



## Mission Details

The following are the details for the activities at Chief Okemos' Fall Camporee, Mission to Mars!  
Please read carefully in case there are supplies that your scouts will need to provide.

### Schedule

#### Friday

5 - 9 PM	Check in and camp set-up
9 - 9:45 PM	Leader meeting - SM & SPL Unit cracker barrel in campsite
10 PM	Quiet hour

#### Saturday

8:30 AM	Webelos arrive and register
8:45 AM	Assembly and Flags
9- 11:30 AM	Activities
12- 1 PM	Lunch
1:30- 4 PM	Activities
4 PM	Cubs depart/or stay w/ units
4- 5 PM	Camp wide activities
5- 6:30 PM	Dinner
7 PM	Campfire, skits, and awards
8 PM	Movie
9 PM	Astronomy and night hike

#### Sunday

8:30 AM	Scouts Own
9:30 AM	Take down camp
11 AM to 12 PM	Checkout

Twelve stations will run during the day from 9 AM to 12 PM and from 1 PM to 4 PM. Each station will be twenty-five minutes with five minute rotation time. From 4 PM to 5 PM, scouts will participate in camp wide activities.

**1. Eggbert.** Patrols would build a space capsule out of a set variety of materials, and each material would have a *cost*. Will your egg survive a 10-foot drop AND be the *cheapest* build AND be done with in the time frame?

**2. Potato Flashlights.** Patrols will build a flashlight out of potatoes. Scouts will be judged on the skill of build and luminosity tested with a light meter.

**3. Mars Rover Maze.** Patrols will guide a mobile robot through a maze/obstacle course using a tv screen and the rover's camera without actually seeing the course. Patrols will be judged on time. Partnered with Mason HS Robotics team.

**4. Model Rocket Build.** Patrols/troops will build a model rocket. Scouts will be judged on quality of build.

**5. Water Filtration.** Patrols will build a water filter with materials provided. Scouts will be judged on clarity of water.

**6. Nuclear Waste Disposal.** Patrols will work together using ropes and inner tube to move a bucket of *nuclear waste* a set distance without spilling the contents. Patrols will be judged on time and how full the bucket is.

7. **Martian Compass Course.** Patrols will have to convert given bearings to Martian north and navigate through a number of compass points to an endpoint where they will plant a flag. Patrols will be scored on how close they come to the end point.
8. **2L Water/Air Rocket.** Patrols will build and launch 2-liter bottle rocket and will be judged on distance. Cubs will do balloon rockets on a string.
9. **Klingon Name Tags.** Patrols will make name tags in Klingon language, learn some words, and get quizzed for score.
10. **Flying Saucer - Frisbee/Disc Golf Toss.** Patrols will learn about the aerodynamics of a frisbee, and then get scored on accuracy on throws.
11. **Rocket Fuel Jug Fill.** How much rocket fuel does it take to get to Mars? Using the jugs, scouts must measure out exactly the right amount of rocket fuel. They will be scored on time to correct solution.
12. **Earth to Mars.** Patrols will build and decorate a two-man cardboard rocket. Patrols will be judged on quality of build and style.

### Static Stations

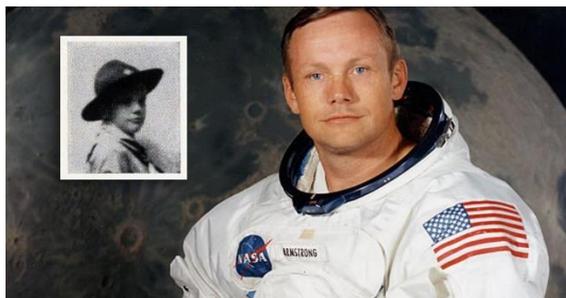
1. **JOTA -Jamboree On The Air.** JOTA is the largest Scouting event in the world. It is held annually the third full weekend in October. JOTA uses amateur radio to link Scouts and hams around the world, around the nation, and in your own community. The World Scout Bureau reported that the 2017 JOTA-JOTI had over 1.5 million Scout participants from more than 160 countries. Follow the link to learn more: <https://www.scouting.org/jota/>
2. **STEM Nova Awards.** Our very own MCC STEM Nova team will be on hand to answer any questions you might have about BSA's Nova awards. <https://www.scouting.org/stem-nova-awards/>
3. **MSU Robotics.** Stop by and see what the MSU robotics team is up to.
4. **Model Solar System.** How big is our solar system? Walk the entire model and find out.

### Camp Wide Activities

1. **Two Man Cardboard Rocket Relay.** Patrols will race cardboard rockets from Earth to the International Space Station to the Moon and then on to Mars! They will change partners and handover their space suits and boots to the next pair at each stop. Winners will be determined by finishing place.
2. **Mass Rocket Launch.** Patrols will launch rockets made earlier in the day.

### Evening Activities After Dinner

1. **Space Suit Fashion Show.** Design your best space suit for Mars. Scouts will be judged on innovation, functionality, and craftsmanship.
2. **Camp fire / Awards.** Have your skits ready!
3. **Movie.**
4. **Astronomy.** Learn about the constellations and planets. Dependent on weather, but download the Sky Map app or something similar to help guide you through the night sky. Meets requirements for the Astronomy Merit Badge.
5. **Night Hike.**



### Fun Fact

Of the 24 men to travel to the moon on the Apollo 8 and Apollo 10 through 17 missions, 20 were scouts, including 11 of the 12 moonwalkers, and all three members of the crew of Apollo 13.