

**HUNT FOR THE SASQUATCH**  
**SPRING CAMPOREE 2024**  
**GREAT ALASKA COUNCIL**

**WHEN:** April 26-28, 2024

**WHERE:** Camp Gorsuch

**REGISTRATION:** [Great Alaska Council - Spring Camporee \(scoutingevent.com\)](https://scoutingevent.com)

This Camporee is a council-wide event and an opportunity for Scouts to interact and have fun. Webelos and AOLs are invited. We encourage Troops to invite Webelos, AOLs, and of course their parents to join you, even if only for a day. The interaction between Webelos and AOLs is important and significantly improves the likelihood of the Webelo/AOL transitioning from Cub Scout to Scouts. Webelos and AOLs may stay the night if a parent is with them.

**CAMPING:** After registering, units should reserve their campsite. A link to the campsite reservation document is on registration page. There are more units than campsites, so the expectation is that campsites will be shared. Please do not reserve a campsite until you register your unit.

**ACTIVITIES:** A series of fun and challenging activities is planned. Many activities will be scored and prizes awarded for high scoring Patrols. Some activities will require advance planning and preparation. Read the notes below carefully.

**FEES:** \$15 for Scouts; \$5 for Webelos/AOLs; \$5 for adults. Participants will get an event patch.

**SCHEDULE:**

**Friday, April 26th**

**5:00** – Camp Gorsuch open

**8:00** – Senior Patrol Leader meeting in the Dining Hall (note: if the dining hall isn't available we will meet in the trailer next to Dan's Palace)

**Saturday, April 27th**

**9:00** – Judging begins for The Hangry Sasquatch at Dan's Palace.

**10:00** – Opening Flags

**10:30-12:00** – Activities are open

**12:00-1:30** – Lunch

**1:30-4:30** – Activities open

**5:00** – Closing Flags.

**Immediately after Closing Flags** - Sasquatch trap judging. Score sheets will be collected after traps are judged.

**7:30** – Campfire (all units are expected to participate with a song or skit). Costumes will be judged at Campfire.

## HUNT FOR THE SASQUATCH

Sasquatch, Big Foot, Yeti – there are many legends of human-like creatures inhabiting forests around the world. From its earliest days, Camp Gorsuch has had reported sightings of hairy, smelly creatures stalking camp sites in search of Slim Jims and Snickers. Most often it was just an ordinary bear, other times just a grouchy Scoutmaster, but there have also been occasions when the creature couldn't be explained away. It had to have been a Squatch. This weekend we're going to bring the legend to life!

Patrols will rotate through a series of challenges and activities that are located around camp.

If a unit has a Webelo/AOL attending, they should be incorporated into the patrol. The ideal size for a patrol is eight (8) Scouts, so units may enter multiple patrols.

Each activity will be scored with Patrols earning points for participating and completing activities. The number of points awarded is based on the Scout skills demonstrated. Each activity has the opportunity for a first aid bonus point. Rules for bonus points are discussed in "Is That Blood?".

### REQUIREMENTS

To participate in the derby, each Scout must have water and a first aid kit. They must present these in good order when requested by a judge.

Finally, each patrol must have a name and yell. Patrols must announce their presence to judges by loudly proclaiming their name and yell before beginning the activity. Judges will only award points to Patrols that announce their presence.

### ACTIVITIES

#### IS THAT BLOOD???? A SCOUT IS CLEAN????

**Objective:** To test basic Scout skills. At each activity, Patrols will be given the opportunity to earn a bonus point by nominating a Scout to answer a question. The question will be related to first aid, the Outdoor Code, or Leave No Trace. The judge gets to pick category. If the Scout can answer the question correctly (with no help from his Patrol), the bonus point will be awarded.

**Equipment:** Any equipment needed will be provided by the judges.

#### **Rules:**

The bonus point is optional; just tell the judge if you don't want to try for the bonus. If the Patrol chooses to attempt the bonus, they must nominate a Scout to answer a question; if answered correctly the Patrol will earn the bonus point. There is no penalty for an incorrect answer.

All Scouts must have been nominated and attempted to answer a bonus question before they can be nominated a second time. Similarly, a Scout cannot attempt to answer a question a third time.

unless all Scouts in the Patrol have already tried to answer two questions. Everyone must participate equally, including AOLs and Webelos.

Questions will be rank appropriate. In other words, a Life Scout should expect a more difficult question than a Webelo.

### **FEED THE YETI**

**Objective:** Simple, cook a gourmet breakfast for the judges.

#### **Equipment:**

Patrols must provide everything needed for the breakfast.

Judges will have their own plates, forks, knives, spoons and cups.

#### **Rules:**

Provide enough to allow four judges to taste and score your breakfast.

Make whatever you like; the breakfast can be as simple or complex as you like.

Breakfast must be at Dan's Palace by 9:00 AM on Saturday.

While not a disqualifier, the judges typically lower scores for food baked/made outside of camp.

**Points:** (Max. number of Points is 10)

- 10 Points to be awarded by judges as they see fit based on flavor, presentation, etc.

### **AIM CAREFULLY**

**Objective:** Head to the shooting range for sling shots! You'll need to aim well because if you don't get it with the first shot, you can quickly become the hunted instead of the hunter!

**Equipment:** None. Everything will be provided.

#### **Rules:**

Listen to the range guide.

Safety first.

**Points:** (Max. number of Points is 8)

- Scoring matrix will be available at the SPL meeting on Friday night.

- 1 Point for the bonus question.

### **ARE YOU SURE THAT CAGE IS STRONG ENOUGH?**

**Objective:** Patrols will be using lashings to construct one wall of a Sasquatch cage.

#### **Equipment:**

Wood poles and timbers will be provided.

Patrols must provide:

Ropes to lash the cage wall together.

All ropes must be fused or whipped.

**Rules:**

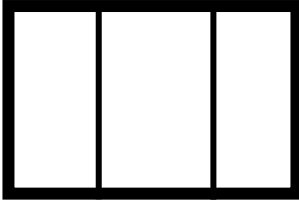
Using the poles and timbers provided, patrols must use lashings to construct one wall of a Sasquatch cage.

Patrols may use one of the following designs to construct their wall, or they may build a wall of their own design.

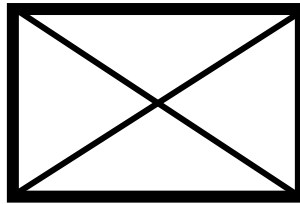
Patrols must unlash the wall after it is scored and return the poles and timbers to the judges.

**Suggestions for Wall Designs**

Option 1



Option 2



**Points:** (Max. number of Points is 8)

- Judges will award up to 8 points based on (1) the quality of the lashings, (2) the strength of the wall, and (3) equal participation (i.e., everyone is doing the lashings, not just one or two people).
- 1 Point for the bonus question.

**CACHE ME OUTSIDE!**

**Objective:** Using 50' of rope, patrols must properly hang a bear bag. Patrols must also know why bear bags are used, what should go in the bear bag and the proper distances and heights for a good cache. The link below provides some useful information.

[How to Hang a Bear Bag — Washington Trails Association \(wta.org\)](http://wta.org)

**Equipment:**

Judges will provide 50' of rope and a bear bag.

**Rules:**

Patrols must properly hang a bear bag.

Patrols must know the following:

- When to hang a bear bag
- How far from camp to place the bag
- How high off the ground and how far from the tree trunk the bag should be
- What goes in the bear bag

**Points:** (Max. number of Points is 8)

- Judges will award a max of 6 points based on (1) proper hanging of the bag, (2) safety, and (3) participation by the entire patrol.

- 2 Points to be awarded by judges for overall knowledge regarding bear bags (see questions above)
- 1 Point for the bonus question.

### **LOST IN THE WOODS**

**Objective:** Patrols will use a compass and maps to navigate an orienteering course. Some basic instruction may be provided during the Camporee, but it is strongly encouraged for Troops to review the use of maps, compasses and orienteering ahead of the Camporee. The expectation for this activity isn't to teach land navigation; it is to be a refresher and an opportunity for the Patrols to showcase their skills. This activity is expected to take an hour to complete.

#### **Equipment:**

Patrols may use their own compasses.

Judges will provide maps and compasses.

#### **Rules:**

Patrols will use their map and compass skills to navigate the course and locate a series of checkpoints.

**Points:** (Max. number of Points is 8)

- 1 Point for each successful checkpoint (max of 6 points).
- 2 Points for participation by each member of the patrol.
- 1 Point for the bonus question.

### **SHHHHH....THERE'S A SASQUATCH OUT HERE!**

**Objective:** Sasquatch have outstanding hearing and put it to good use in tracking prey. In this activity, the patrol will divide themselves into two groups and must silently pass a message from one group to the other as they go through the woods. Silence is the key – you don't want to attract the attention of the Sasquatch! Be Prepared!

#### **Equipment:**

Judges will provide a short message to that must be communicated from one group to the other.

Patrols will need to bring any materials or equipment they need.

#### **Rules:**

The Patrol will divide themselves into two, equally sized groups – transmitters and receivers. The groups will be separated by approximately 25 yards and the Judge will provide the transmitting group a short message (for instance, "Baden Powell founded the Scouts on February 8, 1910.").

The transmitting group must then communicate the message to the receiving group without speaking. Hand signals, flags/semaphore, etc. may be used.

Patrols may bring prepared materials with them.

Walkie Talkies are not allowed.

Once handed the message, the groups will proceed down a trail (they will remain in parallel, never getting closer than 25 yards) approximately ¼ mile. Once they reach the end of the trail, the receiving group will tell the judge what message they received.

**Timed Event:** Patrols will have 20 minutes to complete the ¼ mile course.

**Points:** (Max. number of Points is 8)

- up to 5 points for transmitting the message (max of 5 for 100% correct, fewer points dependent on how close the received message is to the original)

Additional points will be awarded for those getting the message 100% correct.

- 1 Point for finishing in less than 15-minutes.

- 1 Point for finishing in less than 10-minutes.

- 1 Point for finishing in less than 6-minutes.

- 1 Point for the bonus question.

## **RAPIDS CROSSING**

**Object:** Big Foot is hot on your trail and you're on the banks of a 35 foot wide raging river. You either brave the river crossing or become Big Foot dinner, so the river it is. You'll need to use the materials given to you by the judges to get the entire patrol across the river.

### **Equipment:**

Judge provides: various materials (2x4s, blocks, etc.) to assist in crossing the river.

Patrol provides: Nothing

### **Rules:**

Two sides of a river, approximately 35 feet apart, will be marked.

Several rocks (sandbags or blocks) will be placed around the river.

Patrols must use the materials provided by the judges to get across the river.

If a Scout falls into the river, there will be a 30 second penalty where all activity must stop and the Scout who fell must return to their last "safe" location.

**Timed Event:** 20 minute maximum time limit.

- Time starts when patrol leader says they are ready and Judge says "Start!"

- Time ends when the last Scout reaches the safe side of the river.

**Points:** (Max. number of Points is 8)

- 1 Point for each Scout who crosses the river (max of 5 Scouts/Points)

- 1 Point for all Scouts crossing in less than 15-minutes.

- 1 Point for all Scouts crossing in less than 10-minutes.

- 1 Point for all Scouts crossing in less than 6-minutes.

- 1 Point for the bonus question.

## **BUILD A BETTER SASQUATCH TRAP**

**Object:** To build a Sasquatch trap. Ever play Mouse Trap? If not, your Scoutmaster can explain it to you, but basically each Patrol will need to build a trap. This could be a full sized trap or a prototype at a smaller scale. But the Patrol will need to demonstrate to the judges how it works.

Ever heard of Rube Goldberg? If not Google it. These are meant to be crazy, amazing, unbelievably complex trap machines! Don't go simple on this one!

Traps will be built/assembled on Scott's Field and will be judged immediately after closing flags.

**Equipment:** Patrols will need to provide everything they need.

### **Rules:**

Patrols need to bring any materials they will use.

Building/assembly can begin at 5:00 PM Friday.

Traps will be set up on Scott's Field for judging immediately after closing flags. Patrols should have a representative available to describe how the trap works and to demonstrate its operation.

Traps may be of any size – full size or smaller scale prototype.

**Points:** (Max. number of Points is 8)

- Judges will assign a max of 8 points based on ingenuity, creativity and maximum complexity.

- 1 Point for the bonus question.

## **SASQUATCH COSTUME CONTEST**

**Objective:** To transform your Scoutmaster into a Sasquatch. Obviously, some troops are almost going to have an easier time than others, but the idea is to make your Scoutmaster as Sasquatch like as possible. Squatches are known to smell horrible, so this part should already be done for you, but just in case you need some help the hunting section of your local outdoors store (Cabela's, Sportsman's Warehouse, etc.) usually have a wide assortment of sprays you can use.

Also, it's never good to have a Big Foot on the loose, so units are encouraged to have a handler or handlers for their creature. Scouts and Patrols are encouraged to don their best Sasquatch hunter costume.

**Equipment:** Units must provide everything they need.

### **Rules:**

Scoutmasters, or an Assistant Scoutmaster if the Scoutmaster isn't available, must be in costume.

A member of the unit, hopefully dressed as a Squatch hunter, will present their Scoutmaster.

### **Judging:**

- Judges will select the winner based on creativity, originality, and crowd approval.

## SCORE SHEET

PATROL NAME \_\_\_\_\_

PATROL MEMBERS \_\_\_\_\_

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TROOP \_\_\_\_\_

**Aim Carefully** \_\_\_\_\_ points

**Yeti Cage** \_\_\_\_\_ points

**Cache Me Outside** \_\_\_\_\_ points

**Lost in the Woods** \_\_\_\_\_ points

**Shhhh!** \_\_\_\_\_ points

**Rapids Crossing** \_\_\_\_\_ points

**Big Foot Trap** \_\_\_\_\_ points

**TOTAL** \_\_\_\_\_