


A WINT-O-REE BASED ON THE HUNGER GAMES

# FOUNDERS



# FOREVER

# THE SCOUT GAMES

Welcome! Welcome! Welcome!
to the Annual Founders
Wint-o-ree!

Your Patrols have been selected
as tributes to participate in
THE SCOUT GAMES

FOUNDERS DISTRICT reminds
you this is an opportunity to best
all other Patrols. the rewards
being Glory and Recognition!

HAPPY WINT-O-REE AND MAY
THE ODDS EVER BE IN YOUR
FAVOR!



# EVENTS

## DISTRICT 1 (KIM'S GAME)




TEST YOUR MEMORY!

REMEMBER WHAT IS IN THE CORNUCOPIA TO EARN A BOX OF PROVISIONS.




## DISTRICT 2 (LASHES)

YOUR DISTRICT SELECTED YOU TO GO INTO THE HUNGER GAMES, BUT BEFORE YOU GO OFF, YOU MUST CONSTRUCT A TOOL TO BRING WITH YOU TO THE CAPITAL AND DEFEAT ALL OTHER TRIBUTES.

## DISTRICT 3 (NAVIGATION)

YOU ARE LOST IN THE ARENA, NOT SURE WHERE TO HEAD. YOU OBTAIN A COMPASS, USE YOUR NAVIGATION SKILLS TO FIND LANDMARKS YOU CAN USE ALONG THE WAY TO FIND REFUGE.



## DISTRICT 4 (KNOTS)




YOU ARRIVE AT THE ARENA'S LAKE SCAVENGING FOR FOOD. IN ORDER TO CATCH THE FISH YOU NEED TO BUILD A ROD. USING THE ITEMS AVAILABLE FEED YOUR PATROL OR FACE STARVATION

## DISTRICT 5 (CAMPFIRE)




THE SUN HAS SET, A SAFE ZONE HAS BEEN ESTABLISHED. SURROUND THE CAMPFIRE, FOR NO HARM SHALL COME UPON YOU. RELAX YOUR SPIRIT, SING YOUR FAVORITE SCOUT SONG AND REJOICE FOR YOU HAVE SURVIVED ANOTHER NIGHT!

## DISTRICT 6 (KLONDIKE)

THE AUDIENCE HAS GONE BORED. THE CAPITAL TRIGGERED A CATASTROPHE TO SPICE THINGS UP. ONE OF YOUR MEMBERS CAN'T WALK. USE PARTS FROM AN ABANDONED FACTORY TO BUILD A WAY TO TRANSPORT THEM.
(NO MOTORIZED VEHICLES)



## DISTRICT 7 (LUMBER)

YOUR FELLOW TRIBUTE IS CRUSHED UNDER A TREE. USE A SAW FROM THE SPONSOR GIFT. SAVE YOUR FELLOW TRIBUTE BEFORE OTHER DANGERS FIND YOU.




## DISTRICT 8 (FIRST AID)

AFTER ESCAPING THE BLOODBATH AND SURVIVING THE GAMEMAKERS TRAPS, YOU FIND A SMALL REPRIEVE TO TREAT YOU AND YOUR FELLOW TRIBUTES' INJURIES.




## DISTRICT 9 (COOKING)

DISTRICT 9 WAS MOVED BY YOUR PREVIOUS NIGHT'S ACTION OF SAVING YOUR FELLOW TRIBUTE. THEY GAVE YOU SOME FLOUR TO EASE YOUR HUNGER. TREAT YOURSELF WITH A HOMEMADE FLOUR RECIPE, BE IT SAVORY OR SWEET.



## DISTRICT 10 (ANIMAL ID)

IT'S THE 6TH NIGHT INTO THE GAMES AND STARVATION HAS SET IN. LUCKILY YOU STUMBLED ACROSS ANIMAL TRACKS. USE YOUR KNOWLEDGE OR SHEER LUCK TO FIND PREY WHILE NOT BECOMING ONE.







## DISTRICT 11 (PLANT ID)

YOU HAVE NO SUPPLIES AND NOTHING TO DEFEND YOURSELF WITH. IDENTIFYING THE VEGETATION DETERMINE WHAT'S POISONOUS OR EDIBLE, MEDICINAL OR FATAL, LIVE-SAVING OR THE ALTERNATIVE.

## DISTRICT 12 (FIRE BUILDING)

A WARNING ECHOES THROUGH THE ARENA

" THE TEMPERATURE WILL DROP DRASTICALLY AFTER DARK".

SCRAMBLE TO COLLECT FIREWOOD, AS IT WILL BE A ROUGH NIGHT.



## DISTRICT 13 (ARCHERY)

CALLING ALL TRIBUTES!

YOUR DISTRICT IS COUNTING ON YOU TO LEAD THE REBELLION AND COME BACK VICTORIOUS.

“MAY YOUR AIM BE AS TRUE AS YOUR HEART IS PURE”

PATROLS WILL BE RESPONSIBLE FOR A SONG, SKIT OR CHEER TO BE SUBMITTED BY 5:00PM. (JUST ONE)

# THE SCOUT GAMES

## WEEKEND SCHEDULE

### FRIDAY

| | |
|---|---|
| 7:00PM – 10:00PM | UNIT CHECK-IN & REGISTRATION (REEVES LODGE) |
| 10:00PM | STAFF/LEADERS MEETING (REEVES LODGE) |

### SATURDAY

| | |
|---|---|
| 7:00AM | REVEILLE/WAKE UP |
| 7:00AM – 9:00AM | BREAKFAST |
| 8:00AM – 9:15AM | UNIT CHECK-IN & REGISTRATION (REEVES LODGE) |
| 9:30AM – 10:00AM | OPENING CEREMONY (PARADE FIELD) |
| 10:00AM – 12:00PM | CAMPOREE EVENT COMPETITION BEGINS |
| 12:15PM – 2:00PM | LUNCH |
| 2:00PM – 4:30PM | CAMPOREE EVENTS CONTINUE |
| 4:30PM – 5:15PM | KLONDIKE/ COOKING COMPETITION |
| 5:15PM – 7:15PM | DINNER (ALL EVENTS SHUTDOWN) |
| 7:30PM – 9:00PM | CAMPFIRE |
| 9:00PM | TROOPS RETURN TO CAMPSITES |
| 9:15PM – 10:00PM | STAFF,2 ADULTS, & SPL CRACKERBARREL (REEVES LODGE) |
| 10:30PM | TAPS/LIGHTS OUT |

### SUNDAY

| | |
|---|---|
| 7:00AM | WAKE UP |
| 7:00AM – 8:45AM | BREAKFAST/PACK UP/ SITE CLEAN-UP/INSPECTION |
| 9:00AM – 10:00AM | INTERFAITH SERVICE CLOSING CEREMONY (PARADE FIELD) |
| 10:00AM | DEPART CAMP |

RESULTS ARE TO BE ANNOUNCED AT CLOSING CEREMONY.

# THE SCOUT GAMES

## TROOPS MUST SUPPLY THE FOLLOWING FOR EACH PATROL:

PATROL SIZE IS A MAXIMUM OF 10 AND MINIMUM OF 5.

1. ONE COPY OF THE BSA HANDBOOK.
2. ONE COMPASS PER SCOUT.
3. PATROL FIRST AID KIT.
4. NOTE PAD AND PEN.
5. 6-FEET OF ROPE PER SCOUT.
6. ONE PAIR OF WORK GLOVES PER SCOUT.
7. PATROL FLAG
8. 100-FT OF ROPE PER PATROL
9. ONE WATER BOTTLE PER PATROL MEMBER

# THE SCOUT GAMES

The following is for your information and guidance and should be passed onto the appropriate persons.

1. Scouting America (National) requires that each unit have two (2) adult leaders minimum. Unit campsites/cabins must have an adult present AT ALL TIMES.
2. All troops are subject to backpack and patrol inspection upon arrival to the camp. Ribbons will be awarded accordingly. Standard camporee criteria will be used.
3. Scout Law and Outdoor Code will be observed at all times.
4. Included in this packet is a Roster to be handed in to the camporee staff upon registration.
5. Garbage will be disposed of in the assigned receptacles.
6. NO KP to be done at the water spigots or bathrooms.
7. Wood from Cabins is not to be used in outdoor fire pits.

AS ALWAYS, WE ARE HERE TO HAVE A GOOD TIME WHILE DEMONSTRATING OUR SCOUT SKILLS AND SCOUT SPIRIT.

## PLEASE COMPLETE AND SUBMIT WITH PAYMENT

**TROOP # _____ LEADER_____TEL #_____**

**TOTAL NUMBER OF YOUTH _____**

**TOTAL NUMBER OF ADULTS _____**

**NUMBER OF ADULTS WANTING A PATCH _____**

**TOTAL # OF YOUTH _____ X $15.00 = $ _____**

**TOTAL # OF PAID ADULTS _____ X $3.00 = $ _____**

**TOTAL # OF NON-PAID ADULTS _____**

**CABIN FEE $ _____**

**LEANTO/CAMPSITE FEE $ _____**

**TOTAL AMOUNT DUE $ _____**

**Register by Clicking here: https://www.scoutingevent.com/640-2027founderswintoree**

**IF YOU WOULD LIKE TO PAY BY CHECK, MAKE CHECKS PAYABLE TO: GNYC-BSA**

**PLEASE INCLUDE A TELEPHONE # ON ALL CHECKS**

**CHECKS CAN BE GIVEN AT ROUNDTABLE TO:**

**Michael Pezzella**
**(646) 270-6720**
**mpezzella@exponents.org**

# Weekend Roster

| Camp | Unit # | Council | District |
|---|---|---|---|
| Alpine Scout Camp | | GNYC | Founders |

| Weekend Dates | Campsite |
|---|---|
| 1/8/2027-1/10/2027 | |

**Adult Leaders** (age 18 and over)

| | Name | Address (street, city, state, zip) | Telephone |
|---|---|---|---|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |
| 5 | | | |
| 6 | | | |

**Scouts and Junior Leaders** (under age 18)

| | Name | Age |
|---|---|---|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |
| 11 | | |
| 12 | | |

| | Name | Age |
|---|---|---|
| 13 | | |
| 14 | | |
| 15 | | |
| 16 | | |
| 17 | | |
| 18 | | |
| 19 | | |
| 20 | | |
| 21 | | |
| 22 | | |
| 23 | | |
| 24 | | |

Please list any additional adults on the back of this sheet. This roster must be completed before entering camp. All adults listed on this roster will be in attendance all weekend unless otherwise noted. I have been given a copy of the camp rules and regulations, and will inform all Scouts and adults of these rules.

_____ _____

Unit Leader's Signature Date


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FOREVER