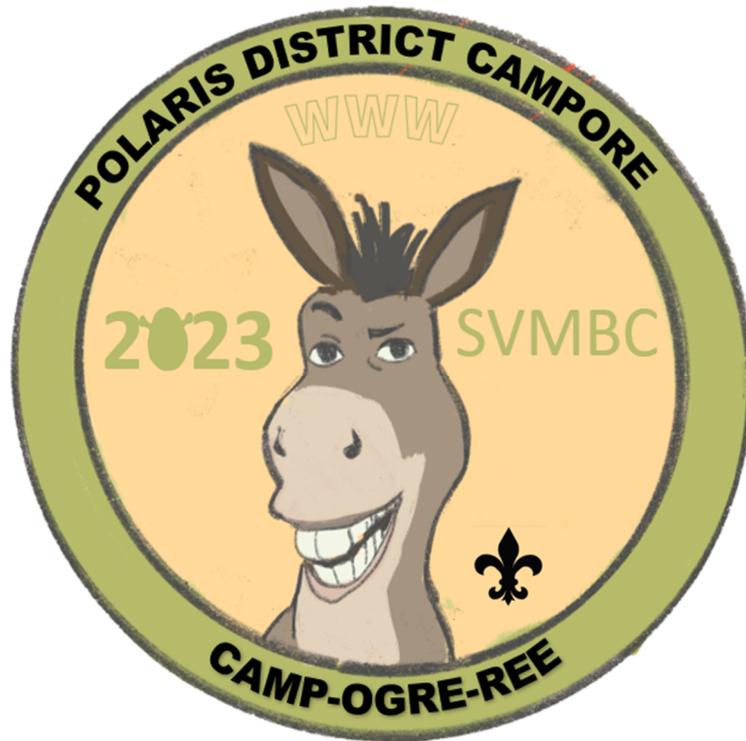


CAMP-OGRE-REE



2023 Polaris District Camporee

Hosted by the Lowaneu Allaque Chapter,

Saklan Lodge, Order of the Arrow

Introduction

Welcome to District Camporee, an annual event where scouts from all over the Polaris District join together to compete and prove their Scout Spirit. The 2023 Polaris District Camporee will take place at Camp Chesbrough (26005 CA-9, Los Gatos, CA 95033) from Friday, March 31st to Sunday, April 2nd.

Theme

You and your crew are traveling through the woods when you find yourselves near a generic swamp. In the swamp you meet a generic green ogre, a generic donkey, and a generic red-haired princess. You and your friends must work to help the ogre and other non-copyrighted characters through a variety of tasks ranging from everyday chores to dangerous quests. A long day of work is ahead but earning the approval of the green ogre will grant your crew vast rewards. The road forward will be long, but the fame of victory will last forever.

Registration

Registration for the District Camporee can be done online at <https://go.svmbc.org/orge-ree23> or at the Scout Office. There is a special early-bird registration (\$15 per scout or adult) for all registrations completed by February 17. Any registration received after February 17 will have registration fees of \$20 per scout or adult. Online registration will be open until March 26. Walk-in registration for individuals *only* will be accepted during the check-in on Friday evening for \$25. All units **MUST** be registered in order to participate, even if they intend to join with a linked unit during activities. Also, walk-in registration is strictly for individuals in a registered unit.



Deadlines & Prices

Registration Type	Date	Price
Early-bird	Before February 17	\$15
Regular	February 18-March 26	\$20
Walk-in	March 31	\$25

Drop-Off

In order to more easily facilitate the arrival and registration processes, any vehicles which will not be remaining on campgrounds overnight will not be allowed to park in the parking lot. Vehicles dropping off scouts will simply unload in the designated area, while those staying the evening (but not overnight) will have temporary parking available in the Corporation Yard. All vehicles parked in the parking lot **MUST** have a valid parking permit (see *Parking* below).

Parking

All drivers **MUST** obtain parking permits for overnight parking. At registration, two permits will be issued to the Scoutmaster for the first ten paid scouts. Additional permits will be given for every additional five paid scouts. Failure to properly display parking permits in the windshield of each vehicle will result in point deductions for the troop. Troops can purchase up to two additional parking permits for \$15 each.

Check-In and Medical Forms

Please arrive at camp between 5:00 and 7:30 PM on Friday evening for check-in. Each unit must send their youth leader and an adult leader to check in at the admin building. Please have your registration confirmation and medical forms for all participants ready (only medical form parts A and B are needed for this event). Scouts without medical forms will not be allowed to participate, and refunds will not be given. After check-in, units will be assigned their campsite based on their size. If a unit plans to arrive outside of the designated arrival time, they must contact the Chapter Adviser and Vice-Chief of Programs at least one week in advance to request an alternate check-in time (see *Contact Information* on page 6). Scouts will not be allowed to participate in events until their unit has checked in.

COVID Safety Protocols

In order to ensure the safety of all participants, certain procedures will be established in accordance with local, state, and CDC guidance regarding the ongoing COVID-19 pandemic. While these procedures will be developed in detail closer to the event, it is likely that each participant will be asked to wear a mask during all camp-wide assemblies (such as during flags or campfire) to reduce the spread of any infectious diseases. Final information regarding this topic, including requirements for vaccination, masking, and social distancing (if any), will be sent by email to the registered Scoutmaster and Senior Patrol Leader of each unit in advance of the event.

Youth Protection

All units are required to comply with the BSA's Youth Protection Training (YPT) policies. This means that each unit must have **two BSA-registered adults at least 21 years of age** (including a female adult for female or co-ed units). Adults can not be shared between units; each unit must have its own set of adults.

Campfire

On Saturday evening, there will be a camp-wide campfire. While the staff will provide some entertainment, it will be primarily up to the participants to create a memorable program. If a patrol has a piece to perform during the campfire, they will have the opportunity to present it to the staff for consideration during the patrol events (see the *Ogre Entertainment* patrol event on page 19 for more information). The staff will then pick their favorites to perform at the campfire. During the campfire, troops will have the opportunity to vote for their favorite acts. The top three acts will be recognized during the award ceremony on Sunday morning.

Order of the Arrow Tap-Out

All candidates nominated by their units for the Order of the Arrow will be recognized in a ceremony at the end of the campfire. There is an optional cracker-barrel for all those who are tapped out, as well as all current members of the Order of the Arrow (including those who are not part of the Camporee staff).

Campsite

Even in a swamp, your place of rest must be kept tidy! Staff will be inspecting campsites throughout the day (starting one hour after morning flags). See the *Campsite Inspection Sheet* (page 8) for the scoring rubric. All units are encouraged to decorate according to the main theme (swamp ogre) for extra points!

Uniform Inspections

Though his clothes may seem raggedy, the green ogre keeps his apparel at the height of cleanliness. Your troop will be expected to follow his lead and wear full Field (Class A) Uniforms at check-in, flag ceremonies (both morning and evening), and Scouts' Own/Awards. Scouts may wear their Activity (Class B) Uniforms at all other times. Costumes are also encouraged, but they do not replace the uniform at check-in, flags, and Scouts' Own. Uniform inspections will be based on the standard BSA uniform guidelines; see page 9 for the full rubric.

Patches and T-shirts

Patches will be complementary to all registered attendees. The limited-edition Camporee T-shirts can be ordered during registration and will cost \$20 each. The cutoff date for T-shirt orders is February 17th. A very limited number of extra T-shirts may also be available for purchase at the Trading Post.

Equipment

“Be Prepared” – Robert Baden-Powell. All units will be expected to bring their own meals, camping equipment, and any other equipment they may need for patrol and troop events, theme incorporation, and campsite inspections. In addition, all scouts are expected to always have a water bottle with them at all times. The staff may conduct water checks, and deductions may be made for patrol members who do not have water.

Staff

For the entire weekend to run smoothly, many experienced scouts are needed to staff Camporee. Staff members must be members of the Order of the Arrow (minimum Ordeal Member; newly elected candidates are not yet OA members). All Arrowmen who want to staff must attend the monthly chapter meetings to help plan for the event. If you have any questions regarding this topic, please contact the Order of the Arrow (see *Contact Information* on page 6).

Other Scouting Participants

Scouts BSA Troops from outside of Polaris District, Girl Scout Troops, Venturing Crews, Sea Scout Ships, and other scouting units are welcome to participate. Please contact our Chapter Adviser (see *Contact Information* on page 6) if you would like to attend. Per National BSA policy, however, Cub Scout units are not permitted at Camporee (Arrow of Light scouts who have “bridged” are, of course, welcome as members of their new troops).

Trading Post

For those who are hungry, the Trading Post will be open outside of meal-time hours and will sell assorted candy, snacks, drinks (including coffee for adults), patches, T-shirts from previous years, and some scouting necessities.

Scoring

Scoring will attempt to balance concerns such as the age of scouts, unit size, number of patrols per unit, etc. while still rewarding scouts for scouting skills and ability. ALL aspects of a troop or patrol's participation during the ENTIRETY of Camporee will be considered to determine their final scores toward the Bronze Hatchet and Silver Axe awards (see *Troop Awards* below). Additional points may be given for exemplary conduct, and points may be subtracted for "unscoutlike" behavior. Scoring criteria for troop and patrol events is included in this packet. Any scoring disputes should be brought to the admin building before 6:00 PM on Saturday to be considered. It is requested that scouts do not ask for scores during the day, as scores will not be calculated until the evening.

Troop Awards

Troops will be competing for two iconic prizes: The Silver Axe and The Bronze Hatchet. The Silver Axe Award will be presented to the top-scoring troop in patrol and troop events. The Bronze Hatchet Award will be presented to the troop that best embodies this year's theme and demonstrates strong scout spirit. The scoring criteria for the two awards are as follows:

Silver Axe

Criteria	Weight
Average Patrol Score	40%
Troop Event Score	40%
Scout Spirit	10%
Campsite Inspection	5%
Miscellaneous	5%

Bronze Hatchet

Criteria	Weight
Campsite Inspection	40%
Scout Spirit	15%
Uniforms	15%
Miscellaneous	15%
Troop Event Score	10%
Average Patrol Score	5%

Note: **Scout Spirit** includes troop and patrol yells, overall enthusiasm and teamwork, and demonstration of scouting ideals throughout the campout. **Miscellaneous** primarily includes services that troops perform for the staff (e.g. service project). *Troops will have to proactively seek tasks to score in this category.* These optional tasks must be assigned by a member of the Camporee administrative team or a Chapter Adviser. Troops can also gain bonus points by telling a member of the administrative team about an April Fool's tradition from another country. Troops that come in 2nd or 3rd place for the Silver Axe or Bronze Hatchet will also be recognized during awards.

Scout Spirit

The *Spirit* scoring category in many events is determined by a number of factors, including respect, cooperation, courtesy, team dynamics, and enthusiasm. Although this is a relatively subjective category and the standards may change from event to event, the staff members running each event will not change throughout the day and the standards within each event will remain consistent. As a result, this subjectivity will have little effect on the overall position of a patrol or troop. Furthermore, a couple spirit related rules are always in effect. Good sportsmanship and scout spirit are expected at all times. Please be courteous to other participants and help improve their Camporee experience! Additionally, the staff running an event have the final say in any and all disputes regarding their events. Please do not argue with them, as doing so increases tensions and makes the event less enjoyable for all. Staff members reserve the right to award bonuses or penalties to any troop or patrol for any worthy reason. If you feel that a staff member is acting unfairly or discriminating against an individual, patrol, or troop, please contact a Chapter Adviser in the admin building.

Lost and Found

All lost-and-found items should be brought to the admin building and can be picked up between the hours of 9AM and 7PM. Money and other valuable objects will require a full description before pickup. Any unclaimed items will be sent to the San Jose Scout Office at 970 W Julian Street, San Jose, CA 95126.

Departure from Camp

Cars will not be allowed to come down from Sempervirens Point on Sunday until 10:30 AM. If any cars need to leave early or come down before 10:30 AM, please notify a staff member so we can accommodate your needs.

Contact Information

Lowaneu Allanque Chapter Vice-Chief of Programs: Sean Yang
seanyang168@gmail.com

Lowaneu Allanque Chapter Chiefs: Eric Matsumoto and Brielle Wong
OA.LA.leadership@gmail.com

Lowaneu Allanque Chapter Adviser: Dave Low
dave.low@lamresearch.com

Campsite Inspection Sheet - Polaris District Camporee 2023

Fill out one of these sheets per troop. For each criterion, please score the troop on the following rubric: 5: complete, 4: mostly complete, 3: half complete, 2: mostly incomplete, 1: incomplete, 0: not evident. Please leave comments mentioning outstanding work in the comments box.

Unit #: Inspectors:

Criteria	Points	Criteria	Points
Equipment		General	
Menus and duty rosters are posted	/5	Troop number and patrol names are evident	/5
Food is properly stored	/5	Campsite is generally neat	/5
Troop equipment properly stored (if not in use)	/5	Campsite is free of litter/debris	/5
Personal equipment properly stored (if not in use)	/5	There are no safety hazards	/5
Tents		Theme	
Tents are tidy and orderly	/5	Campsite demonstrates theme <i>Please include a brief description in the comments!</i>	/5
Rain flies are properly staked (expect rain!)	/5		
Tents are arranged neatly	/5	Patrol menus demonstrate theme	/5
Fire Prevention		Decorations	
"No Fire in Tents" signs	/5	Decorations are creative/ original <i>Please describe in comments!</i>	/5
		Decorations are safe	/5
<p>Comments: (staff will use this to award the unit up to 20 points) Briefly describe the organization of the campsite, any decorations in relation to this year's theme, or any notable work that makes this unit stand apart from others, with an emphasis on thematic elements</p>			



Uniform Inspection Sheet

Unit #: _____

Total: #1: ____/50 #2: ____/50

____, ____/5: Scouts BSA field shirt worn properly (tucked in!)

____, ____/5: Troop neckwear or hat worn properly

____, ____/5: Official Scouts BSA pants (3 points for similar but non-BSA brand pants)

____, ____/5: Belt (Any BSA or similar belt; leather or web style)

____, ____/5: Socks (5 points for official, 2 for similar)

Placement of patches and insignia (listed from top to bottom, see graphic):

____, ____/5: Shoulder loops: Official shoulder loops denoting program; green for Scouts BSA (or forest green for Venturing)

____, ____/5: Right sleeve: US flag, patrol emblem, national honor patrol, JTE

____, ____/5: Left sleeve: Council patch, unit number, position patch, trained or NYLT strip

____, ____/5: Above pockets: (R) Jamboree, name tag, interpreter strip (L) world crest, square knots, service stars

____, ____/5: Pockets: (R) Order of the Arrow flap, temporary insignia, recruiter patch (L) badge of rank, Arrow of Light strip

Not all elements are required, but all elements on the uniform should be in the correct place!

____, ____/5: Incorrect insignia (1 point penalty per insignia)



2023 Camporee Schedule

Friday, March 31, 2023

- 5:00 - 7:30 Troop Check-In / Set Up Campsites
- 7:30 - 9:30 Troop Free Time / Dinner / Set Up Shelters (Patrol Event)
- 11:00 Lights Out

From Friday evening through Saturday morning, troops will have the option to sleep in shelters they build in their campsites. For more information, see the "Night in the Swamp" troop event on page 21.

Saturday, April 1, 2023

- 7:00 - 8:45 Wake-up / Breakfast
- 8:30 - 8:45 SPL / Scoutmaster Conference (Meet outside the admin building)
- 8:45 - 9:00 Morning Flags
- 9:00 - 12:00 Activities Begin (Patrol Events)
- 12:00 - 12:15 Afternoon Assembly
- 12:15 - 12:30 SPL / Scoutmaster Conference (Meet outside the admin building)
- 12:15 - 1:30 Troop Free Time / Lunch
- 1:30 - 5:00 Activities Resume (Troop Events)
- 5:00 - 5:15 Evening Flags
- 5:15 - 5:30 SPL / Scoutmaster Conference (Meet outside the admin building)
- 5:15 - 7:30 Troop Free Time / Dinner
- 7:30 - 8:30 Evening Campfire
- 8:30 - 10:00 Troop Free Time
- 9:00 - 9:30 OA Cracker Barrel
- 10:00 Lights Out

Sunday, April 2, 2023

- 7:00 - 9:00 Troop Breakfast and Pack-Up
- 8:45 - 9:00 SPL / Scoutmaster Conference (Meet outside the admin building)
- 9:00 - 10:15 Camp Clean-Up
- 10:15 - 11:30 Scouts' Own / Awards Ceremony
- 11:30 - 12:00 Troop Check-Out and Departure

Events

Patrol Events

<i>Event</i>	<i>Description</i>	<i>Location</i>
Shack Building	<i>Shelter Building</i> - Build a sturdy shack to sleep in (Friday Night!)	Troop Campsites
Staff Surprise	It's a surprise!	TBA
Training Camp	Archery - Show off your archery skills to Robin Hood's crew	Archery Range
Return the Ogre's Snacks	<i>Radium Relocation</i> - Retrieve the ogre's snacks from a lethal swamp	Flag Meadow
Tower Climb	<i>Climbing</i> - Save the princess from her prison	Climbing Wall
Swamp Rescue	<i>First Aid</i> - Patch up the green ogre	Flag Meadow
Alligator Lake	<i>Minefield</i> - Cross the swamp to safety and deliver the onions	Human Foosball Court
Paint the Princess	<i>Team Pen</i> - Paint a portrait for Lord Four-Quad	Breezeway
Ogre Workshop	<i>Lashings</i> - Construct a structure for the ogre family	Volleyball Court
Swamp Walk	<i>Lava Walk</i> - Create a path for the ogre family	Nature Circle
Ogre Entertainment	<i>Campfire Auditions</i> - Perform for the green ogre	Campfire Bowl
Protect the Gingerbread Man	<i>Fire Building</i> - Build a fire to keep the wolves away	Campfire Bowl

Troop Events

<i>Event</i>	<i>Description</i>	<i>Location</i>	<i>Time</i>
Be On Time!	Check in on Friday	Admin Building	FRIDAY 5:00
Night in the Swamp	<i>Night in the Wild</i> - Sleep in your shelters (Friday Night!)	Troop Campsites	FRIDAY Night
Magical Item Hunt	<i>Scavenger Hunt</i> - Recover the precious items	All of Camp	1:30 - 5:00
Tie-Up	<i>Giant Clove Hitch</i> - Tie up the donkey	Admin Building	1:30 - 3:30
Relay the Royal Decree	<i>Relay</i> - Deliver the Royal Decree to all the lands	Parking Lot	2:00 - 5:00*
Stew Brew	<i>Cooking Competition</i> - Cook for the King's banquet	Breezeway	2:00-4:00
Swampball	<i>Volleyball Competition</i> - Be the best Swampball team in the swamp!	Volleyball Court	1:30 - 5:00*
Knighthood Battles	<i>Jousting</i> - Earn your knighthood by unhorsing your adversary	Flag Meadow	3:30 - 5:00

A note about events:

Due to the large number of participants that typically attend Camporee, most patrols will be unable to complete every patrol event. It is up to patrols to decide which events they want to participate in, with the understanding that they might have to skip some events. Patrol events will end promptly at 12:00 for afternoon assembly (and some events may end slightly earlier to facilitate clean-up procedures). Troop events, however, are scheduled so that all troops will have the opportunity to participate in all events if they desire. For events marked with (*), troops will be assigned a time in the shown window to participate in the event. Other troop events will be open to all troops for the duration of the event.

Patrol Events

Shack Building

<i>Event Background</i>	Welcome to the Swamp. For your first night here, you are welcome to build your own shack to protect yourself from the elements, wild creatures, and the green ogre who lives next door.	
<i>Event Details</i> No participant limit	This event will happen on FRIDAY NIGHT. Build a shelter in your campsite. Your shelter will be graded on how it was built, what materials you used, and its ability to stay up. You can use any materials you find or bring to construct your shelter (pine needles, poles, tarps, etc.), but more points will be given for shelters constructed with locally sourced materials. Additional points will be given to the troop if scouts stay in their shelters overnight (see the <i>Night in the Swamp</i> troop event on page 21).	
<i>Scoring</i>	Materials used	40
	Shelter quality	25
	Ability to stay up	25
	Free points if you participate (since it's on Friday night)	10

Staff Surprise

<i>Event Background</i>	It's a surprise	
<i>Event Details</i> No participant limit	[REDACTED]	
<i>Scoring</i>	[REDACTED]	Up to 100

Training Camp

<i>Event Background</i>	To join Robin Hood's band of merry men, you must prove our prowess in archery. Can you shoot more accurately than Little John?	
<i>Event Details</i> Required participants: 1	Each patrol will send one archer to shoot the targets (the rest of the patrol is expected to cheer them on in a lively manner). The archer will shoot five arrows. All five shots will count, but the best shot will be worth more than the others. Points will be scored based on distance from the center of the target.	
<i>Scoring</i>	Best shot	50
	Other shots	40
	Spirit	10

Return the Ogre's Snacks

<i>Event Background</i>	The green ogre's favorite snacks have disappeared from his shack. It turns out that the Witches have moved them into the most poisonous part of the swamp. It is your job to return his beloved jar of snacks back to him. Beware though! The lethal fumes of the swamp will lead to a slow and painful death, and the ogre's snacks are not fit for human consumption. Also, if a single snack is dropped, the green ogre will know, so be careful!	
<i>Event Details</i> Min participants: 2	There is a container filled with water in a circular "poisonous" zone. This zone cannot be entered by the patrol members. Patrol members must transfer the container from its original position to a designated location about 20 feet away using only the provided rope. The container must also be kept at least two feet away from any patrol member at all times.	
<i>Scoring</i>	Success	40
	Time	50
	Spirit	10

Tower Climb

<i>Event Background</i>	The green ogre has failed his mission to retrieve the red-haired princess from her prison. Instead of trying again, he's decided to hire you instead! Scale the wall of this tower and save the princess as fast as possible.	
<i>Event Details</i> Required participants: 1	One scout must climb the climbing wall as fast as possible, hitting targets along the way for bonus points. Time stops as soon as they ring the bell at the top. Harnesses and helmets will be provided.	
<i>Scoring</i>	Completion	30
	Time	40

	Targets	20
	Spirit	10

Swamp Rescue

<i>Event Background</i>	While running to escape the kingdom, the green ogre tripped over a branch, was knocked over, and rolled down a hill. Unsurprisingly, he is now seriously injured! It is your job to patch him up. Work as a team to provide first aid.	
<i>Event Details</i> No participant limit	A staff member will be “injured” upon your arrival. Treat them correctly as quickly as possible to earn the most points.	
<i>Scoring</i>	Time	50
	Proficiency	30
	Teamwork	10
	Spirit	10

Alligator Lake

<p><i>Event Background</i></p>	<p>The green ogre was casually strolling around Onion Town, trying to buy some onions. Suddenly, a mob of villagers with pitchforks and torches chased him out of town. He must cross the swamp in order to get safely to his hut while retrieving some dropped onions. However, malicious alligators, exploding frogs, and poison ivy infest the swamp. Help the ogre get through!</p>	
<p><i>Event Details</i></p> <p>Required participants: 2</p>	<p>The patrol leader (or if unable, a selected representative), will go through the minefield with a blindfold on, and another scout will be selected to be their guide. The blindfolded scout will not be allowed to make any noise while in the minefield and will be tasked with retrieving an item from within the event area and exiting at the opposite end. The minefield will contain mouse traps and other obstacles. If the blindfolded scout touches any obstacles, some points will be lost. All scouts aside from the guide (including spectators) must remain silent.</p>	
<p><i>Scoring</i></p>	<p>Escape from minefield</p>	<p>60</p>
	<p>Object retrieved</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>
	<p>Each minute spent in minefield</p>	<p>-5</p>
	<p>Each mousetrap set off</p>	<p>-2</p>
	<p>Each contact with other obstacle</p>	<p>-1</p>
	<p>Each sound made</p>	<p>-2</p>

Paint the Princess

<i>Event Background</i>	Lord Four-Quad orders his top artists to draw a portrait of the beautiful princess. Unfortunately, as you went to begin your portrait painting, your hand got stuck in superglue and then you got stuck to your assistants too! You can't disappoint Lord Four-Quad though, so you must finish your masterpiece as fast as you can.	
<i>Event Details</i> Min participants: 2 Max participants: 6	Each person will have to hold the end of a string that's attached to a marker. Together, you must do your best to work as a team and follow the dot-to-dot pattern on the page. Try your best to keep the marker on the page and make continuous lines! The most accurate and neat drawing will win. Don't take too long, though. The faster you finish, the more points you get!	
<i>Scoring</i>	Time	30
	Accuracy	55
	Spirit and teamwork	15

Ogre Workshop

<i>Event Background</i>	The green ogre and his family are hungry! They're much too sophisticated to eat off the forest floor, so you must build them a structure on which they can cook and eat their meal.	
<i>Event Details</i> No participant limit	Your patrol must recreate the model structure that the staff have built. Lashing poles and ropes will be provided for this event.	
<i>Scoring</i>	Time	40
	Lashing Quality	50
	Spirit/teamwork	10

Swamp Walk

<p><i>Event Background</i></p>	<p>The ogre family is running away from the villagers. Some of their belongings were dropped into the toxic swamp. Use the logs and wood around you to help the family cross the swamp and retrieve their belongings!</p>	
<p><i>Event Details</i></p> <p>No participant limit: Event may be modified for exceptionally large or small patrols</p>	<p>Patrols must cross a certain distance and retrieve as many objects they wish to without touching the ground. Time will end once the patrol makes it to the other side.</p> <p>A number of carpets and wooden planks will be given to each patrol. Carpets are swamp-proof and will not disintegrate but can only be used once; the wooden planks will disintegrate (be taken away) if they touch the floor. Carpets that have been placed can no longer be moved, but planks can be moved as many times as needed. Each carpet or plank can only support one person at a time. Wooden stumps may be provided for planks to be placed on and, if present, can be stepped on, but only for fifteen seconds at a time before they sink into the swamp.</p> <p>Due to the complex nature of this event, some materials and procedures may vary depending on the conditions at camp. This event will also be modified for excessively large or small patrols.</p>	
<p><i>Scoring</i></p>	<p>Success</p>	<p>50</p>
	<p>Time</p>	<p>25</p>
	<p>Objects retrieved</p>	<p>15</p>
	<p>Spirit</p>	<p>10</p>

Ogre Entertainment

<p><i>Event Background</i></p>	<p>The green ogre is sad because villagers do not like him, so he needs some people to cheer him up! To make the green ogre happy, you need to sing and act. If the green ogre likes your singing and acting, you will help him put on a night of fun and entertaining performances!</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>Prepare a song or skit to perform at the evening campfire. Skits should last about 2-3 minutes (max 5 minutes) and must be compliant with all scouting principles. Rehearsing beforehand is strongly advised. You will present your song or skit to a panel of judges who will choose the best ones to be placed in the campfire on Saturday night.</p> <p><i>Please understand that, due to time constraints, only a limited number of performances will be chosen to participate in the campfire; auditioning does not guarantee a spot in the campfire.</i></p> <p>At the campfire, troops will vote for their favorite skits. The top three patrols will receive additional recognition during the award ceremony!</p>	
<p><i>Scoring</i></p>	<p>Skit quality</p>	<p>70</p>
	<p>Theme incorporation</p>	<p>15</p>
	<p>Spirit</p>	<p>15</p>

Protect the Gingerbread Man

<p><i>Event Background</i></p>	<p>After running away from the castle, the gingerbread man is in the cold forest trying to escape capture. He must beware of the wolves tonight, lest he get eaten. In order to stay warm and keep any animals away, the gingerbread man would like your help building a fire. Don't let him down!</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>The patrol will have two minutes to gather materials and build a fire. The fire must be lit using the matches provided by the staff (each patrol will only be given 3 matches). You may bring your own materials, but if you do, your time will be doubled (i.e., 30 sec = 1 min for scoring purposes) and you will earn fewer materials points. Certain materials (such as white gas) may be disallowed at the staff's discretion.</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>40</p>
	<p>Success</p>	<p>30</p>
	<p>Materials used</p>	<p>15</p>
	<p>Spirit</p>	<p>15</p>

Troop Events

Be On Time!

<i>Event Background</i>	The green ogre isn't always patient, but he will be most pleased to see everyone arrive to camp on time!	
<i>Event Details</i>	Come to camp on Friday night. Be sure to check in at the admin building! See <i>Check-In and Medical Forms</i> (page 2) for more information.	
<i>Scoring</i>	Arrive and check in on Friday night	100

Night in the Swamp

<i>Event Background</i>	You have a toilsome day ahead. Get some well-deserved rest so you can be ready for tomorrow!	
<i>Event Details</i> No participant limit	This event will happen on FRIDAY NIGHT. Build a shelter in your troop campsite (see the <i>Shack Building</i> patrol event on page 13). Sleep in it. Staff will be checking the shelters on Friday night for credit on both the troop and patrol event. The unit leader and SPL will communicate the number of scouts who actually stayed out for the full night to the staff. Scouts are expected to comply with all health and safety protocols (including YPT) when participating in this event.	
<i>Scoring</i>	Percentage of the troop that sleeps in shelters (10% = 10 points, 47% = 47 points; only scouts who stay out for the full night count)	Up to 100

Magical Item Hunt

<i>Event Background</i>	When the magical creatures were chased out of their homes and into the swamp, they misplaced some precious items! Now it's up to you to find these magical items, each of which has a clue to the next, and inform the staff of the locations. If anyone untrained moves any of the items, they risk damage to the items, and saddening their owners.	
<i>Event Details</i> No participant limit	<p>Goal: To find all items At every item there is a puzzle that leads to the next item.</p> <ul style="list-style-type: none"> • You must record every item you find in order. • The clue for the first item will be included on your submission sheet. • When you have found everything, bring your list to the admin building for submission. 	
<i>Scoring</i>	How many items found	80
	Time	20

Tie-Up

<i>Event Background</i>	The donkey is being too loud, and the green ogre has had enough. The green ogre requires you to tie the donkey to a tree with a clove hitch, but the tree is surrounded by yucky swamp water.	
<i>Event Details</i> Min participants: 5 Max participants: 6	You will be asked to tie a clove hitch around a tree as fast as possible. There will be a zone outside the tree that you cannot cross. All participants get to hold one rope with their non-dominant hand. You are not allowed to remove that hand from the rope while tying.	
<i>Scoring</i>	Completion	30
	Time	50
	Spirit	20

Relay the Royal Decree

<p><i>Event Background</i></p>	<p>Lord Four-Quad has decreed: Mythical creatures are to be rounded up! You and your team of scribes must relay this message to the far corners of the land, through treacherous obstacles.</p>	
<p><i>Event Details</i></p> <p>Participants required: See Event Details</p>	<p>This event is a relay race. Troops will complete the relay race at different times (scheduled throughout the afternoon). There are five parts to the race:</p> <ol style="list-style-type: none"> 1. A three-legged race (2), 2. A tomahawks challenge (1), 3. A climbing route (1), 4. A balance challenge (walk with a beanbag balanced on your head) (1), 5. A beanbag toss (1), and 6. A jigsaw puzzle (1) <p>The relay will require a total of seven competitors (as shown above). Troops with fewer than seven members may have some competitors participate in multiple legs of the race. The baton will start at the three-legged race and must be brought to each station in succession. In addition to the number of competitors required for each event, troops may choose to have dedicated runners to move the baton between the stations. All competitors and runners should report to the starting line 15 minutes before their posted start time (a schedule will be posted outside the admin building). Troop members not participating in the relay are encouraged to cheer on their representatives!</p>	
<p><i>Scoring</i></p>	<p>Time</p>	<p>65</p>
	<p>Spirit</p>	<p>35</p>

Stew Brew

<p><i>Event Background</i></p>	<p>Lord Four-Quad is holding a banquet at the castle and needs a delicious feast. To make sure the meal is of the greatest gushy, the Lord is holding a competition to find the best cooks in all the land.</p> <p>P.S. Lord Four-Quad really loves a super-secret ingredient that will be given to you during the event. Don't forget to include it in your dish!</p>	
<p><i>Event Details</i></p> <p>No participant limit</p>	<p>You will be cooking a dish for judges to taste and competing with other troops for the most delicious meal. A secret ingredient will be provided at the event. You must include it in your dish.</p> <p><u>Total Time:</u> 2 hours 30 mins preparation, 60 mins cooking, 30 mins judging, 10 mins cleanup (concurrent with judging)</p> <p>Please arrive promptly. Troops arriving after the start time will not be given bonus time.</p>	
<p><i>Scoring</i></p>	<p>Presentation</p>	<p>20</p>
	<p>Taste/Texture</p>	<p>30</p>
	<p>Creativity</p>	<p>30</p>
	<p>Spirit</p>	<p>10</p>
	<p>Cleanliness</p>	<p>10</p>

Swampball

<i>Event Background</i>	Congratulations! You have been invited to the green ogre's annual swamp ball tournament! The green ogre loves swamp ball, but is, unfortunately, quite bad at it and prefers to just watch. Score your way to victory to earn the title of Best Swamp ball Team in the swamp!	
<i>Event Details</i> Min participants: 5 Max participants: 6	Troops will select teams of five to six players to compete with one another in a single-elimination volleyball tournament. Brackets and game times will be posted outside the admin building. Teams that fail to show up on time are considered to have forfeited their match.	
<i>Scoring</i>	Performance	70
	Spirit	30

Knighthood Battles

<i>Event Background</i>	To obtain knighthood from Lord Four-Quad, you must first win a jousting tournament and unseat the reigning champion. Prove your strength and skill by defeating your adversary.	
<i>Event Details</i> Required participants: 1	In this event, one representative will face off against a staff member. Each will try to knock the other off the platform with a padded pole as quickly as possible. Whoever remains standing will be declared the winner!	
<i>Scoring</i>	Performance	85
	Spirit	10
	Safety	5