders from the Arrow of Light Scout’s den/patrol or pack that is in attendance must be BALOO trained.

If you have additional questions on how an Arrow of Light Scout can participate, please contact Vinnie Polakowski at Vincent.Polakowski@scouting.org

Cost

Cost shown are per person.

| | Early bird discount | Registrations received after April 4, 2025 |
|---|---------------------|---|
| Scouts BSA or Venturers | \$15.00 | \$20.00 |
| Adult Leaders | \$15.00 | \$20.00 |
| Camporee Staff | \$0.00 | \$0.00 |
| <i>(Volunteers whose primary responsibility is not with a unit)</i> | | |

Registration/payment is done online found at: <https://scoutingevent.com/502-lvcamporee25>

Please contact Will Schwab at wrschwab502@gmail.com if you are interested in helping to run a station or your unit run a station.

If payment has not been made through the registration page, the Council office must receive it by 5pm on Thursday, April 24, 2025. We are not set up to accept payments onsite.

Check-In on Friday

Check in is at the Ad-Pad pavilion next to the main parking lot. Campsite assignments will be distributed at check-in and will be determined by the number of campers in each Troop.

Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

To prevent congestion on the narrow road to the sites, each Troop will be permitted to take one vehicle back to their assigned site to unload gear. After the gear is unloaded, it is requested that the vehicle be returned to the main parking lot. There is a limited amount of space to neatly park your Troop trailer within your designated campsite boundaries. If your trailer cannot completely fit within your designated campsite boundaries it will need to be parked in the main parking lot.

There is no parking behind the dining hall. This parking lot will be used for the Egg Drop on Saturday.

If your unit is unable to arrive at Camp Minsi during the check-in time, please contact the event organizer prior to the start of the camporee to make other arrangements.

If there are any special requests, such as sharing a campsite with another unit, early arrival, etc., please contact the event organizer prior to the close of registration with the request.

Setting Up Your Campsite

Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite.

- Do not block the access road with vehicles or gear.
- Patrols/Troops setup camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating areas, secure water, and fuel supply.
- All fires must be in established fire rings.
 - Any additional restrictions on the use of campfires will be communicated at check in and during the SPL/SM meeting Friday night.

The summer camp tents and cots will no longer be on the platforms. You can put a tent on these platforms to avoid the rocks.

There will be no potable water in Central Camp. Water can be obtained from a spigot at the maintenance shed near the entrance to camp.

Health Officer

Donna Rex-Frantz is the health officer for the camporee. The Health Lodge is currently under renovation and the medical officer will be located in the Cook's Cabin next to the dining hall. It will be staffed throughout the event. She can also be reached at: 484-239-0152. This is number 11 on the Station Map in this guide.

Incident Reporting

Incident reporting strengthens Scouting America's safety culture, benefiting everyone involved. It raises awareness of potential risks, prompting swift preventive actions. Additionally, it drives improvement by highlighting systematic issues and refining policies for higher-risk activities. This cycle of awareness and enhancement ensures a safer and better scouting experience for all.

Timely, clear, concise, and complete incident reports allow for an appropriate response and an opportunity for analysis while promoting continuous improvement of our programs.

Scouting America defines three categories of incidents: incident/general liability, membership infraction/youth protection, and near miss.

A "near miss incident" refers to a situation in which an event or series of events occurs that could have resulted in an accident, injury, property damage, or other negative outcome, but due to fortunate circumstances or timely intervention, no actual harm or damage occurs. Near misses with clear lessons learned can bring to light opportunities to improve safety performance or program practices.

The Scouting America's website on incident reporting provides this example as to what is a "near miss incident." Imagine riding your bike down a hill and almost hitting a big rock. You quickly stop and steer away, avoiding a crash. That's a near miss incident – you almost had an accident, but you stayed safe by acting fast.

A "incident/general liability incident" is an allegation of bodily injury, illness, or property damage.

A “membership infraction/youth protection incident” is an incident that relates to behavior that puts a Scout’s safety at risk, such as youth protection violations, allegations of abuse, self-harm, etc.; or one that calls into question a registered leader or youth member’s continued registration with Scouting America.

Forms to report incidents are available at the camporee HQ and all incidents must be turned into Brian Dungan at the Council office within 24 hours of the incident. The camporee HQ staff will collect all the forms and forward them onto Brian Dungan for processing.

Interfaith Service and Catholic Mass

At 7:30pm on Saturday evening, Catholic Mass will be held in the Rt 903 (Health Lodge) Pavillion and an Interfaith Service will be held in the Dining Hall. Scouts and leaders are encouraged to attend one of the services.

The Interfaith Service is open to all Scouts and leaders, regardless of their beliefs. If your Troop has a Scout or Chaplain-Aid that is interested in assisting with this service, please inform the Camporee HQ by 5pm on Saturday afternoon.

Arrangements have been made for a priest to celebrate mass at the camporee. The priest has requested that we provide them with a count of the number of people who we expect to attend Catholic Mass so they can prepare the correct number of hosts. If possible, please provide this information at check-in.

Check-Out

All units are asked to follow the “Leave No Trace” camping guidelines.

Please fill out the Camporee Evaluation form you will be provided on-site. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate and make improvements. There is no need to check out with anyone on the Camporee Staff prior to leaving camp.

Event Information

A Scoutmaster/Advisor and Senior Patrol Leader will meet at 9:00 pm, Friday night at the Dining Hall. At that time, Saturday information will be distributed. Each Patrol should gather at the Parade Field by 8:30 am, Saturday morning for the Opening Ceremony. Patrol competitions will begin at 9:00 am and conclude at 5:00 pm.

There will be a scheduled break for lunch between 11:30 am and 12:40 pm. Scouts will be able to return to their campsites for lunch. Afternoon stations will start promptly at 12:40 pm.

Coffee will be available for the leaders at the Camporee HQ – Wilcox cabin (Handicraft).

Assistance Needed

To make this camporee a success, we need your help! We have opportunities for both Scouts/Venturers and adult leaders.

We are looking for Scouts to assist with the opening colors on Saturday and for different parts during the Interfaith service. If you have members of your Troop interested in assisting with either of these activities, please bring their information to the SM/SPL meeting on Friday night.

We are also looking for adult leaders to help with some of the various stations to make sure they run smoothly. If interested, please let the camporee staff know or check the appropriate box on the camporee unit roster.

List of Materials Needed for Each Patrol

- 1 Scout Handbook per patrol
- 1 patrol flag
- 1 patrol yell
- 1 or more writing implements
- Materials for egg drop
 - This may include masking tape, foam, cardboard
 - **Shipping container should be constructed prior to the camporee**
- 2 liter soda bottle rocket
 - Instructions on how to build and materials used for the rocket are in the event details section of this packet
 - **Must be built prior to camporee**
- 1 Rube Goldberg Machine
 - Patrols must be able to transport it to the parade field for judging
 - **Please note that going through the parking lot behind the dining hall will not be permitted as the area will be roped off for the egg drop.**
- Hot glue gun & glue for the gun for bridge building challenge
 - Please note they will be constructing and testing the bridges in a single period.
 - If a patrol wishes to use multiple hot glue guns, they will need to provide an outdoor rated extension code to their work area. There is a limited amount of power available on the circuit and additional hot glue guns will be permitted based on power available.
- Lots & lots of Scout Spirit

Patrols are permitted to return to their campsites between stations to collect any materials they need for their next station so they do not have to carry everything with them all day.

The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Commonsense Rules that will make the Camporee more enjoyable for all.

Leadership: At least two registered adult leaders must be present on camp property during the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the Scouts to enjoy. Please use the Patrol Method at all times.

Scout Oath & Law: The Scout Oath and Law are expected to be practiced by all attending the Camporee.

Campsites: Campsites are assigned based on the number of Scouts that are registered. Based on the projected number of registrations, troops will be assigned one or more patrol sites within the summer camp troop campsites.

Food: It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

Food Storage: Each Troop is responsible for supplying their own secure food storage containers.

Water: Water is available at the maintenance shed. Plan on bringing a water jug to carry your water from where the water will be located.

Fires: Fires will be allowed in the campsite only in established fire pits. Fuel stoves and lanterns are allowed.

Fireworks: Fireworks are not allowed.

Restroom Facilities: If the camp water is turned on, flush toilets are located at each site. If the water is turned off, there are open pit latrines located throughout the Camp and at each campsite. Scouts should help keep them clean. (Bring extra toilet paper)

Lantern & Stoves: BSA Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and the cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS.**

Patrol Size: Patrols should have between four and eight Scouts. If the patrol is larger than eight Scouts you will need to split the Scouts up into a 2nd patrol. Any participant that leaves early must notify their Unit Leader.

If you have less than four Scouts that want to attend, we will work to combine your patrol with another small patrol. Each troop will still need to have the appropriate two deep leadership, regardless of the number of Scouts attending.

Parking: All vehicles will be expected to park in the designated parking lot. NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE WITHOUT AUTHORIZATION. Special Needs will be taken care of on an individual basis.

Clean Up: Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must either be placed in the two full metal dumpsters on the right side behind the dining hall or leave with your Unit. The dumpsters by the dining hall on the left side are for cardboard only. Leave No Trace! Please notify the registrar if your unit will be leaving early.

Directions to Camp

Camp Minsi is located at 106 Camp Minsi Rd, Pocono Summit, PA 18346. Please go to:

<https://tinyurl.com/CampMinsiDirections> or scan the QR code below to get customized directions via Google Maps.



Schedule of Events

Friday, April 25, 2025

| | |
|-------------------|---|
| 6:00 pm – 8:30 pm | Units arrive. Check-in at Ad-Pad pavilion. Camp setup begins. |
| 9:00 pm | Senior Patrol Leader & Scoutmaster meeting – Dining Hall |
| 10:30 pm | TAPS/Lights Out |

Saturday, April 26, 2025

| | |
|---------------------|---|
| 8:30 am | Colors at parade field |
| 9:00 am – 11:30 am | Stations open |
| 11:30 am – 12:40 pm | Stations closed for lunch |
| 12:40 pm – 5:00 pm | Stations open |
| 5:00 pm – 7:30pm | Dinner at campsites |
| 7:30 pm | Catholic Mass – Rt 903 (Health Lodge) Pavillion |
| 7:30 pm | Interfaith Service – Dining Hall |
| 9:00 pm | Campfire & Awards Ceremony |
| 11:00 pm | TAPS/Lights Out |

Sunday, April 27, 2025

| | |
|--------------------|--------------------------|
| 6:00 am – 11:00 am | Troops/Crews depart camp |
|--------------------|--------------------------|

Events

Egg Drop Challenge

Get ready for the ultimate test of creativity, engineering, and survival instincts! The Egg Drop Challenge is here, and it's your chance to put your design skills to the test. Can your Patrol protect your egg from a dramatic fall from great heights, or will your creation crumble under pressure?

Using only basic materials, you'll need to build a contraption that will keep your egg intact when it hits the ground. The clock is ticking, and the stakes are high! Will your innovative design withstand the force of gravity, or will your egg meet a cracked fate?

Join us for a thrilling, hands-on event where science, creativity, and fun collide. It's time to drop, protect, and prove your egg's invincibility—don't let it crack under pressure!

Rocket Launch

Get ready to launch your very own rocket into the sky in an exhilarating display of teamwork, precision, and adventure. This isn't just any launch—it's your chance to experience the power of propulsion and watch your creation soar to new heights.

Using your skills, creativity, and a little bit of science, you'll design, build, and send your rocket flying. Will it achieve a perfect flight, or will it veer, off course in an unforgettable burst of excitement? The countdown is on, and every Scout will have a front-row seat to the sky-high action.

Join us for an epic launch that combines the thrill of discovery with the joy of competition. Whether your rocket reaches the stars or makes a splash in the dirt, the excitement will be out of this world! Get ready to launch and aim for the skies!

Each patrol needs to pre-build a rocket and bring it to the SPL/SM night meeting in the dining hall. Make sure your rocket is labeled with your Troop number and patrol name.

Rain Gutter Regatta

Get ready for a splash of creativity and a race to remember at the ultimate Rain Gutter Regatta! This year, we're challenging Scouts to design and build boats using breadsticks, licorice rope, and rice paper. Your mission? Create the ultimate edible vessel that will glide through the rain gutter with speed and style!

Use breadsticks for a sturdy frame, licorice rope for flexible rigging or sails, and rice paper to add that finishing touch to your boat's design. Once your masterpiece is complete, it's time to race! Will your boat cut through the water smoothly, or will it be left behind in the wake of your competitors? The clock is ticking as you power your creation to the finish line.

This event is all about innovation, strategy, and a little bit of snackable fun. Get ready to build, race, and maybe even nibble on your design once the race is over. The Rain Gutter Regatta is here, and it's time to see who can make the most creative—and speedy—food-powered boat!

Ham Radio

Get ready to connect with the world in a way you've never experienced before! The Ham Radio Demonstration at this year's Scout Camporee is your chance to dive into the exciting world of amateur radio. Whether you're a first-timer or a seasoned pro, this hands-on experience will have you communicating across distances and learning how radio waves can bridge gaps between people from all over the globe.

Discover how ham radio operators use special equipment to send messages, share emergency information, and connect with fellow Scouts—and even people in other countries! Learn the ins and outs of how radios work, from the basics of transmitting and receiving signals to the thrill of making live connections. You'll have the chance to see the gear up close, try your hand at sending a message, and perhaps even talk to someone on the other side of the world.

Whether you're interested in radio technology, emergency preparedness, or just want to experience a new way of communicating, this demonstration is sure to spark your curiosity. Come explore the fascinating world of ham radio, where the adventure of global communication is just a signal away!

Rube Goldberg Machine

A Rube Goldberg machine is a whimsical and complex contraption designed to perform a simple task in the most elaborate and over-the-top way possible. Named after the famous cartoonist and inventor Rube Goldberg, these machines use a series of chain reactions, where one action sets off the next in a sequence of fun, unpredictable steps.

Picture a line of events where a ball rolls down a ramp, knocking over a row of dominoes, which then triggers a toy car to race across the table, eventually causing a lever to flip, and so on. The beauty of a Rube Goldberg machine lies in its creativity and the often-humorous complexity of the design.

These machines are made using everyday objects—such as marbles, levers, pulleys, ramps, and even kitchen gadgets—crafted together in intricate ways to achieve a single goal, like turning on a light, popping a balloon, or pouring a glass of water. It's a fun mix of engineering, problem-solving, and imagination, all wrapped up in one entertaining, chaotic process!

Scouts will be tasked with building a machine that does a simple task in as many steps as possible. They will be given a period to assemble, debug, and demonstrate their creation. **They can use any materials the patrol brings to construct the machine. No materials will be provided, this includes tables.**

This includes items such as, but is not limited to: ramps, levers, wheels, pulleys, dominoes, marbles, balls, cups, tubes, cardboard boxes, string, magnets, wind-up toys, balloons, ping pong balls, inclined planes, switches, magnets, light sensors, fans, tables, chairs, and even simple household objects like spoons, cups, and paper clips. Please note that if any of your devices requires power, you will need to figure out how to power the device.

Scouts will have 40 minutes to assemble, debug, and demonstrate their Rube Goldberg machine. Details on how this event will be scored can be found in the Event Details section of the event guide.

Please see: <https://www.youtube.com/watch?v=WisKWdKPCUA> for sample Rube Goldberg machines built by middle school students or <https://www.youtube.com/watch?v=w4XiaP-WhNw> for a Honda Commercial that uses one to close the tail gate on an Accord.

The Mythbusters also built one and the completed machine can be seen:

<https://www.youtube.com/watch?v=Z5M6VRsME-Q> and the challenges they faced can be seen:

https://www.youtube.com/watch?v=O50JZC_D3-I

Human Robot Maze

A teamwork-driven challenge that will test your communication, coordination, and problem-solving skills! In this exciting activity, two Scouts will become a human robot, controlled by the other members of the patrol.

The goal? Work as a synchronized team to maneuver through a series of obstacles and reach the finish line without breaking your stride or getting tangled up. It's all about balance, trust, and clear communication as you step in sync to navigate the maze and tackle the challenges ahead.

This fast-paced, fun challenge will have Scouts thinking on their feet (literally!), adapting to each other's movements, and learning the power of collaboration

Bridge Building Challenge

Scouts will construct the most durable and weight-bearing bridge they can which spans over a gap between 2 tables or with 2 struts on either side of the bridge which keep the center suspended. Weights will be added upon the bridge in 5lb increments to determine its strength.

Eight Knot Challenge – Mini-station

Scouts will be challenged to suspend a log between two trees using four pieces of rope and eight different knots. Scouts should know how to tie: two-half hitches, square knots, sheet bend, bowline, timber hitch, clove hitch, sheep shank, and taut line hitch.

Paper Airplane Challenge – Mini-station

Patrols compete to see who fly their airplane the longest distance and/or the longest time aloft. Scouts are restricted to building an airplane using only a single 8 ½ x 11-inch sheet of plain copy paper

Lite-Up Costume Contest

This is an optional event that units can choose to participate in. Each Troop can submit one costume. The base clothing of the costume must be all black with huge emphasis on lighting. Be creative, the more lighting the better. If a power source (battery) is needed, it must be a part of the suit, portable and safe. Costumes will be judged in complete darkness so focus on the lighting. The contest and judging will happen during the campfire program. Costumes will be judged on the following:

- Originality
- Illumination
- WOW factor
- Overall appearance

Campfire Program

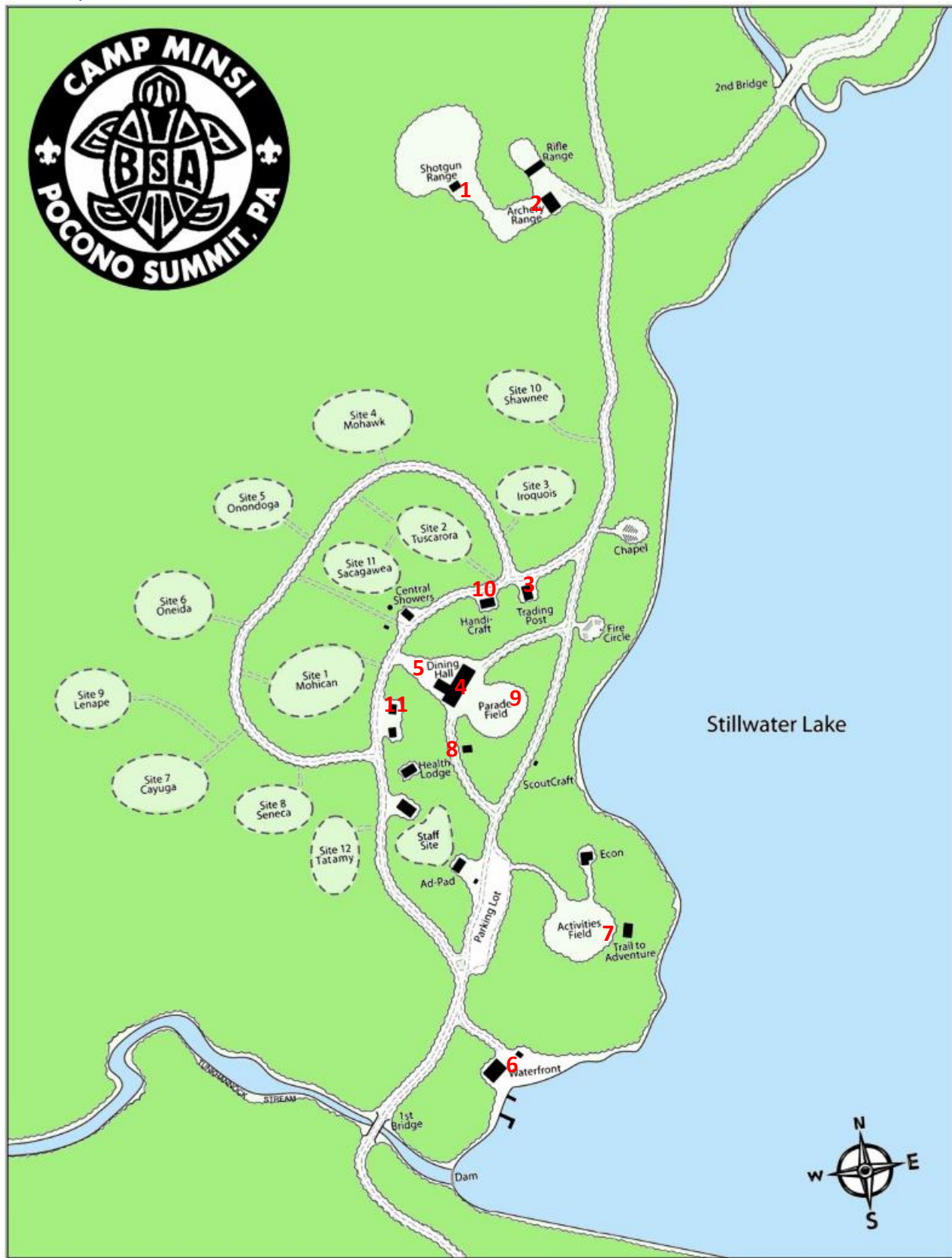
Each troop will need to provide the name of a skit/song they will do at the campfire on Saturday night. All the scoring for this event is made up and the points don't matter. An award will be presented to the "best" skit/song as the judge's choice.

Skits/songs should not include any of the following:

- Embarrassing, insulting, or demeaning skits
- Violence/Suicide skits
- Toilet humor
 - references to
 - bodily functions
 - underwear
 - toilet paper
- Water Skits
- Drugs/Alcohol/Drunkenness
- Sexual Innuendo
- Real life medical conditions
- Cross Gender Impersonation
- Inside Jokes

All the awards will be presented at the end of the campfire.

Station Map



Scoring

Every patrol will be given their schedule, a map of the camp, and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge.

Scoring will be done with a passport that can record the score at each station. The passport must be turned into the Camporee HQ/Wilcox cabin (Handicraft) by 5:15 pm. Turning in the passport on time will award the patrol 25 bonus points.

A patrol can earn a maximum of 100 points at each station. 75 points can be earned for their performance at the station and 25 points can be earned for the Patrol's Scout spirit. All competitions will consider each Patrol's skill, knowledge, and TEAMWORK.

Scout Spirit will be judge by the following:

Patrol flag at the station: Yes – 5 points No – 0 points

Patrol yell at the station: Up to 5 points

Entire Patrol arriving at the station at once: Yes – 5 points No – 0 points.

Leadership as shown by the Patrol Leader: Up to 5 points.

Cooperation, participation, and enthusiasm as shown by the members of the Patrol: Up to 5 points.

The judges are looking for total involvement of all members of the Patrol and that the Patrol works well together without bickering, arguing, or yelling at one another.

Event Details

Egg Drop Challenge

Each Patrol will need to bring all their own materials.

- Two raw eggs will be provided for each patrol
- Patrols can bring two shipping containers or drop the same device twice with different eggs
 - Using the same device is probably not a good idea as the device will likely be damaged during deceleration.
- If time permits, the Patrols will be allowed to make additional, non-scored drops. Patrols will need to bring their own eggs for the additional, non-scored drops.
- Use your imagination when designing the shipping container. Consider including:
 - Masking tape
 - Foam
 - Cardboard

Construct a “Shipping Container”

- Create the smallest, lightest “Shipping” container that will allow your egg when dropped approximately 20 feet to survive.
- The shipping container must be able to be opened easily to determine if your egg survived.
- The shipping container containing your egg will be dropped onto hard surface covered in plastic
- Maximum Size: 1 ft. x 1-ft. x 1-ft.
- The Judge will release your shipping container at the bottom of the container at the drop height.
- The entire shipping container must be dropped from the drop height. Your egg cannot be lowered on a string, bungee cord or tether.
- **Not allowed:**
 - Motorized parts
 - Powdered soap
 - Flammable substances
 - Glass
 - Any substance that may cause harm to a person or property.
- No recovery systems are allowed. (Streamers, parachutes, balloons, etc)
- Shipping containers will be weighed before and after the egg is inserted, but before the competition.
- A sandwich bag will be provided to wrap the egg in prior to placing it into the “Shipping Container”

Scoring

- Scoring is based on egg survival, and container weight, in that order.
- The container with the minimum mass and which survives the fall without breaking or cracking the egg will receive the highest score.
- Egg Survived: 0 for broken egg, 50 for survival (no cracks in the shell, fully intact egg)
- Mass of “Shipping Container(s)” less the eggs – lightest total mass will be worth 25 points. Heaviest will be worth 1 point.
- In the event of a tie at the station, the physically smaller device will receive 1 bonus point as the tie breaker.
- The longest dimension of the shipping container, before the drop, will be used to determine the size; that could be the width or the height.

Rocket Launch

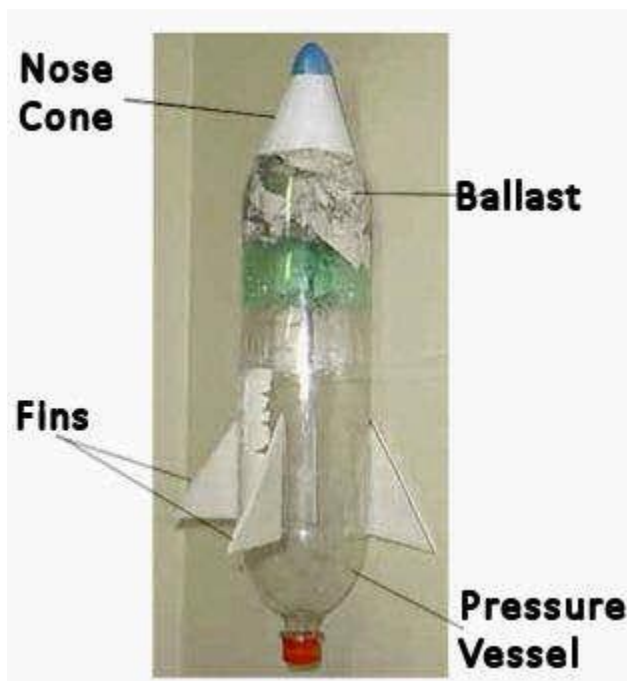
The launchers, air source, and rocket fuel (water) will all be provided, as well as an instruction session that will start with a focus on safety.

Most people are quite surprised when they witness their launch. The water rockets leave the launch pad at a speed of between 60 to 70 miles per hour! For that reason, as well as in case we have a bottle that pops, the launch pad will be 50 feet away from people.

The Scouts can help place the rocket on the launch pad, then they will go 50 feet away to “mission control”. A member of staff will pressurize the rocket, then hand over the pull cord to a member of the patrol when ready to launch.

Materials Needed

- 2 –two liter bottles (for Rocket & Ballast sections)
- Newspaper (Ballast)
- Foam tray, old real estate sign or foam poster board (Fins)
- Paper or paper towel tube (Nose Cone) – Optional
- Plastic Easter Egg or Ping Pong Ball (Nose Cone) – Optional
- Packing tape or Duct tape
- Scissors
- Decorations (Spray paint, Markers, Stickers)



Parts of the Rocket

- **Nose Cone** - for aerodynamics (Optional)
- **Ballast** - adds mass to increase stability
- **Fins** – for stability
- **Pressure Vessel** – source of propulsion

Rocket Body



Step 1

Cut the bottom portion of one of the two bottles off.



Step 2

Roll up newspapers into balls and place in top half of the cut bottle. You can use other material for the ballast such as foam peanuts.



Step 3

- Push bottom half of two liter bottle upside down into top half – keeps ballast in place.
- Use small piece of tape to secure bottom piece inside bottle



Step 4

- Place the un-cut 2 liter bottle (pressure vessel) into top half. Try to make bottles straight. Use little pieces of tape to secure bottle. Once you have them lined up straight, wrap a piece of tape all the way around the seam.

Fins

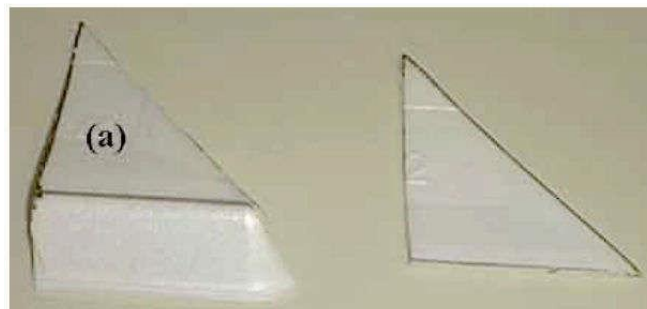
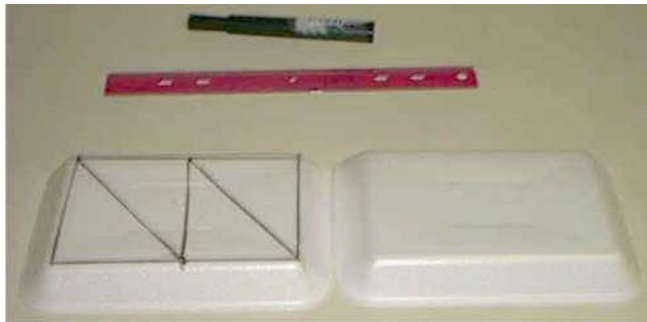


Use flat, waterproof materials such as:

- milk or juice cartons
- Foam trays
- Corrugated Plastic
- Elections signs (Only after election is over)
- Use cardboard only if you cover the entire fin with a layer of tape for waterproofing.

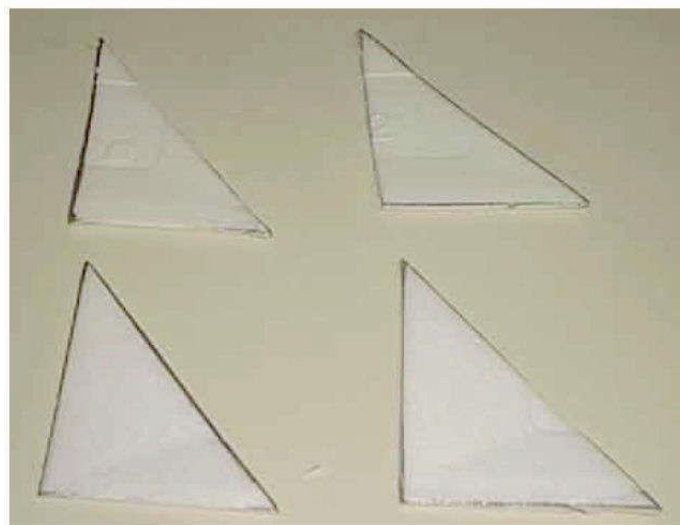
Step 5

Use a marker and ruler to draw three to four fin patterns on the foam trays. For best results, keep the fins the same shape.



Step 6

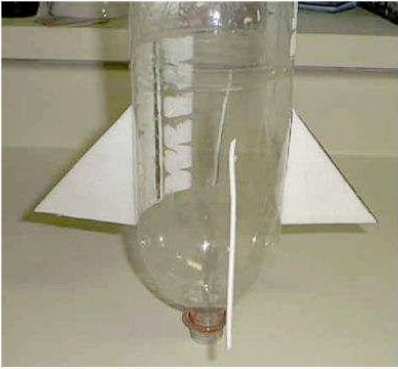
- Cut fins out.
- Note: (a) if you leave the sides of the trays attached to the fins, the rocket will spin in flight.



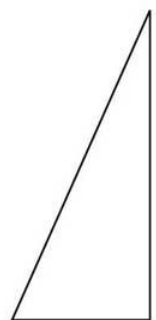
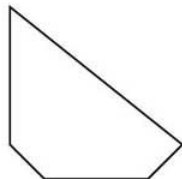
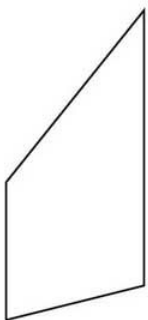
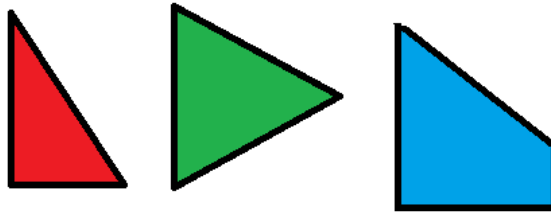


Step 7

- Attach fins evenly spaced around bottom section of bottle with small pieces of tape. Once you have them in place, tape both sides of each fin the full length to the bottle.



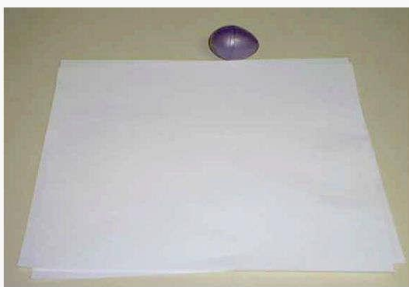
Possible Fin Designs



Nose Cone

Note, the nose cone is optional.

You can use many different materials for the nose cone. It is not safe to have a point on your nose cone so the tip must be rounded. To create a rounded tip, you can use a ping pong ball, plastic Easter egg, or egg carton.



Step 8

- Roll paper into a cone and secure the shape with a piece of tape. Place the ping pong ball or plastic egg on the cone as the tip and fasten with tape all the way around.

Step 9

- Fasten nose cone to bottle with tape.



Decorate

- Be creative. You can personalize your rocket with spray paint, stickers, markers, etc. Make sure you have your troop numbers and patrol name somewhere on your rocket.
- Bottom end of rocket must remain clear of any paint or decoration.
- Fins cannot extend below the bottom section.

Tips

- Try to make the body smooth (no kinks or ripples with the tape).
- Do NOT use epoxy or a hot glue gun to fasten parts together. It will weaken the bottle and can lead to detonation on the launch pad!
- PL adhesive in a caulking tube and Household Goop are ok if you want to use adhesive
- Do not leave two liter bottles in a hot car.

Rain Gutter Regatta

Scouts will be given a limited number of breadsticks, licorice rope, and a sheet of rice paper. The Scouts will be challenged to build a boat out of the materials provided that will support a 3 Musketeers bar. The score will be based on the weight of the craft (the lighter the craft the more points), how long it stays afloat before sinking, and how far down the rain gutter regatta track the craft is able to go.

Rube Goldberg Machine

Each Patrol will need to bring all their own materials to build a Rube Goldberg Machine. It is advisable to build and test the machine prior to the camporee.

The station will be scored as follows:

- Up to 25 points for Scout Spirit
- Up to 5 points for explanation of the machine
 - Explanation should include what problem is the patrol trying to solve, challenges and constraints the patrol faced while building it.
- Does the entire Rube Goldberg Machine work? Is the end goal achieved? – Yes – 10 points, No – 0 points
- Up to 30 points – Completed Rube Goldberg Machine
 - Are each of the following simple machines included as part of the designs?
 - +1 point for each type of machine use (max 6 points)
 - Lever
 - Pulley
 - Inclined plane
 - Screw
 - Wedge
 - Wheel & axle
 - Does each simple machine work?
 - +1 point for each simple machine (max 6 points)
 - Does each simple machine trigger the next simple machine?
 - +1 point for each transition machine (max 5 points)
 - How long does it take to run?
 - +1 point for every four seconds (max 13 points)
- Up to 10 points – Flow of machine easily followed
- Up to 20 points – Rube Goldberg style (how does it look)
- -5 points for each object that leaves the machine in an unplanned manner
- -5 points for each human intervention

Due to the limited amount of time between stations, Patrols will be permitted to bring the components of their machine at any time during the day and store the components on the side of the field provided they are labeled with the Troop and Patrol name. Patrols will not be permitted to start assembling what they bring until their scheduled time for this station. All materials must be collected from the parade field by 5 pm on Saturday.

Any materials left in the parade field after 5 pm will result in a score of 0 for that Patrol at the Rube Goldberg Machine station.

Human Robot Maze

The goal is to guide your patrol's "ROBOT" through a maze in the shortest amount of time.

The "ROBOT" is made of two blindfolded Scouts, the RIGHT leg of each Scout is connected side by side at the ankle and thigh, in a three-legged-race configuration, except they will be facing each other.

A Scout who will give directions to the Robot using directions and number of steps to take.

- Go straight "X" steps; turn right/left; go Y steps, etc.
- A different Scout in the patrol will give direction for each segment of the course till the "ROBOT" reaches the finish line.

The Maze will be laid out on the ground in a diagram provided at the time of the event. Two or more mazes laid out in different configurations will be used by different patrols at the same time.

At least one patrol per maze will run the maze course at the same time.

If time permits, patrols will run each maze course and times averaged to obtain final scores.

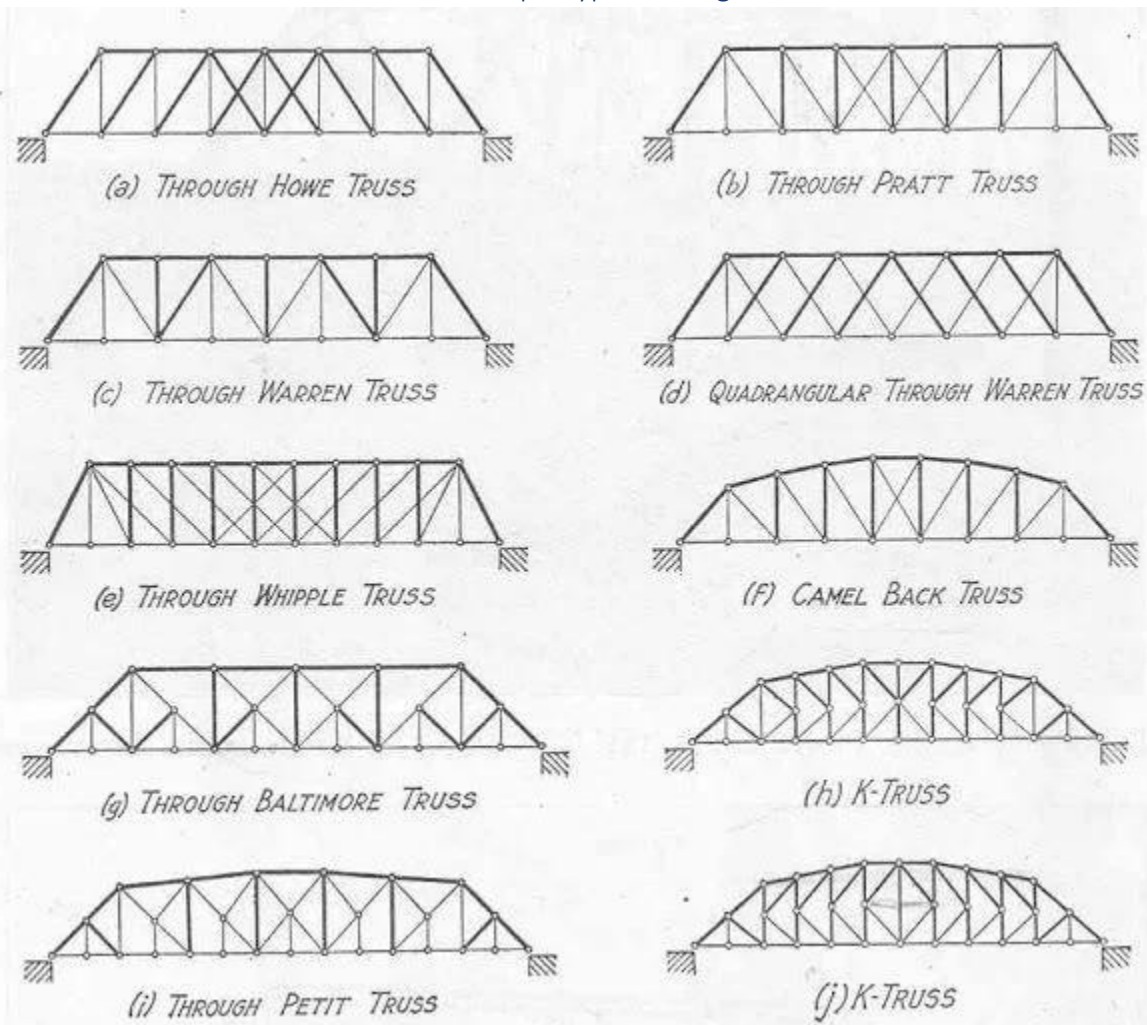
Bridge Building Challenge

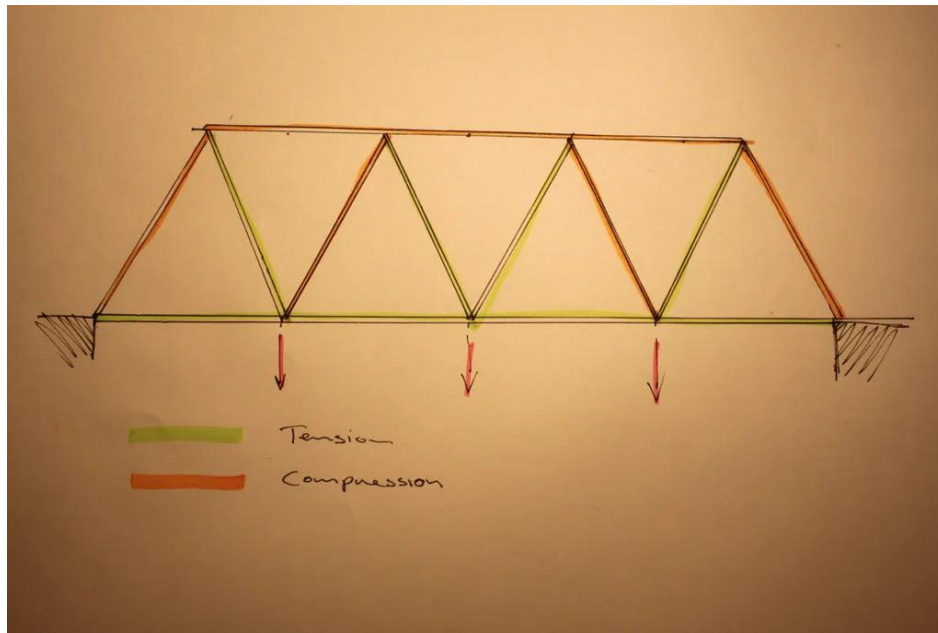
Each patrol will be given 150 popsicle sticks. They will need to provide their own hot glue gun and glue.

The bridges will be built and tested in a single period. It is recommended that the Patrols determine their bridge design in advance and have a design they can construct in 25-30 minutes.

- The bridge must span a distance of 12 in.
- The edges of the bridge can't overlap each side of the table more than 2 in
- The bridge can't be wider than a single popsicle stick
- Popsicle sticks may not be layered unless at a joint or on the load bearing bar (the bar the weights will be hung from)
- Scouts can use all the sticks provided. However, the bridge will be judged on its strength to weight ratio so a heavier bridge might result in a lower score.
 - This ratio is calculated by: $\text{weight lifted} / \text{weight of the structure}$
- Bridges that are built **WITHOUT THE USE OF GLUE** will need to be able to be moved to the testing area.

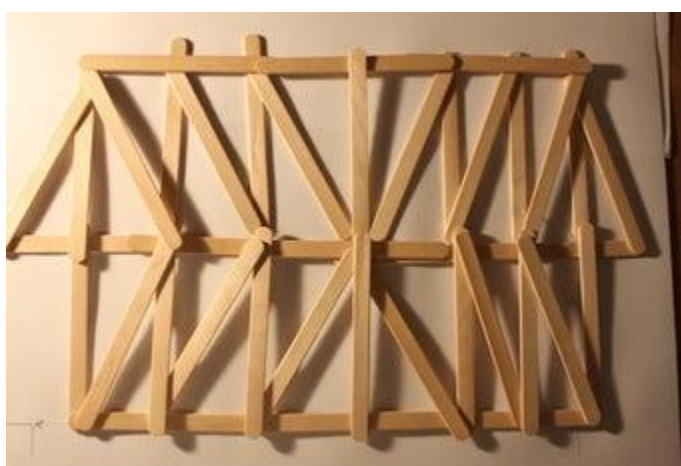
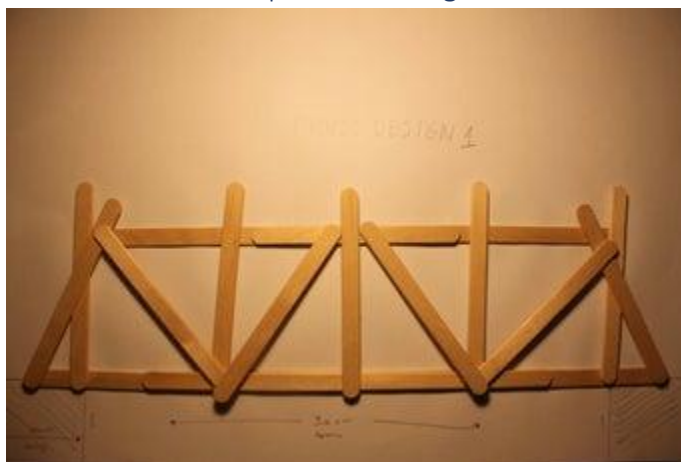
Sample type of Bridges



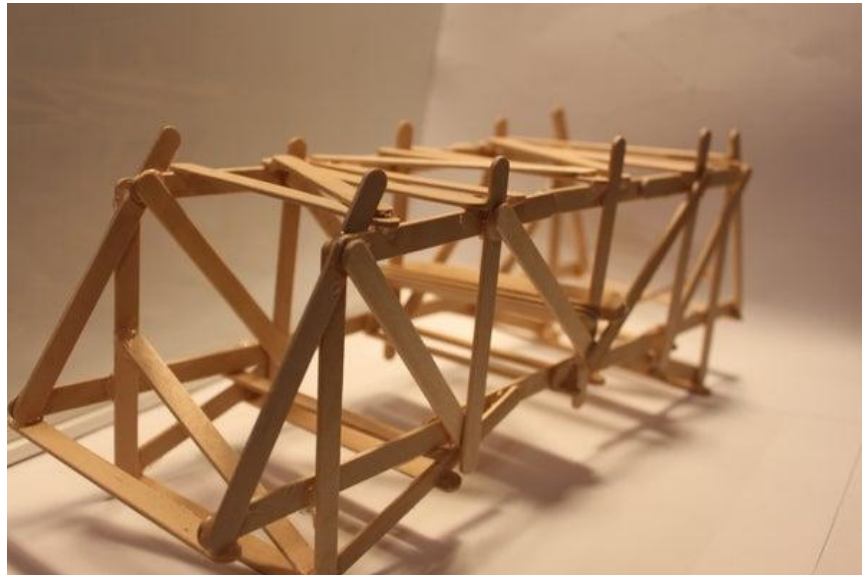


Bars are either under tension or compression by highlighting the components under tension/compression in different colors (see diagram above).

Sample Truss Designs



Sample Popsicle Stick Bridges



Bridge Building Process

- Patrols should begin to construct two identical trusses, using their sketches as a guide.
- Connect the two trusses with transverse bars and possibly diagonals to create added strength.
- Add stiffeners to the corners of the bridge to prevent collapse.
- Add load bearing bar. This is the part the weight will be hung from and is the only place multiple sticks can be glued together

Paper Airplane Challenge

Plane Construction

- Planes must be made from a single 8 ½ x 11 in sheet of plain copy paper.
- No ripping, gluing, cutting, stapling, or ballasting is permitted.
- Patrols should work together to come up with a final design
 - Paper will be provided so multiple designs can be tested.
 - Each Patrol member can throw a design so the Patrol can determine who will make the attempt for the patrol.

Plane Construction

- One person throws the plane from behind a straight line on the floor
- The plane must be thrown unaided
- The plane must fly within a designated flight path

Judging

- The distance the plane travels is measured from the starting line to where it comes to a rest.
 - If the place the plane leaves the designated flight path will be used for the distance flown and time aloft calculations
- The time aloft is measured from the time the plane leaves the launcher's hand until it hits the ground. This may or may not be the
- Patrols must tell the judge prior to launching the paper airplane whether this attempt will be the used for scoring.

Awards

Awards will be presented to the top three patrols that finish the camporee with the greatest number of points.



The winner of the Light Up Costume contest will be recognized.



The winner of the campfire program will be recognized.



For several stations, the top performing patrol at that station will also be recognized.



Skyfall survivor is the award for the best performing patrol at the Egg Drop. The longest flight is for the best performing patrol at the Paper Airplane Challenge. The award for the Best Rube Goldberg Machine is a working marble run. Marbles are not shown in the picture.



High Flyer Award is the award for the best performing patrol at the Rocket Launch.



The Feather Bridge is awarded to the patrol that builds the bridge with the best strength to weight ratio. The fastest/most durable boat is given to the patrol who constructs a boat that travels the furthest without sinking or completes the course in the fastest amount of time.

CAMPOREE UNIT ROSTER – page 1 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

UNIT LEADER: _____

ON SITE EMERGENCY NUMBER: _____

SENIOR PATROL LEADER: _____

TROOP WILL PARTICIPATE IN THE LIGHT UP COSTUME
CONTEST: ☐ yes ☐ no

SKIT/SONG NAME: _____

ALTERNATE SKIT/SONG NAME: _____

PATROL NAME:

| Name | Position |
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LIST ALL ADULTS

(At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

| Name | Check if willing to help with a station? |
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| Name | Check if willing to help with a station? |
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| | <input type="checkbox"/> |
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CAMPOREE UNIT ROSTER – page 2 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: _____

DISTRICT: _____

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