

## Camporee Events-Troop Competition, By Patrol

Here are the Saturday events. Each station will have a thirty-minute time limit with five minutes between each session. Patrols will be randomly assigned a station and will rotate numerically to the next station. We will use a horn to signal the end of one session and the start of another. Each Patrol must have a wagon or day packs that will be used to carry needed materials.

### Station 1 – Give Me Fire

There will be two strings tied between the poles - one at 8 inches, the other at 12 inches off the ground. Each patrol can use any natural kindling they bring with them. This is to be a test of proper fire building. The fire lay cannot go above the lower string at any point before or after the fire is lit or the patrol will have put out the fire and start over.

The method of lighting the fire can vary from matches to fire by friction (however, no gas lighters allowed). Your patrol can earn extra points by using one of the methods below requiring more skill. Here's how points will be awarded:

- Fire by friction – 25 points
  - Fire by flint and steel – 10 points
  - Other methods (except matches or lighters) – 5 points
  - Matches – no points. Two matches will be given to your patrol by the judges.
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- A patrol burning through the upper string within fifteen minutes will receive 50 points (1 point will be subtracted for every minute over 15 minutes it takes your patrol to burn the string.)
  - Once the lower string has been burned through, no additional materials may be placed on the fire.
  - At end of event, patrol will clean up area. You can make homemade lint/charred materials for catching sparks. **No steel wool! No accelerants! (oils, alcohol, kerosene, lighter fluid, fire starters, etc)**
  - All materials used for building and igniting the fire must come from the Patrol wagon or day pack.

### Station 2 – Bear Bag

Patrols will set up a Bear Bag for their overnight campsite. Patrol members must properly decide what needs to go in the bag and what does not (ie. “smellables”). Bear bag must be at least 12 feet off the ground and more than 8 feet away from the tree in which it is deployed. Appropriate knots must be used. This is a timed event and penalty points may be accrued for incorrect demonstrations.

### Station 3 - Six Knot Relay

Individually, a Patrol member will run from the starting line to a position fifty yards away. When the member arrives, they will reach into a can and pull out a piece of paper with the name of a knot written on it. The Scout will then have to correctly tie the knot. Once the judge approves

the knot the Scout will un-tie it and run back to the starting line where they will tag off to the next Scout in line. That Scout will then run to the can, pull out a piece of paper, correctly tie the knot, un-tie it then run back. This continues until each Scout has tied a knot. Each Scout in the Patrol must participate. The knots will be bowline, clove hitch, square, sheet bend, two half hitches and timber hitch. Each knot may be tied more than once, if patrol is larger than six scouts. Rope and log for the knots will be provided. The average time per scout will be used for scoring.

#### **Station 4 – Pancake Relay**

Each patrol will use the propane stove and batter provided to cook a pancake of at least 3” in diameter. The relay will consist of:

1. Stove ignited, and pancake cooked.
2. Pan with pancake ran to area to be placed on plate.
3. Plate ran to area to be buttered and have syrup placed on it.
4. Breakfast ran to Patrol Leader to eat.
5. Patrol Leader whistles a tune; 20 seconds.
6. The patrol must provide the skillet and spatula used for cooking and the ignition source for starting the stove. The committee will provide the propane stove, propane, prepared pancake batter and the elements needed for the relay (butter, syrup, plates, forks, knife, and tables).

#### **Station 5 - First Aid Relay**

One member of each patrol acts as a patient for the patrol. In relay fashion, the other patrol members tie in a fixed order the following bandages: Cravat head; palm; leg; ankle support; arm; and triangular sling. The patrol leader should set-up an Emergency Response Team based on these skills. The patrol leader, after having directed the bandaging of the patient, will designate the Scouts who will transport the patient 10 yards for each of 3 carries (the walking assist, two-person chair, and three-man [stretcher] carry). There will be a time limit of 30 minutes; which should not be a factor if the patrol knows it stuff.

Each member of the Patrol must participate. First aid supplies used must come out of wagon or day packs (bandages, blankets and staves).

#### **Station 6 – Merit Badge Identification**

Each patrol member will identify and name the merit badges presented. The number identified correctly by participants will be averaged to determine the competitive patrol average score.