

2026 Spring Camporee “Rendezvous in the Canyon”



Information Booklet

Purpose:

This Camporee is designed to test and instruct Scouts BSA on fundamental scouting skills. This camping adventure will help prepare scouts for summer camp and provide an opportunity for them to participate in fellowship and inter-patrol competition.

Each participating Troop will receive a Camporee Participation Ribbon and Patch, see below. In addition, there will be 1st, 2nd, and 3rd place ribbons for each event, a ribbon for the Patrol who demonstrated the most Scout spirit throughout the competition, and an award for the overall winner.

Webelos Dens may attend only with the invitation of a Troop and they will only observe the events on Saturday. There will be no events for them to participate in and they will not receive the event patch. The Den may camp overnight with the Troop. There is no charge for the Webelos Den for this Camporee except for lunch which is payable at the event for \$5.00 per person.

Location:

The Camporee will be held at Camp Don Harrington, which is located on South Washington Street (FM 1541) in Canyon, Texas.

Dates:

April 10 - 12, 2026

Fees/Registration:

ONLINE REGISTRATION DEADLINE IS March 29, 2026. No paper registrations will be taken. All registration MUST take place online at www.goldenspread.org

Scouts BSA: \$30.00 that includes a patch, program supplies, program operations, lunch on Saturday, and awards.

Adults: \$15.00 that includes a patch, program operations, and lunch on Saturday.

Staff Members: (not associated with and paid with Troop): FREE- all meals (except for Saturday lunch) are on your own however; you will receive an event patch.

Optional Opportunities:

Scouts BSA and Adult Leader 5-Stand Shoot: \$10.00 per ticket for 25 shots/shells. Purchase tickets online only. The Sporting Clays Shoot will be on Sunday from 10:30 AM to Noon on a first come first serve basis. You must have a ticket to shoot and if purchased, you will receive them at check-in. No personal shooting equipment will be allowed.

Camporee T-shirt/Patches: \$15.00 each. We have a great looking commemorative “Rendezvous in the Canyon 2026” camporee T-shirt (design on first page), which would look great on your Scouts and Adult Leaders! T-shirt orders must be made during online registration. No orders will be accepted after registration deadline. Some shirts may be available at the Trading Post but not guaranteed. Each participant will receive a patch as part of the fee, however you can order additional patches at the online registration link. **T-SHIRT DEADLINE IS MARCH 29TH!**

Creating a Patrol Flag: Troops are encouraged to create and bring a Patrol flag for each Patrol participating or bring items to help create their Patrol flags. During check-in, each Troop will be asked how many Patrols will be competing from that Troop and if they will need a piece of canvas and a Sharpie pen to create Patrol flags. 5 bonus points will be awarded to each Patrol at each event if they have a Patrol Flag with them. In addition, each judge will be watching each Patrol and will be asked at the end of the event which Patrol showed the most Scout spirit. The Patrol with the most Scout spirit will receive the Scout spirit ribbon at the awards ceremony. Scout Spirit will be decided by the participants this year by closed-ballot!

Uniform:

Each Scout is strongly encouraged to wear his/her Field uniform (Class A) during the day on Saturday but can also wear his/her Activity uniform (Class B, i.e. Troop T-shirt or Camporee T-shirt). We encourage each Scout to wear the Field Uniform at the closing awards ceremony on Sunday.

Check-in: (Ranger discretion on vehicles!)

Scouts BSA Troop Check-in will begin at 7 PM on Friday, April 10th. All vehicles will park in the main parking area at camp and one leader will proceed to the Administration building to check in. Each unit will be given two passes to drive their vehicles in to the campsite areas. Only two vehicles per unit will be allowed to proceed through the gate. One vehicle with a trailer will be allowed to remain at the campsite. The other vehicle must return to the parking lot. This will enable us to maintain a safe and secure camp.

Campsites:

Due to the large number of Scouts and Scouters attending the Camporee, there may be more than one Troop placed in a campsite. There will be no reservations for campsites accepted on Black Pug. IT IS IMPORTANT that everyone be aware of this campsite situation and be prepared to cooperate with us by condensing your Troop camping area as much as possible so that other Troops may also share the assigned campsite with you. The Camp Shower house and Latrines will be available for your use. We expect you to control their use and maintain their cleanliness. Any damage or abuse will result in them being closed.

Fires and Cooking:

Except for Saturday lunch, Scouts BSA Troops will be responsible for their meals. We anticipate a fire ban but we will advise all units if this situation changes. Propane stoves are allowed to be used. Other than Saturday lunch, you are expected to plan your meals, purchase all your items, and cook your meals. Use this opportunity to help your Scouts earn the Cooking Merit Badge. Ice will be available in the Ice Machine located behind the Dining Hall.

Water: Water will be on and available in all campsites and throughout the camp.

Saturday Night Events:

There will be a Campfire Saturday evening at approximately 8:30 PM. Each Troop is encouraged to participate in the Campfire with a skit or song. Please let the registration team know at check-in on Friday if your Troop will be performing a skit or song at the Campfire and if you will be leaving after the event. Troops leaving after the Campfire should break camp before going. This event should be over by approximately 9:30 PM.

Awards Ceremony and Church Service:

The awards ceremony will take place immediately following the Sunday Church Service. The Service will begin at 9:00 AM and the awards ceremony will commence immediately afterwards. We expect the award presentation to be over by 10:30 AM. The Church Service and Awards Ceremony will take place at the Ceremonial Ring.

Scouts BSA Troop Leadership Requirements:

All Troops are required to have two registered adult leaders at all times.

Trading Post:

The Camp Don Harrington Trading Post will be open. We encourage everyone to visit the Trading Post during his or her stay. Candy, Drinks, Snacks, and Scouting items will be in abundance.

Medical Release:

We highly encourage that each Leader have a copy of all participant's (Scout and Leader) Medical Form at the Camporee in case of any unexpected emergency. The official medical form can be found at <https://www.scouting.org/health-and-safety/ahmr/>

Part A, B and C are required to be completed. We will not collect these forms at registration- it's your responsibility to have them available. We will have an on-site medical professional during the camporee.



2026 Patch Design

Event Schedule:

Friday:

7:00 PM - Check-in will begin.

9:30 PM - There will be a cracker barrel in the Dining Hall for the Troop Senior Patrol Leader, Scoutmaster, and Camporee Staff members only. We will go over rules, procedures and any changes. This is **NOT** for Scouts or additional adult leaders.

Saturday:

8:00-9:00 AM – Safety briefing for shooting events. This will take place in the Dining Hall and is required for all Scouts participating. **Scouts who do not have a valid Safety Briefing Card will not be able to participate in the shooting events and will receive a score of “0” for each shooting event.**

9:00-9:15 AM - Flag raising ceremony on the parade grounds in front of the dining hall.

9:15 AM - Morning Camporee session, shotgun start

12:00-1:00 PM - Lunch in Dining Hall

1:00-5:00 PM - Afternoon Camporee session

8:30-9:30 PM - Campfire

Sunday:

9:00 AM - A Church Service will be conducted at the Camp Fire Ring along with the awards ceremony immediately following the Church Service.

10:30 AM - Scouts BSA and Adult Leader Shotgun Shoot will take place Sunday from 10:30 AM to Noon. **Troops are expected to depart by 1:00 PM Sunday.**

Events:

On the following pages you will find the scheduled events, event rules, and how they will be scored. It is your responsibility to help the Scouts prepare to “Do their Best” at these events. Everyone has the same amount of time to prepare so it’s up to you! Page references are from the 14th Edition of the Boy Scout Handbook for Boys and the 14th Edition of the Boy Scout Handbook for Girls.

Event #1 - Wobble Trap

Safety rules:

- 1) Follow and obey instructor's commands at all times.
- 2) Anyone who plays around and does not behave in a safe manner will be removed from the range.
- 3) There is no appeal if you are removed for violating the second rule.
- 4) The instructors' ruling is always final.
- 5) Treat every gun as if it were loaded at all times.
- 6) Keep the muzzle pointed down range at all times.
- 7) Always keep the action open, unless you are shooting at a target.
- 8) Be sure of your target when you are shooting.

Rules:

- 1) This is not a timed event.
- 2) Each Patrol member will participate in this event.
- 3) Each Patrol member must show the instructor their valid Safety Briefing Card.
- 4) A Patrol member not having a valid Safety Briefing Card will not be allowed to shoot and will receive a "0" score, no exceptions.
- 5) A Patrol member with a valid Safety Briefing Card may not shoot in the place of another member who does not have one.
- 6) Each shooter will receive 5 clay targets and get 5 shots.
- 7) The score is based on how many clay targets are hit by each shooter.
- 8) If a Patrol has less than 7 members, a Patrol member(s) may shoot again to obtain the 7 scores only if all other Patrol members have shot taking into account rule 5.

Scoring system:

- 1) 10 points for each clay target hit.
- 2) 5 bonus points if the Patrol has a Patrol flag.
- 3) Each shooter's hit and miss will be recorded on the judge's sheet respectively.
- 4) Each shooter's hit and miss score will be used to calculate their total score.
- 5) Total scores and bonus points will be added to calculate the Patrol's subtotal score.
- 6) The subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the judge's sheet.
- 7) If a tie occurs, the highest number of total hits from shooter 1 will be used to break the tie. If still tied, highest total hits from shooter 2 followed by shooter 3, etc. until the tie is broken.

Event #2 - 22cal Rifle Shoot

Safety rules:

- 1) Follow the instructor's commands at all times.
- 2) Anyone who plays around and does not behave in a safe manner will be removed from the range.
- 3) There is no appeal if you are removed for violating this first rule. The instructors' ruling is always final.
- 4) The rifles will be lying on the benches and will remain there. There is no reason for any shooter to remove the rifle from the firing line at any time.
- 5) Treat every gun as if it were loaded at all times.
- 6) Keep the muzzle pointed down range at all times.
- 7) Always keep the action open, unless you are shooting at a target.
- 8) Be sure of your target when you are shooting.
- 9) Obey instantly all firing line commands.

Rules:

- 1) This is not a timed event.
- 2) Each Patrol member will participate in this event.
- 3) Each Patrol member must show the instructor their valid Safety Briefing Card.
- 4) A Patrol member not having a valid Safety Briefing Card will not be allowed to shoot and will receive a "0" score, no exceptions.
- 5) A Patrol member with a valid Safety Briefing Card may not shoot in the place of another member who does not have one.
- 6) Each shooter will be given 5 rounds for scoring.
- 7) Scoring rounds will be shot at a target designated by the Instructor.
- 8) All shooters will shoot at the same time.
- 9) The shooting position will be in a seated bench position.
- 10) If a Patrol has less than 7 members, a Patrol member(s) may shoot again to obtain the 7 scores only if all other Patrol members have shot taking into account rule 5.

Scoring System:

- 1) Total possible points per target are 50 points.
- 2) Each shooter's total score will be recorded on the Judge's sheet respectively.
- 3) 5 bonus points if the Patrol has a Patrol flag.
- 4) All scores and bonus points will be added together to calculate the subtotal score.
- 5) The subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the Judge's sheet.
- 6) If tied, the score of shooter 1 will be used to break the tie. If still tied, the score of shooter 2 will be used followed by shooter 3 etc. until the tie is broken.

Event #3 - Archery

Safety rules:

- 1) Follow the instructor's commands at all times.
- 2) Anyone who plays around and does not behave in a safe manner will be removed from the range.
- 3) There is no appeal if you are removed for violating the second rule.
- 4) The instructors' ruling is always final.
- 5) There is no reason for any shooter to remove a bow or arrows from the firing line at any time.
- 6) Keep the bow pointed down range at all times.
- 7) Be sure of your target when you are shooting.
- 8) Obey instantly all firing line commands.

Rules:

- 1) Each Patrol member will participate in this event.
- 2) Each Patrol member must show the instructor their valid Safety Briefing Card.
- 3) A Patrol member not having a valid Safety Briefing Card will not be allowed to shoot and will receive a "0" score, no exceptions.
- 4) A Patrol member with a valid Safety Briefing Card may not shoot in the place of another member who does not have one.
- 5) All shooters will shoot at the same time.
- 6) Each shooter will receive 5 arrows.
- 7) Once the instructor gives the command to fire, each shooter will shoot 5 arrows at their own target for scoring.
- 8) If a Patrol has less than 7 members, a Patrol member(s) may shoot again to obtain the 7 scores only if all other Patrol members have shot taking into account rule 4.

Scoring System:

- 1) This is not a timed event.
- 2) Only the instructor(s) will score targets.
- 3) Total possible points per target are 50 points.
- 4) Each shooter's total score will be recorded on the judge's sheet respectively.
- 5) 5 bonus points if the Patrol has a Patrol flag.
- 6) All total scores and bonus points will be added together to calculate the Patrol's subtotal score.
- 7) The subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the judge's sheet.
- 8) If tied, the score of shooter 1 will be used to break the tie. If still tied, the score of shooter 2 will be used followed by shooter 3 etc. until the tie is broken.

Event #4 - Tomahawks

Safety rules:

- 1) Follow the instructor's commands at all times.
- 2) Anyone who plays around and does not behave in a safe manner will be removed from the range.
- 3) There is no appeal if you are removed for violating the second rule.
- 4) The instructors' ruling is always final.
- 5) The thrower may remove the tomahawk from the target only when instructed to do so.
- 6) Keep the tomahawk pointed down range at all times.
- 7) Be sure of your target when you are throwing.
- 8) Obey instantly all firing line commands.

Rules:

- 1) Each Patrol member will participate in this event.
- 2) Each thrower will receive 2 practice and 5 scoring tomahawks to throw. The tomahawk must remain in the target for the throw to count.
- 3) Once the instructor gives the command to throw, each patrol member will throw their tomahawks at the target for scoring.
- 4) If the tomahawk is in 2 rings simultaneously, then the patrol member is awarded the points for the value of the ring where greater than 50% of the tomahawk lies.
- 5) If a Patrol has less than 7 members, a Patrol member(s) may throw again to obtain the 7 scores only if all other Patrol members have thrown taking into account rule 4.

Scoring System:

- 1) This is not a timed event.
- 2) Only the instructor(s) will score the target.
- 3) Total possible points on the target is 25 for all 5 scoring throws.
- 4) Each thrower's total score will be recorded on the judge's sheet respectively.
- 5) 5 bonus points if the Patrol has a Patrol flag.
- 6) All total scores and bonus points will be added together to calculate the Patrol's subtotal score.
- 7) The subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the judge's sheet.
- 8) If tied, the score of thrower 1 will be used to break the tie. If still tied, the score of thrower 2 will be used followed by thrower 3 etc. until the tie is broken.

Event #5 - Emergency Shelter

Rules:

- 1) A Patrol will be given 8 stakes, 8 pieces of rope, 1 tarp, and 2 poles to construct an emergency shelter within 10 minutes.
- 2) The Patrol may not pre-position the stakes, ropes, tarp, and poles before construction.
- 3) Each rope will be connected to the tarp using two half hitches.
- 4) Each rope will be secured to a stake using a taut-line hitch.
- 5) The Patrol may construct the emergency shelter in any way but they are required to use all items.
- 6) The judge will announce the start and begin time keeping.
- 7) Time stops when all Patrol members are located under the constructed emergency shelter or if the 10-minute time has expired.
- 8) When time stops, no further construction of the emergency shelter will be allowed.

Scoring System:

- 1) Maximum time allowed is 10 minutes.
- 2) 20 points for each correct two half hitches.
- 3) 20 points for each correct taut-line hitch.
- 4) 100 points are deducted for not using all items.
- 5) 5 bonus points if the Patrol has a Patrol flag.
- 6) Time to points conversion will use the 10-second graduated scale and recorded on the judge's sheet.
- 7) Correctly tied hitch scores, time score, and bonus points, minus any point deductions, will be used to calculate subtotal score.
- 8) Subtotal score will be recorded in the "Event Score" section on the Patrol's score card and on the Judge's sheet.

Event #6 - Chain Gang Knot Race

Rules:

- 1) Each Patrol will be given a few minutes to review the knot sequence on the knot pole.
- 2) The Patrol will then line up side-by-side on the start/finish line and tie legs together with ropes provided using square knots. Patrol members may not aid or give guidance to other Patrol members tying legs together.
- 3) Once the Patrol indicates they are done, the judge will inspect each knot for correctness. If one is tied incorrectly, no score will be given for the legs tied incorrectly.
- 4) When the inspection is done, the judge will signal the start and begin time keeping.
- 5) Patrol will then have 5 minutes to race up to knot pole (15 yards) and attempt to tie all seven knots and race back to the start/finish line.
- 6) If the Patrol's legs come untied while racing to or from the knot pole, they must stop and re-tie using a square knot before proceeding (time will not stop during the re-tying).
- 7) In the event of a tie, time will be used to break ties. If still tied, the score of all legs tied will be used followed by #1 knot then #2 knot etc. until the tie is broken.
- 8) Time stops when all Patrol members cross the start/finish line or when the 5 minutes are up.
- 9) When time stops, the Patrol must stop tying and are not required to race back to the start/finish line.

Knots to be tied are (pages 365 – 370):

- 1) Square knot
- 2) Two half hitches
- 3) Taut-line hitch
- 4) Timber hitch
- 5) Clove hitch
- 6) Bowline
- 7) Sheet bend

Scoring System:

- 1) Maximum time allowed is 5 minutes.
- 2) 10 points for each pair of legs tied correctly with square knot.
- 3) 30 points for each correctly tied knot on knot pole.
- 4) 5 bonus points if the Patrol has a Patrol flag.
- 5) Time to points conversion will use the 5-second graduated scale and recorded on the judge's sheet.
- 6) Each correctly tied knot score, time score, and bonus points will be used to calculate the subtotal score.
- 7) Subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the Judge's sheet.

Event #7 – First Aid Relay

Rules:

- 1) The judge will announce the start and begin time keeping.
- 2) The Patrol will first be asked to list the five “Hurry Cases” (page 115), does not have to be in order (**Not breathing, No Heartbeat (pulse), Signs of Stroke, Severe Bleeding and Possible Poisoning are the 5 “Hurry Cases” – reference page 115 first paragraph**).
- 3) Select a Patrol member to act as a victim with multiple injuries.
- 4) Each Patrol must apply the following bandage and splints:
 - a. Lower-leg fracture splint (page 146)
 - b. Lower-arm fracture splint (page 147)
 - c. Sprained ankle bandage (page 142)
 - d. Bandage severe bleeding on lower leg (p.119-120)
- 5) The patrol must also describe stroke assessment FAST (p. 124) – Face, Arm, Speech, Time
- 6) The Patrol will then use the “Blanket Drag Assist” method (page 149) to move the victim to a designated point and back without the victim becoming unrolled and touching the ground.
- 7) Once the Patrol crosses the start line, they will then use the “Four-Handed Seat” method (page 150) to move another Patrol member to the designated point and back without the victim touching the ground.
- 8) Once the Patrol crosses the start line, they will then use the “Pack-Strap Carry” (page 150) to move another Patrol member to the designated point and back without the victim touching the ground.
- 9) Time stops when the Patrol member transporting the victim using the “Pack-Strap Carry” method crosses the finish line or when the 10-minute time expires.
- 10) When time stops, Patrol members must stop their attempts at applying splints or bandage or discontinue their lift and carry.
- 11) No partial points will be awarded for splints/bandages applied incorrectly (they are either correct or incorrect).
- 12) During the lift and carries, each Patrol member must have participated prior to a Patrol member going again.

Scoring System:

- 1) Maximum time allowed is 10 minutes or when last carry is completed.
- 2) Correctly identified the 5 “Hurry Cases”, 20 points each; max 100 points
- 3) Stroke assessment: 10 points each, max 40 points
- 4) Each correctly tied bandage/splint (# 4 A-D above) 30 points each
- 5) Each lift and carry completed without the victim touching the ground, 30 points each (-10 points each time victim touches the ground).
- 6) Stroke assessment: 10 points each, max 40 points
- 7) 5 bonus points if the Patrol has a Patrol flag.
- 8) Time to points conversion will use the 10-second graduated scale and recorded on the judge’s sheet.
- 9) Correctly identified “Hurry Cases” score, correctly tied splint/bandage scores, lift and carry scores, time score, and bonus points will be used to calculate the subtotal score. Subtotal score will be recorded in the “Event Score” section on the Patrol’s scorecard and on the Judge’s sheet.

Event #8 - Compass Course

Rules:

- 1) The Patrol will be positioned in a predetermined staging area where they will be given a compass and randomly select a course card with three sets of coordinates.
- 2) The judge will record the Course Card # and the starting points from the selected course card on the judge's sheet then announce the start.
- 3) When the start is announced, the Patrol will race to their first starting point on the course line and obtain the first bearing noted on the course card for their first starting point.
- 4) The Patrol must then walk the number of steps noted on the course card in the direction of the bearing obtained.
- 5) The Patrol will then obtain the second bearing noted for their first starting point.
- 6) The Patrol must then walk the required number of steps in the direction of the second bearing obtained.
- 7) The Patrol will then obtain the third bearing noted for their first starting point.
- 8) The Patrol must walk the required number of steps in the direction of the third bearing obtained.
- 9) The Patrol will inform the judge of the marker number closest to and in line of travel.
- 10) The judge will record the destination point on the judge's sheet for the first starting point.
- 11) The Patrol will then move to their second starting point noted on the course card and repeat the process.
- 12) Once the Patrol informs the judge of the second destination, they will move to their third starting point and repeat the process.
- 13) If a Patrol does not attempt to obtain a bearing at each point noted on the course card or does not attempt to walk the required number of steps in the direction of each bearing, they will receive no score for the event.
- 14) If ties occur, the Patrol closest to their first destination will be used followed by closest to their second and finally closest to their third destination.

Scoring system:

- 1) This is not a timed event.
- 2) The Patrol will receive 100 points for each destination point reached correctly.
- 3) 10 points will be deducted for each marker away from each correct destination point.
- 4) 5 bonus points if the Patrol has a Patrol flag.
- 5) Final destination scores and bonus points will be used to calculate the subtotal score.
- 6) Subtotal score will be recorded in the "Event Score" section on the Patrol's score card and on the Judge's sheet.

Event #9 – “A” Trestle Walk

Rules:

- 1) When the judge signals the start and begins time keeping, the Patrol will have 10 minutes to construct an “A” trestle (page 375).
- 2) A shear lashing (page 376) will be used at the top or narrow end of the “A” trestle.
- 3) Square lashings (page 373) will be used to secure the bottom ledger and top transom at the bottom or wide end of the “A” trestle.
- 4) Six guide ropes will be used to hold the trestle upright.
- 5) The six guide ropes must be attached using two half hitches (page 366).
- 6) All 6 guide ropes must be used (at least 4 on top of the trestle).
- 7) After trestle is constructed, the Patrol will raise the trestle upright.
- 8) Then six Patrol members will obtain one of the guide ropes to hold it upright.
- 9) Another Patrol member will then climb on the “A” trestle, standing on the bottom ledger and holding onto the top transom.
- 10) If one of the guide ropes comes untied, the Patrol must stop and re-tie it (time will not stop).
- 11) If the Patrol member falls off the “A” trestle while it is standing, the Patrol must stop and have the Patrol member climb back on (time will not stop).
- 12) The Judge will instruct the Patrol to move the trestle back to the point of where the Patrol member fell off of the “A” trestle.
- 13) When time stops, no further attempts in the construction of or a patrol member standing on the “A” trestle will be allowed.

Scoring System:

- 1) Maximum time allowed is 10 minutes.
- 2) 30 points for correct shear lashing.
- 3) 30 points for each correct square lashing.
- 4) 20 points for each correct two half hitches used to tie guide ropes.
- 5) 5 bonus points if the Patrol has a Patrol flag.
- 6) Time to points conversion will use the 10-second graduated scale and recorded on the judge’s sheet.
- 7) Correctly tied lashings and two half hitches scores, time score, and bonus points will be used to calculate the subtotal score.
- 8) Subtotal score will be recorded in the “Event Score” section on the Patrol’s scorecard and on the Judge’s sheet.
- 9) Time will be used to break ties.
- 10) Once time has stopped; the patrol may opt to “walk” the trestle for a distance of up to 10 yards. This will not be scored, however, the patrol walking the greatest distance will earn a special award!

Event #10 - Water Rescues

Rules:

- 1) A Patrol will have 10 minutes to rescue a bucket with water from a designated location within a swamp and attempt 7 throws with a provided rope at a 3-foot circle 20 feet away.
- 2) The Patrol will be furnished 3 6-foot spars and five lengths of rope for lashings.
- 3) The judge will announce the start and begin time keeping.
- 4) After time starts, the Patrol must round lash (page 377) the 3 spars into a pole (two round lashings at each joint).
- 5) The fifth rope can be used anyway the Patrol decides.
- 6) Using the pole, the Patrol will lift and position the bucket outside the swamp area.
- 7) Point deductions will be given if a Patrol member steps into the swamp, if the bucket falls off the pole and touch the ground inside the swamp after it has been initially lifted or if the water inside the bucket is spilled either inside or outside the swamp area.
- 8) Once the bucket touches the ground outside the swamp area, the first Patrol member will recoil and throw a rope at the 3-foot circle trying to land it on or within the 3-foot circle.
- 9) After the rope has been thrown, the first Patrol member will hand the rope to the next Patrol member.
- 10) The next Patrol member will then recoil the rope and throw it at the 3-foot circle.
- 11) The process will repeat until 7 throws have been attempted.
- 12) A Patrol member may throw again only if all Patrol members have gone at least once.
- 13) The Patrol must attempt all 7 throws.
- 14) Time stops when the 7th throw has been made or when the 10-minute time has expired.
- 15) A throw will be counted if it lands on or within the 3-foot circle.
- 16) Portions of the Patrol member's body may cross the throw line, however both feet must be positioned and remain behind the throw line during the attempt.
- 17) When time stops, no further rescue attempts may be made.

Scoring System:

- 1) Maximum time allowed is 10 minutes.
- 2) 30 points for each correctly tied round lashing.
- 3) 20 points are deducted each time a Patrol member steps into the swamp area.
- 4) 20 points are deducted each time the bucket falls off the pole and touches the ground inside the swamp area after initial lift.
- 5) 30 points are deducted if the water inside the bucket is spilled.
- 6) 5 bonus points if the Patrol has a Patrol flag.
- 7) Time to points conversion will use the 10-second graduated scale and recorded on the judge's sheet.
- 8) Correctly tied lashing scores, throw scores, time score, and bonus points, minus any point deductions, will be used to calculate subtotal score.
- 9) Subtotal score will be recorded in the "Event Score" section on the Patrol's score card and on the Judge's sheet.

Event #11 - Log Lift

Rules:

- 1) Each Patrol member will participate in this event.
- 2) The Patrol will have 5 minutes to lift four logs off the ground.
- 3) A Patrol member may participate in more than one group of that Patrol only if all other Patrol members have participated.
- 4) The Judge will announce the start and begin time keeping.
- 5) When time starts, a Patrol member in the first group will throw a rope over a cross pole at least 6 feet off the ground.
- 6) Once the rope leaves the hand of the Patrol member throwing the rope, the other Patrol member in the first group will race to the log and tie a Timber Hitch around it then raise it off the ground.
- 7) The Patrol member who threw the rope must then secure the rope to a stake using a clove hitch.
- 8) Once the clove hitch is in place, the Patrol member lifting the log will then lower it and race back to the starting line and tag a Patrol member in the second group.
- 9) The second group cannot start until the log of the first group is suspended and they have been tagged.
- 10) A Patrol member in the second group will then throw a second rope over the cross pole.
- 11) Once the rope leaves the hand of the Patrol member throwing the rope, the other member in the second group will race over and tie a Timber Hitch around the second log then raise it off the ground.
- 12) Once the second rope is secured with a clove hitch, the Patrol member lifting the second log will lower it and race back to the starting line and tag a Patrol member in the third group.
- 13) This process will be repeated until all four logs are suspended.
- 14) All four logs must be suspended off the ground.
- 15) If a log is touching the ground, the Patrol does not have to re-throw the rope over the cross pole but must attempt to reposition the log and re-secure the rope so that it is off the ground (time will not stop during repositioning/re-securing).
- 16) Time stops when the Patrol member lifting the fourth log crosses the starting line and the four logs are suspended or the 5-minute time expires.
- 17) When time stops, no further attempts of throwing a rope, securing it around the log, or securing the rope to a stake will be allowed.

Scoring system:

- 1) Maximum time is 5 minutes.
- 2) 30 points for each correctly tied timber hitch.
- 3) 30 points for each correctly tied clove hitch.
- 4) 5 bonus points if the Patrol has a Patrol flag.
- 5) Time to points conversion will use the 5-second graduated scale and recorded on the judge's sheet.
- 6) Hitch scores, time score, and bonus points will be used to calculate subtotal score.
- 7) Subtotal score will be recorded in the "Event Score" section on the Patrol's scorecard and on the Judge's sheet.

Event #12 - Campsite Inspection

Rules:

- 1) There will be eight areas scored in this event:
 1. Troop flag posted
 2. American flag posted
 3. Patrol flag(s) available at morning flag service
 4. First aid kit available
 5. Cleanliness of campsite
 6. Tents neat and put up well
 7. Easily identifiable Patrol site(s)
 8. Ax yard
- 2) The eight areas will be judged on a scale of 0 (non-existing/poor) to 40 (existing/outstanding).
- 3) This is not a timed event.
- 4) Troops entering more than one Patrol for the competition will receive the same score for each Patrol.

Scoring system:

- 1) Troop flag posted (existing/non-existing)
- 2) American flag posted (existing/non-existing)
- 3) Patrol flag(s) available at morning flag service (existing/non-existing)
- 4) First aid kit available (existing/non-existing)
- 5) Cleanliness of campsite (scale 0-40)
- 6) Tents neat and put up well (scale 0-40)
- 7) Easily identifiable Patrol site(s) (scale 0-40)
- 8) Ax yard (scale 0-40)
- 9) If a tie occurs, the highest score for area 1 will be used followed by area 2, then area 3, etc. until the tie is broken.
- 10) Total scores from each area will be used to calculate subtotal score.
- 11) Subtotal score will be recorded on the Judge's sheet and in the "Event Score" section on the Patrol's score after the competition.