

Competitive Events for the Joint Salish Sea-Pilchuck Spring Camporee

Here are the events for the Spring Camporee 7-10 May 2026. The planning committee wanted to get them published and distributed to all the Scouts BSA units in Salish Sea and Pilchuck districts as early as possible. We hope this will give you the chance to build them into your program and practice so your patrols will be excited to demonstrate their skills and WIN! Each event requires at least 4 scouts and 8 scouts at most. All patrols will compete as team and at no time will patrols be allowed to split up except as specified by on site event officials. Good luck to you all.

1. Pancake Flipping Contest

Skills needed: Fire Building using one 18-inch-long piece of 2 by 4, a hatchet, a pocketknife and 2 kitchen matches. Cooking skills.

What is provided at the site:

A safe place to build the fire.

An 18 inch long 2 by 4 from which the patrol makes tender, kindling and fuel. No other materials may be used/gathered. A suitable chopping block on which to safely prepare the wood.

2 kitchen matches provided by event officials when the PL says they are ready to light the fire. Officials will also have a Bic type lighter to light matches ONLY if needed.

1 ONE spoon full of pancake batter to put in the patrol's fry pan when ready.

A sting strung between 2 poles 30 feet away. The string will be approx. 7 feet of the ground.

What is provided by each patrol:

A hatchet suitable for splitting the 2 by 4. (no long handled axes)

A pocketknife (only one)

A small fry pan, pre-oiled as needed.

Identify the predesignated “pancake eater” to insure it prohibits hazing or bullying.

A patrol name and a patrol cheer and a patrol flag

LOTS OF SCOUT SPIRIT

On site SAFETY:

At least two preselected adult scouters will man the site and one will focus solely on wood preparation and woods tool safety. The “Safety Official” will have a first aid kit nearby and be WRFA trained.

Competition Rules:

Upon arrival, the patrol will verify that they have their required equipment and no more. .

After the officials review all aspects of the event with the patrol and answer any questions, a timer will be started at “GO”.

When the PL says the fire is ready to lite, the PL will be given one kitchen match. If the fire fails to light, the PL will be given a second kitchen match. If this attempt is unsuccessful, the patrol’s event is over.

When the patrol has the fire going, the PL asks for a spoonful of batter with which to cook their pancake. When the patrol is ready to flip the pancake, the entire patrol will run to the “flipping string” and attempts to flip the pancake over the string AND catch it in the frying pan. The patrol can make as many attempts as needed to accomplish this step. Each time the pancake misses the frypan and falls to the ground, it may be returned to the frypan for another attempt. This step can be repeated as many times as necessary.

Once the above step is accomplished, the patrol runs back to the starting point and a **PREDESIGNATED scout** must eat the pancake! The time stops then. The time will be considered only to differentiate successful patrols.

2. Pick Up Your Room Competition

This is a test of Knots and Lashing skills. The object of this event is for the patrol to construct the “cloths hamper lifting frame” using the correct knots and lashing. Then, after throwing the “hamper lifting rope” over the cross bar of the frame, the patrol must raise the hamper off the ground at least 24” for a count of 5.

Patrol must consist of at least 4 members but not more than 8. Upon arrival the Patrol must state their Patrol name, show their flag and all members utter (shout) their call.

Specific knowledge required:

Square lash- for the cross spar

Diagonal lash- for the side braces

Clove hitch- top guy line attachment

Timber hitch- for the middle of “HOG” (heavy block of wood)

Tauntline hitch- to attach guy lines to the stakes

Bowline- waist loop for the lifting rope

When the patrol arrives at the site they will see layed out on the ground:

2 ea 15-foot-long spars (that become the uprights)

1 ea 8-foot-long spar (this is the main cross piece) laid across the long spars

2 ea 3-foot-long diagonal supports laid in their relative positions

4 ea large wooden stakes pre-driven in the ground that will later hold the structure up

2 ea shallow “divots” near the base of the uprights

And, of course, the Hamper sitting between the divots.

A length of rope (para cord) of the necessary length will be on or near the place where it will be used. The “hamper lifting rope” will be approximately 5/8 inches in diameter.

The event officials will fully explain the rules of the event to the patrol and answer any questions. After the timer starts at "GO", they will observe to insure safety at all times.

3. Plant Identification

For this event scouts will need to be able to identify the following plants in the field:

Douglas Fir

Sitka Spruce

Western Red Cedar

Western Hemlock

Red Alder

Big Leaf Maple

Vine Maple

Black Cottonwood

Salal

Sword Fern

Five of the above plants growing near the event site will be tagged with a number just prior to the start of this event. Each patrol will receive a score card with all ten of the above plants listed. For each plant with correct corresponding number aligned to its right the patrol will receive 20 points. Therefore, a perfect score is 100 points. Patrols can earn an additional ten "spirit points" having their flag and a hardy patrol cheer. Each patrol will have their start and finish times recorded on their score card to separate each patrol with a perfect score of 110 points.

4. Emergency Evacuation Relay

For this event the patrols will need to know how to make an emergency litter (stretcher) out of a blanket or strong poncho and two poles.

Patrols provide their own blanket or poncho and will be provided two poles for carrying the "victim".

The largest member of the patrol will be the victim. Once the rules are explained and the event official shouts “GO” the patrol will take the poles and blanket (running) to the “accident site” marked by the other event official approximately 100 feet away. When the patrol arrives the “victim” will lay on the ground while the rest of the patrol builds the litter. Next, the patrol carefully puts the victim on the litter and carries him or her back to the starting point. Time stops once the litter is gently lowered to the ground.

Rules:

All patrol members must participate.

The litter is not dropped. Lowering the litter to rest is OK.

The victim must remain inert and may not help the rest of the patrol in any way.

5. What’s Wrong with This Campsite?

For this event the patrol will be taken to a “model” campsite having at least ten things wrong. The Patrol Leader will be given a score card and a pencil to note all the “wrong things” **AND WHY**, in 2 minutes. Ten points will be awarded for each correct answer. An additional 5 points per answer will be awarded if the PL writes the first name of the patrol member offering the correct answer. In this way all patrol members can be involved.

Examples:

Poorly drained site

Too close to a water source

Poorly located tent

Poorly located dining fly

Site too exposed.

Widow-maker danger

Axe-yard danger

Unprotected cooking area

Food/smellables unprotected from varmints

Trash scattered and/or unprotected

The above are ONLY examples and are not necessarily THE things that are wrong.

6. Spider Web Obstacle

A rope of at least ½ inch in diameter will be woven between two trees to form the “spider web”. There will be at least 8 openings through which patrol members can pass without touching the “web”.

Rules:

Each opening may only be used once

If the “web” is touched the scout must start again

The patrol will work together to help get as many members through the web as possible and some of the smaller scouts will need to be lifted or passed through the web.

Once a scout has successfully passed to the opposite side of the web he or she must help from that side. No scout can go around the web until time is called or all patrol members are through the web.

Notes to Leaders:

I hope you can build your troop meeting programs around preparation for these events and practice competing on upcoming campouts too. All of these events are for complete patrols. At each event the officials will be judging each patrol’s scout spirit based on their flag, cheer and teamwork. In addition to these things adding to a patrol’s event score, overall Patrol Spirit awards will be presented also.

If you have questions feel free to contact me at: mac.mccormickjr@gmail.com

Mac McCormick
(336) 287-4605