

Medieval Mania

Barbour County Fairgrounds

Belington WV

April 26 -28, 2018

Cost \$10.00 per scout when pre-registered and prepaid by April 18th (\$15 at the door)

\$5.00 - Webelos Saturday only

Registration Begins Friday at 5:00 p.m.

Planned Activities:

Catapult Building and Throwing Competition, Compass Course,
Jousting Relay, Chili Cook-off and MUCH MUCH MORE!!

Troop and Crews grab some ropes and poles – catapults will be built on site and tested. With a throwing competition to be held during the day. Each troop will bring its own materials to build their catapult on-site.

Along with your camping gear, Scouts are reminded to bring their *Scout Spirit*, BSA Handbook, a Compass, a Lawn Chair. Opportunities to complete items necessary for Rank Requirements may occur. Sign offs for completed requirements must be conducted by the individual troop's leadership; volunteers assisting at the activities stations will not sign and rank requirement items.

Each troop will be assigned a small service project to be performed at the fairgrounds. This is the scouts way to say *Thank You* to the Barbour County Fair for hosting our event.

*Each troop is asked to participate in the Dutch Oven Chili Cook-Off. Troops will prepare a Chili of their Choice in their Dutch Oven. Each troop should prepare at least enough chili for all members of their troop. Each Troops and/or Patrol(s) within a Troop may enter their favorite Chili Recipe – At registration, you will be given the "*Mystery Ingredient*" to be used in the competition. Judging will be Saturday evening (time to be announced at the leader's meeting).

REGISTER TODAY!!

www.macbsa.org

CATAPULT & TREBUCHET COMPETITION

This year's Spring Camporee features two classes of catapult/trebuchet competitions:

- Vizzini Class: 3 feet tall or less (not including throwing arm)
- Fezzik Class: Over 3 feet tall (not including throwing arm)

Patrols will compete on appearance, accuracy, and distance. We are looking forward to seeing the entire parade field surrounded by siege machines, and all of them launching simultaneously.

Troops will need to design and practice assembling, disassembling, and reassembling their catapults or trebuchets. Sample designs and instructions are included here so that troops can practice designing and building their catapults and/or trebuchets before coming to Camporee.

Basic rules:

- Each troop/patrol the be responsibility for bringing their own building materials.
- All siege machines must be constructed on site. Each patrol will have two hours to build its catapult or trebuchet. Competitions will be near the end of the day. (Timing details subject to change.)
- The basket/sling/throwing arm may be pre-assembled and brought to Camporee.
- Each siege machine must be assembled using at least one of each of the following types of lashing: Square, Diagonal, Sheer, Tripod.
- Patrols are welcome to use their own designs.
- "Cows" or projectiles for the competition will be provided. Soccer balls will be used for the Vizzini Class. Tennis will be used for the Fezzik Class.
- Absolutely no launching of any projectiles at human or animal targets. No launching of real animals, scouts, **or Scoutmasters.**
- Each troop's adult leaders are responsible for making sure that their scouts' siege machines are safe and that scouts use them safely.

BUILDING A CATAPULT

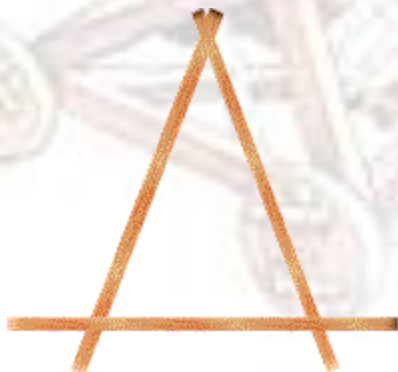
(Credit to Glen Cockwell, Greater Toronto Council, Scouts Canada)

The catapult that is described here will throw a water balloon several hundred feet. Or a cow, maybe not quite as far. Obviously if you reduce the dimensions of the components the distances you can throw will change accordingly. We will **NOT** be throwing water balloons.

EQUIPMENT LIST

QUANTITY	ITEM	COMMENTS
3	8 ft spars (front face)	All spars must be good quality. DO NOT use dowelling.
3	15 ft spars (back brace)	
1	15 ft spar (throwing arm)	Best results will come from a good but relatively thin spar.
1	3.5 ft spar (throwing arm cross piece)	Must be strong
50 ft	¼ in or thicker rope	Launching rope
7 X 12 ft	¼ in rope	These are for lashing. I prefer braided nylon or better still, braided polyester.
1	double pulley or 2 single pulleys	Must fit the launching rope above.
1	throwing tin	(see diagram below)
2 X 20in	¼ in rope	to attach pulley(s) and throwing tin
Several	Cow or volleyball	For launching. BYO and will be provided.

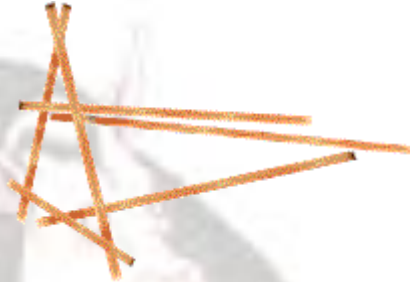
STEP 1 - BUILD FRONT FACE TRIANGLE



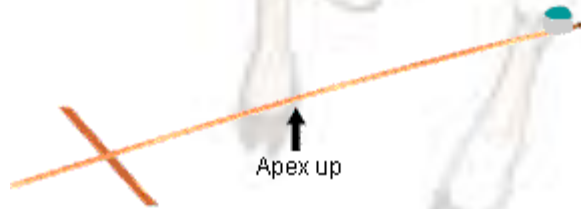
Lay out the 8 ft spars as shown in the diagram and lash the spars together with a square lashing where they cross.

STEP 2 - ATTACH THE BACK SUPPORTS

Lash the back brace spars to the front face triangle as shown in the diagram. Note: The two side spars should be lashed to the inside of the triangle about 2/3 of the way up from the bottom. The bottom spar should be attached on the outside.



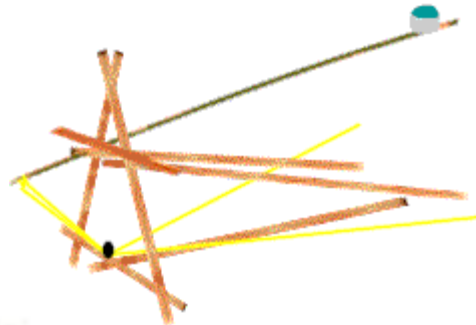
STEP 3 - BUILD THE THROWING ARM



1. Lash the throwing arm cross piece to the bottom side of the throwing arm about 3.5 ft back from the thickest end. If the throwing arm has a curve in it make sure the apex of the curve is up (see diagram).
2. Attach the throwing tin to the tip of the throwing arm.

STEP 4 - ASSEMBLE THE CATAPULT

1. Set the completed throwing arm into the catapult as shown.
2. Attach the pulley(s) to the end of the lower back support.
3. Attach the middle of the launching rope with a clove hitch to the large end of the throwing arm.
4. Run the two ends of the launching rope through the pulley(s) and lay them back beside the two back supports.



STEP 5 - SAFETY CONSIDERATIONS

The excitement of watching the cow sail out and hit its mark is the fun of building a catapult. However, what goes up will also come down and the throwing arm is no exception. Once the cow is launched all eyes will follow it and unfortunately not the descent of the arm. One person **MUST** act as safety control and control the descent of the arm (see diagram). This means that they must stand just in front of the catapult and keep their hand on the short end of the throwing arm. The same person can check the path of the throwing arm before they call "fire" to ensure everyone is clear.



STEP 6 - OPERATION

Scouts pull the launching ropes. Depending on their strength and size, you can assign several on each rope. When the cow is in the tin and everyone is clear of the arm, the safety control person should yell "fire" and both ropes pulled. If the throwing arm is heavy then the safety control person may want to assist the throw by pushing down on the throwing arm extension. (Remember to control the descent of the arm after the cow has been thrown.)

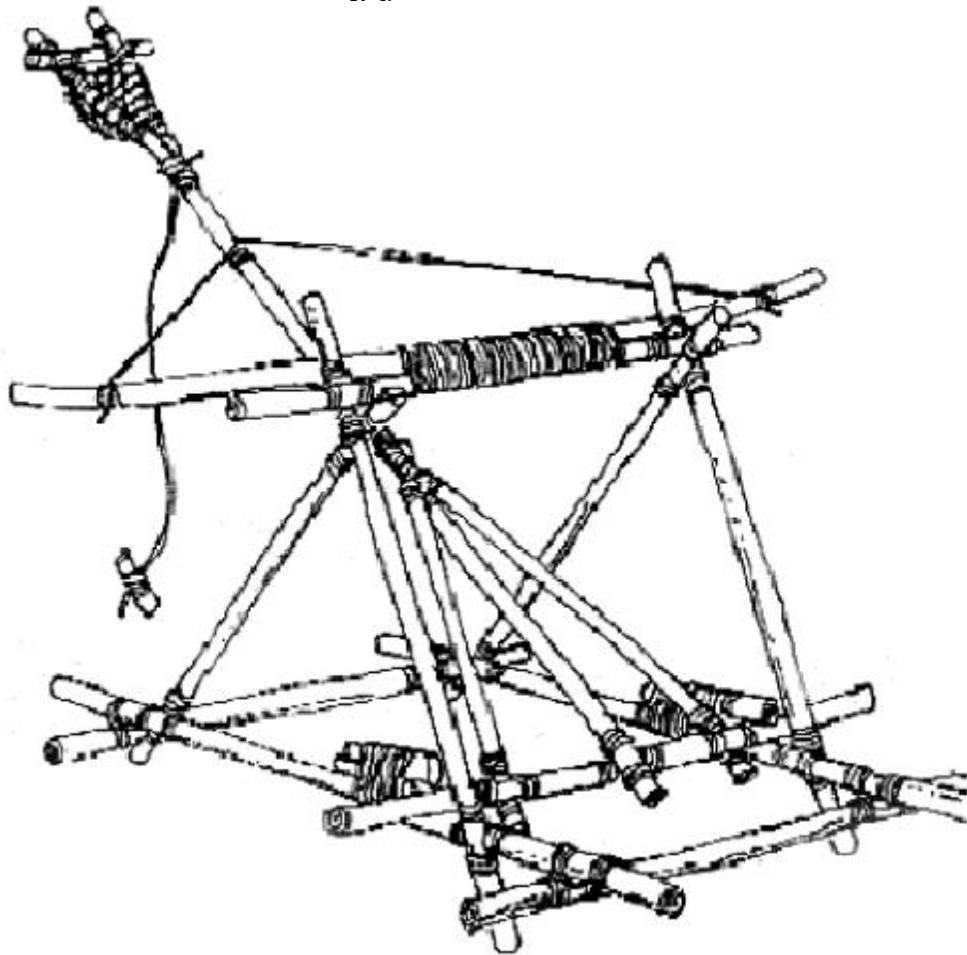
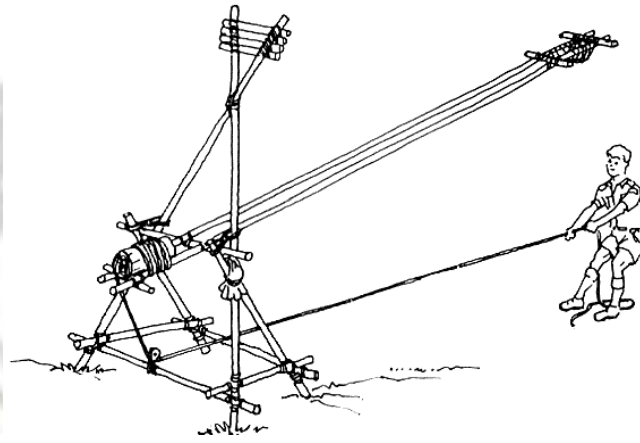
THROWING TIN OR BASKET

One idea for the throwing tin or basket is to make it from a large coffee tin. The side is cut down to a 3 in height and the edge is turned over. Two slots 1/2 in wide X 4 in long, about 1 in apart (see diagram). Tape the edges with duct tape. (*Note: If the tin is to be used on several occasions then add a stiffener that fits inside the tin between the two slots and extends out to the sides. Hold it in place with more tape!*)



Special Note: The distance that this catapult can throw a cow is related to the square of the length of the throwing arm. That is, an arm $\frac{1}{2}$ the length will only throw a cow $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ of the distance. In addition the weight of catapult itself is too light. The distance thrown also depends on the size and weight of the cow.

THERE ARE MANY OTHER GREAT CATAPULT DESIGNS...

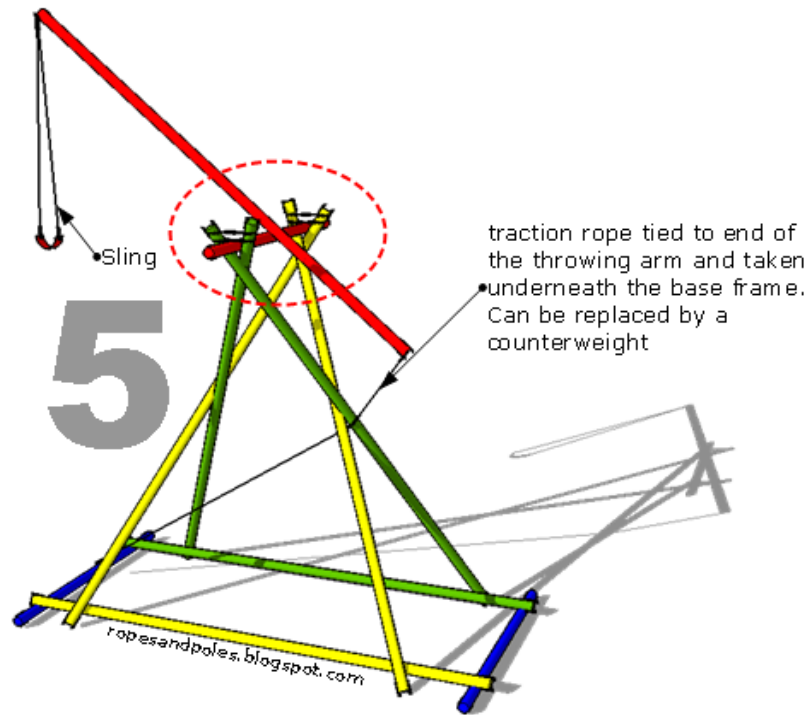
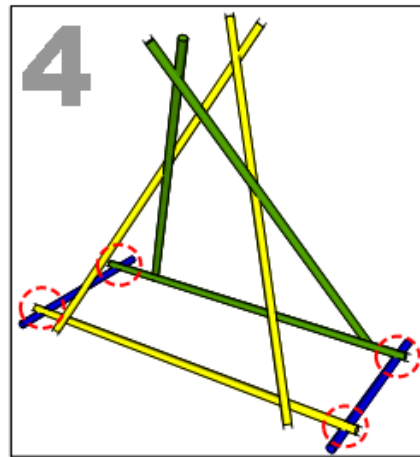
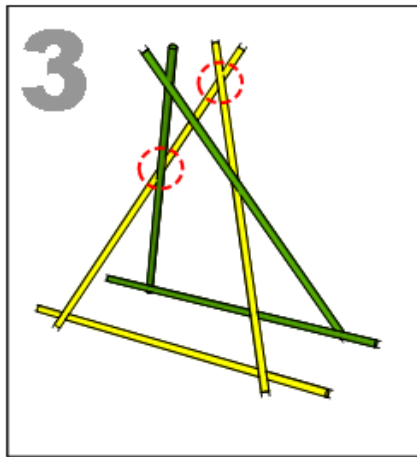
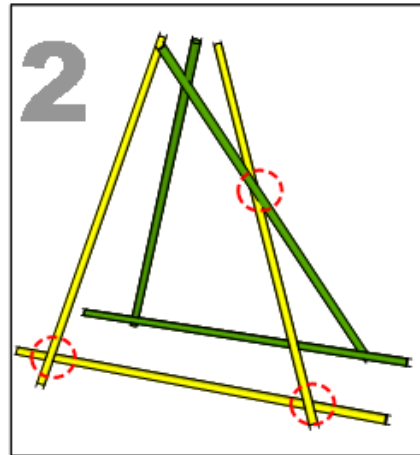
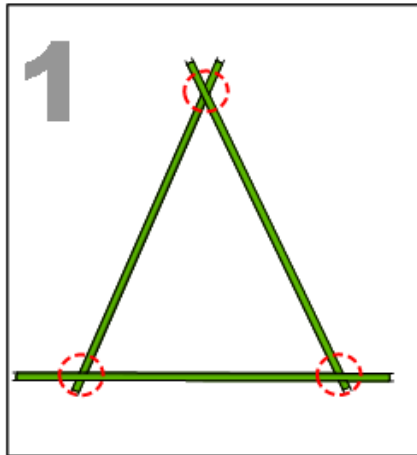


ATTEMPTING TO BUILD A TREBUCHET...

There's a lot less information on trebuchets than catapults. The design below is simple but incomplete. You'll have to experiment with the sling and counterweight. If you find better plans, let us know and we'll update these.

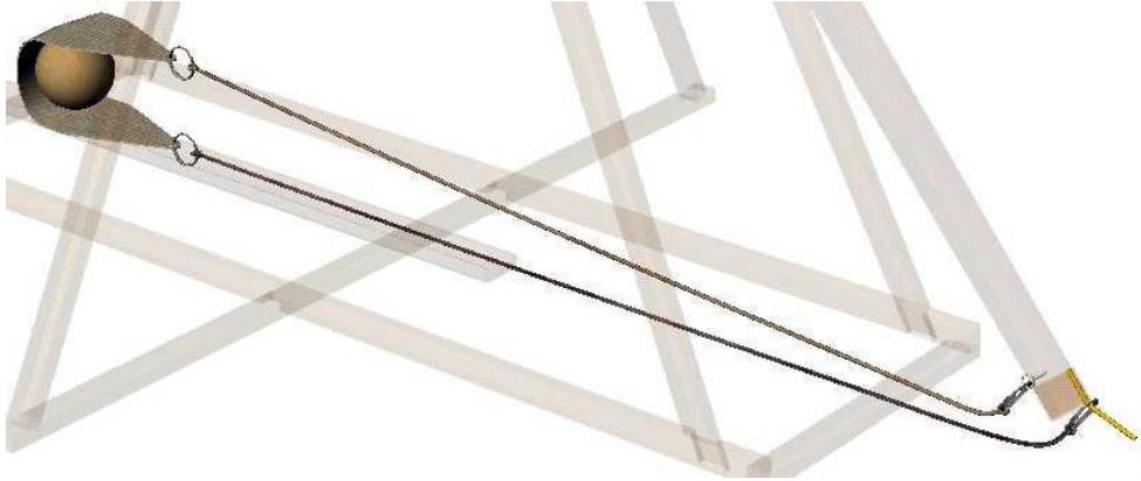
QUANTITY	ITEM	COMMENTS
7	8 ft spars (A-frames & throwing arm)	All spars must be good quality. DO NOT use dowelling.
3	3.5 ft spars (base poles and axle)	
1	Counterweight	
1	Sling pouch	See Diagram 6 below
1	Trigger mechanism	See Diagram 7 below
Enough	¼ in rope for lashing	
Several	Cow or volleyball	For launching. BYO and will be provided.

1. Build one A-frame from three (3) 8 ft spars (green in picture 1 below). Make sure there is enough space at the top for the throwing arm to rest.
2. Get three more 8 ft spars to build the second A-frame. Tie the base lashings of the second (yellow) A-frame/triangle and attach it to the first A-frame (picture 2 below).
3. Lash the top of the yellow A-frame, making sure the crossing lines up with the green A-frame (picture 3).
4. Lash the two base poles on to the two frames (picture 4).
5. Attach the throwing arm (the last 8 ft spar), which is lashed onto its axle (one of the 3.5 ft spars). Rest the axle in the forks on the top of the A-frames, and "mouse" the top of the fork to prevent the arm jumping out.



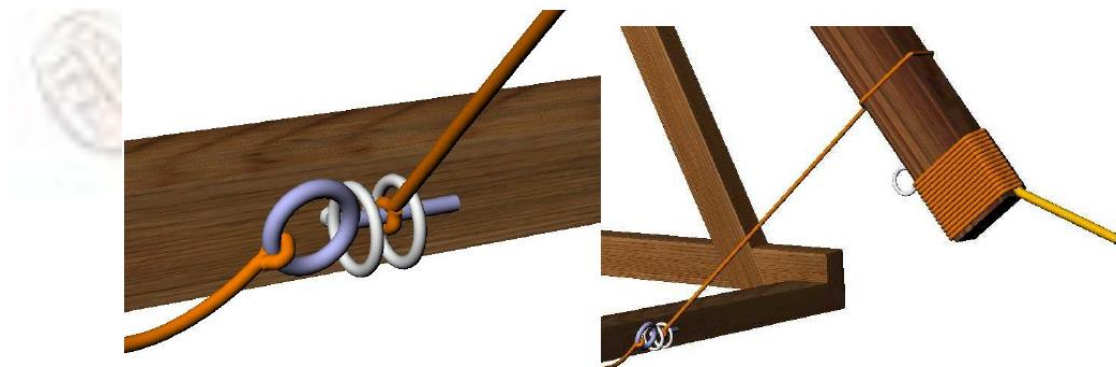
6. Attach the **sling pouch** to the top end of the throwing arm. Do this by putting an eye screw into the back of the throwing arm, and a nail in the front as in diagram 7 below. The “sling lines” attaching the pouch to the throwing arm should be long enough so that the sling and pouch reach from the end of the throwing arm, when pulled to the ground, to the front base pole of the trebuchet.

DIAGRAM 6: SLING POUCH



7. Attach the counterweight to the other end of the throwing arm where the traction rope is in diagram 5 above.
8. Screw two eye screws into the middle of the rear base pole. Tie a long length of twine to the **trigger pin** – long enough to stay away from the trebuchet when firing. Tie another length of twine to the end of the throwing arm about 3 in from the end. Tie a loop in the other end. The loop should be big enough to loosely fit around the trigger pin. This length of twine should be short enough to hold the tip of the throwing arm nearly to the ground. See diagram 7 below.
9. Attach the **firing pin/trigger mechanism** to the rear base pole (below the number “5” in the diagram above). The trigger mechanism is typically a pin through two rings and a loop in the end of a rope tied to the throwing arm. Pull the pin to let the counterweight drop and throw the cow.

DIAGRAM 7: FIRING PIN/TRIGGER MECHANISM



THERE ARE MANY OTHER GREAT TREBUCHET DESIGNS...



Directions to Barbour County Fairgrounds

Barbour County Fairgrounds

227 Fairgrounds Way

Belington WV 26250

Located on approximately 8 miles South of Philippi on US 250.



Basic Information / Safety

1. Fee for the Camporee is \$10.00 per scout if pre-registered and prepaid by April 19, 2019; \$15.00 at the door. Webelos \$5.00 for Saturday day events only.
2. The fee includes a Camporee patch, program materials, and insurance cost.
3. Meals are **NOT** provided. Cracker Barrel snacks will be provided.
4. Patches will be given to units at the close of the event (after the worship service).
5. Patrols will be provided a schedule of the activities and times they are scheduled to participate in each activity.
6. Patrols must follow trails and/or roads to reach all stations. Pushing, shoving, harassing, blocking or hindering any other patrol will not be tolerated. As always, proper Scout conduct is expected throughout the event.
7. In the event of you or someone in your patrol gets hurt, you should contact the nearest adult leader immediately. In the event of an emergency refer to the Emergency Information Sheet provided.
8. All meals are the responsibility of the Patrol.
 - a. Patrols should plan to cook meals in their campsite
 - b. All Patrols are encouraged to participate in the Chili Cook Off, see next page for more details.
 - c. Cracker Barrel snacks will be provided Saturday evening.
9. All trash must be cleaned for your area and taken with you upon departure.

Rules of Conduct

1. No Ground Fires are permitted. Fires must stay in the outdoor fire pits
2. All Scouts and Leaders must wear Scout Uniform or Scout T-Shirt (Class A or Class B shirts)
3. All Scouts need to be in their tent area from 10:00pm until 7:00a
4. Remember the Outdoor Code and Leave no Trace principles while camping at the Barbour County Fairgrounds
5. Comply with all posted Fairground rules.
6. Campsites will be inspected before your troops is dismissed for departure.

Emergency Contact Information

Emergency: 911

State Police – (304) 457-1101

Barbour County Sheriff - (304) 457-2352

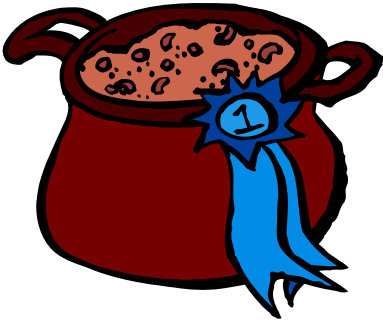
Belington Fire Department – (304) 823-1234

Philippi Fire Department – (304) 457-1234

Physical Location – Barbour County Fair Grounds

67 Fairgrounds Way
Belington WV

Chili Cook-Off Rules



1. Chili will be rated by a panel of three judges. The judges will be critiquing:
 - a. Aroma
 - b. Texture
 - c. Use of Mystery Ingredient
 - d. And, of course taste



2. Chili must be prepared in a Dutch Oven.
3. The chilis will be judged anonymously; therefore entrants must submit a name for their chili, for example “Hot & Ugly”, or “Burnin’ Down the Woods”. Along with the name, chilis must be marked as “hot”, “medium” or “mild”.
4. Entrants are responsible for delivery of a 1/2 pint container and ingredients list of the chili to be Judging Station by 4:15 p.m. (1/2 pint containers will be provided at Judging Station when you registration your chili).
5. Each Team will receive a Mystery Ingredient at Registration to be included in the Chili
6. Judging will begin at 4:30 p.m. Saturday, April 27th
7. Results will be announced at the campfire at 7:00 p.m.
8. Winning Patrol will receive a **Dutch Oven**



2019 SPRING CAMPOREE

Date: April 26-28, 2018

THIS EVENT WILL BE HELD RAIN OR SHINE, NO ALTERNATE DATE WILL BE SET.

Time: Check-in from 5:00p – 9:30p Friday April 26. Event ends at 9:30a Sunday, April 28

Place: Barbour County Fairgrounds, Belington WV

Cost: \$10.00 per scout when pre-registered and prepaid by April 18, 2019 (\$15 at the door) Troops are encouraged to invite their Pack's Webelos Scouts to participate on Saturday from 8:30a – 4:00p for a cost of \$5.00.

	Time	Activity
Friday – April 26	5:00p	Check-In Begins
	8:00p	Welcome and Cracker Barrel
	9:00p	Scoutmaster and Patrol Leader Meeting
	10:00p	Scouts in Campsites and Lights Out
Saturday – April 27	7:00a	Wake Up Call
	8:00-8:30a	Webelos Registration
	8:45a	Present Colors
	8:50a	Welcome and Overview of Activities
Campsite Inspections – throughout the day		
	9:00a	Group 1 - Catapult Assembly & Testing / Group 2 - Service Project
	11:00a	Lunch in Campsites
	1:00p	Group 2 - Catapult Assembly & Testing / Group 1 - Service Project
	3:00p	Catapult Competition Begins
	4:00p	Jousting Relay
	4:15p	Chili Submission Due
	4:30p	Chili Cook Off Judging Begins
	4:30-5:45p	Dinner in Campsite
	6:00p	Retire Colors
	7:00p	Campfire – Each Troop should be prepared to provide a skit, song, etc.
	9:00p	Night Flights*
	10:00p	Scouts in Campsite
Sunday – April 28	9:00a	Worship Service
	9:30a	Scouts will be released to leave after their campsite has been inspected