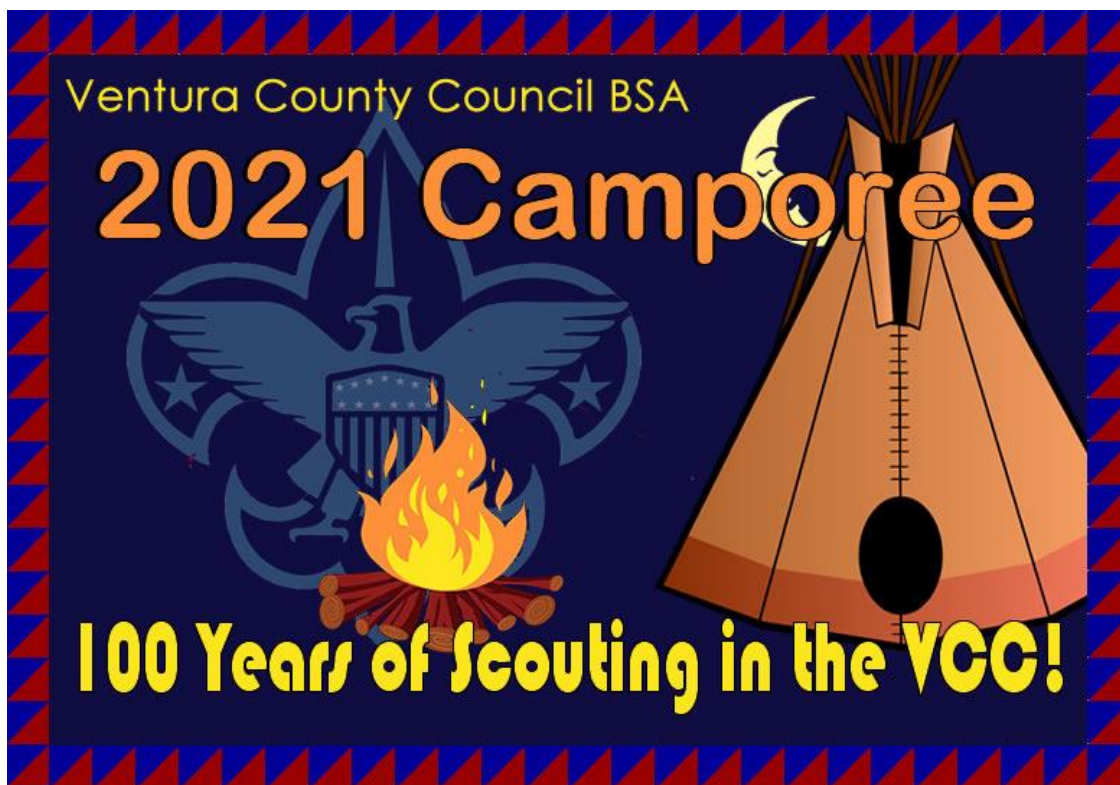


2022 Camporee
May 20 - 22, 2022
Ventura County Council
Scouts BSA



Camporee Events Manual

2022 Ventura County Council Camporee Events Manual



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Event Introduction

All units are encouraged to participate in as many events this year's camporee as they can. There will be events and activities that are scored events like the many camporees in the past, but additionally, we will have events that are meant to just be fun activities to allow you to experience new things. Scored events will take place on Saturday.

Saturday Scored Events consist of some sort of Scouting skills, knowledge, or personal fitness. Patrols will compete against one another in these events and will be scored as per the rules below.

Friday Night Cantina Activities

Cantina night will be an opportunity for patrols to wander and participate in various ongoing activities. Because of the COVID precautions required, Cantina night this year will occur by patrol. There will be no scores for these events and they will not count for patrol scores for the Saturday events. A patrol may choose to go to different activities or stay at any activity for the night until it closes. This is considered free time to choose whatever activities they wish

Senior Patrol Leaders (SPLs) and Scoutmasters (SMs) are requested to stop by the cracker barrel event to make sure they are up to date with any notifications and changes.

Additionally, the camporee staff will do their best to make these activities available, however some activities may not occur and may be substituted.

- Astronomy – Come check out the stars!
- Chess – Test your game
- Climbing Wall – Climb at night!
- Cracker Barrel – SPLs and SMs should make every effort to attend to get the latest information and promote fellowship between units. Patrols should stop by to confirm their shooting sports sessions.
- Leatherwork/Wood Carving – make a camporee souvenir
- Skits/Music – –make your pitch for a song or skit for the campfire!
- Role Playing Games/Board Games/Card Games – join a group on a quest, flex your board game or card game skills!

Saturday Scored Events and Activities

The following events and activities will be scored. Each patrol that participates in these events will receive a score. The main scores may be judged on accuracy, safety, timing, or knowledge. All events will also include a scout spirit score as well. The scores for these events will be tallied and awards will be awarded based on several criteria. See the awards section below for more information.

Additionally, final scores will be tallied on a handicap based on patrol member rank, please see the Handicap section of this document for more information.

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- Patrol Flag Judging
- Patrol Campsite Inspection
- First Aid and Stretcher Race¹
- Shooting Sports²
 - Archery
 - Clay Shoot
 - Cowboy Shoot
 - Paintball
 - Rifle Shooting
- Bucksaw
- Tomahawk/Knife Throwing
- Treasure Hunt (Orienteering)¹
- Pioneering (Lashings)¹
- Fire Building (String Burn)¹
- Fishing
- Golf Skills
- Mountain Biking
- Sports Skills
- Obstacle Course including Canoe Portage
- Survival
- Water Bottle Rocket Launch
- Quicksand Rescue (Knot Tying)¹

Non-patrol events that have their own awards

- Dutch Oven Cook-off*

*These events will not have their scores included in the overall Patrol score.

¹Events will be worth twice the amount points when calculating overall score.

² Not all patrols will not be able to complete all shooting sports. These events will have scheduled time due to limited throughput.



Awards

Event Awards

For each event, a First, Second and Third place ribbon will be awarded. These awards will be determined from the handicapped score for each patrol. The handicapped score is described in the Handicapping section of this document and will include both the event score and any scout spirit points awarded for the event.

Overall Patrol Award

This has been one of the most coveted awards. A ribbon will be awarded to the patrol that achieves the best overall score across all events in camporee. This score is calculated based on an average score of all possible events at camporee. The idea of this award is to identify the patrol that makes the most out of camporee. If your patrol participates in more activities than other patrols, then you have a good chance of winning this award.

Participating in events is part of the equation, the second part has to do with how well the patrol performs in those events. The higher the handicapped score in all of the events will have a higher score.

The overall score is calculated on an average of all the events available at Camporee. If your patrols do not participate in an event, they will receive an 0 for that event. Even if your patrol does not participate in the event and you get a 0, that event's score is considered in the overall score. In other words, if you want to place higher on the overall score, then your patrols need to participate in as many events as possible.

Spirit Award

Another coveted award is the Spirit Award. This is awarded to the patrol with the most spirit points.

Most Events Award

The most events award will go to the patrols that participate in the most events independent of the patrols performance. In this case, both scored and non-scored events will be considered. For instance, visiting activities or events like the HAM Radio booth, or other demonstrations or exhibits will give you consideration for the most events award.

If more than one patrols have the same number of events participation, then each unit will receive this award.

Participation Ribbon

Every patrol that participates in events will receive a ribbon for their efforts. Patrols will be broken down in 3 levels. The top third of units, the middle third, and the bottom third. Ribbons will be awarded to each patrol.



Scoring Overview

Each event will be scored based on the criteria provided in the document below.

- Most events have more than one way for a patrol to gain points for their patrol.
 - Event Score
 - Teamwork
 - Patrol Spirit
- Each event will have a minimum and maximum number of points available.
- To make all events worth an equal number of points, the total number of points, or the timed score will be converted to a 100 point scale by the camporee score keeper.
- Scoring sheets with Troop Numbers, Patrol Names and spaces for scoring will be provided to all event leaders on the day of Camporee
- Patrols will be handicapped according to the rank of each member of the patrol, *see Patrol Classifications*
- Unit teamwork is scored on a 1 – 10 point scale. The judges are looking for total involvement of all members of the Patrol and that the Patrol works well together without bickering, arguing, or yelling at one another.
- Patrol Spirit is scored on a 0 – 10 point scale. Each Patrol should have a Patrol yell. Patrols that present this yell without being asked and work the yell into the event itself can get maximum points in this category for the event.
- It is important to note that event leaders should not consider any handicaps for the events, those handicaps are handled by the Camporee Score Keeper in the headquarters building.

Handicapping

I don't think anyone can argue that it is extremely difficult to score a new patrol against a patrol of Life and Eagle Scouts. It is not fair to score them equally as nearly every event at Camporee plays to the skills of the older, stronger, or more experienced scout.

For this reason, we have developed a handicapping system that is meant to level the field and allow younger, smaller, and less experienced scouts to have the same opportunities as their older and more experienced counterparts.

Below there is a form for each patrol to fill out with their patrol roster and the rank of each patrol member. Each rank is given a value from 0, to 20, and those values are averaged for each member of the patrol which will produce an overall value. That overall value is your handicap score and will be used to determine your final score for each event.

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It is important to note that handicaps will result in a patrol with a lower classification number winning an event over a patrol with a higher classification number, if that lower patrol performs well in the event. For example: A bear patrol that scores a 15 second time on the bucksaw will likely be beaten by a Coyote patrol that scores 20 seconds on that same event.

You will find a sample worksheet below that can be used to help you calculate your patrol handicap. Please make sure that this worksheet is handed in at check in. If you do not supply this worksheet for your patrol, then you will be handicapped as a Hawk patrol by default.

COVID Procedures for Host Units

During the events, precautions to prevent the potential spread of COVID will be needed. The host units should be prepared to use disinfectant wipes (for objects) and hand sanitizer. Objects that are frequently touched should be wiped with a disinfectant wipe at intervals throughout the day. The use of hand sanitizer just prior to the event participation can help with surfaces that cannot be cleaned with a disinfectant wipe (e.g., rope, etc).



Patrol Classification Instructions

Ranks in the Patrol Rating

Scout	0
Tenderfoot	1
Second Class	2
First Class	5
Star	8
Life	14
Eagle	20

- Each Scout in each patrol is rated according to rank.
- The total of the ratings is then divided by the number of scouts in the patrol.
- Find your final rating on the list below:

Average	Patrol Classification
0 – 1.4	Fox
1.5 – 3.3	Coyote
3.4 – 6.8	Hawk
6.9 – 20	Bear

Example

Name	Position	Rank	Rating
Brian Greene	PL	Star	8
Bob Roberts	APL	1 st Class	5
Mike Underwood		2 nd Class	2
Jim Bandage		Scout	0
Bill Blowfish		Scout	0
Total Points:			15
Number in Patrol:			5
Divide Total Points by Number of Scouts in Patrol			3

	0 – 1.4 Fox <input type="checkbox"/>	1.5 – 3.3 Coyote X	3.4 – 6.8 Hawk <input type="checkbox"/>	6.9 – 20 Bear <input type="checkbox"/>
Patrol Rating				

Copy the score sheet included in this booklet for as many Patrols as needed.

Please do your own rating for each Patrol BEFORE arriving at Camporee and be prepared to turn this form in for each patrol at check in.



Patrol Classification Worksheet

Patrol Name:		
Patrol Classification:		
Member's Name	Position	Rating
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
Total Points:		
Number in Patrol:		
Total Points / Number in Patrol:		

Patrol Name:		
Patrol Classification:		
Member's Name	Position	Rating
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
Total Points:		
Number in Patrol:		
Total Points / Number in Patrol:		

Patrol Name:		
Patrol Classification:		
Member's Name	Position	Rating
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
Total Points:		
Number in Patrol:		
Total Points / Number in Patrol:		

Patrol Name:		
Patrol Classification:		
Member's Name	Position	Rating
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
Total Points:		
Number in Patrol:		
Total Points / Number in Patrol:		



Patrol Flag Judging

This event occurs on Friday evening between 8:00PM and 10:00PM. All patrols are encouraged to carry their patrol flag with them during Saturday morning and afternoon events and cheer loudly. Each patrol wishing to enter their flag for judging must have a patrol member bring their flag to Cracker Barrel location for the judging to take place on Friday between 9:00PM to 10:00PM patrol flag judging. Flags must be at the Cracker Barrel no later than 9 PM.

Judging Criteria are as follows:

Judging Item	Points
Visual Appeal	1 – 25
Creativity	1 – 25
Scouting Spirit, fleur-de-lis, troop number	1 – 25
Represents the Patrol Name Well	1 – 25
Total Event Points Available	100

Ribbons will be awarded to the top three patrols. SPL's should return the patrol flags to their troop's patrols after cracker barrel.



Troop Campsite Inspection

This is a troop level activity and all campsites will be graded and inspected on the Troop level. On Saturday morning, the top three campsites will be determined for the Camporee Campsite Recognition Award. The criteria will be based upon the organization, camp improvements, cleanliness, and safety considerations found in the campsite area, for example:

- a. Troop/Team name(s) visibly posted.
- b. Troop and Patrol areas marked by rope, caution tape, or some other method. Avoid creating a tripping hazard, if you are going to use a raised method of marking patrol areas, please ensure they are off the ground.
- c. SKETCH a picture of your TROOP/Patrol campsite: Each Patrol will create a sketch of their portion of the Troop campsite and circle and label the Patrol's tents and kitchen area. Judging and scoring is by Patrols, each Patrol will also create a Troop map including adult areas. A Troop with 5 Patrols would have 5 Troop maps, each labeling a different Patrol area. Put the map on a camp gadget or a clipboard and post in an obvious place.
- d. Patrol names visibly posted.
- e. Duty Roster visibly posted.
- f. Cooking area is appropriate for the "lay of the land".
- g. Kitchen area is clean.
- h. Water and Sand Cans, each tent will have a 1 of each placed at the entrance of each tent. Cans should be large enough to not be easily kicked over.
- i. A fire extinguisher is present.
- j. Cooking kits clean and properly stored.
- k. Campsite, in general, is organized and clean. All equipment is stowed, tents staked down, no paper, food or other trash.
- l. Scoutcraft and camp improvement(s) is/are in place (e.g., entrance, roped off areas, etc.) with minimum impact to nature (structures must be lashed, no bolts, glue, nails, etc.).
- m. Individual equipment is neatly stowed/secured.
- n. Backpacks and/or patrol boxes are neatly stowed/secured.
- o. Trash bag(s) is/are visible and being used.
- p. First Aid kit(s) visible, readily available and marked as a First Aid Kit.

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Official Campsite Scoring Sheet

This scoring sheet is exactly what will be used to conduct campsite inspections, campsite inspections will be handled at the Troop level with each patrol sharing the score.

Troop: _____

	Possible Points	Points Earned
Campsite		
<ul style="list-style-type: none"> • Best possible camp arrangement/Tents arranged neatly and orderly 	25	
<ul style="list-style-type: none"> • Troop campsite area (Clean & policed = 5, Neat = 5, Safe = 5) Tools properly stored. 	15	
<ul style="list-style-type: none"> • Perimeter boundary (post on map Patrol boundaries including portion of shared kitchen table) No tripping hazards. Any fence ropes off ground. 	10	
<ul style="list-style-type: none"> • Fire buckets filled/One with sand/dirt and one with water/Proper placement: entrance of each tent/Kitchen (2) or fire extinguisher 	15	
<ul style="list-style-type: none"> • Camp gadget(s) 3 worst lashings graded. (5 points for each correct lashing, 3x5 pts max) 	15	
<ul style="list-style-type: none"> • Map of the camp 	15	
<ul style="list-style-type: none"> • Vehicle out of camp 	150	
<ul style="list-style-type: none"> • No adults or scouts in the camp 	50	
Total	295	
Patrol Equipment		
<ul style="list-style-type: none"> • Patrol and duty rosters and menus posted 	15	
<ul style="list-style-type: none"> • Cooking utensils & equipment clean, organized, and stored 	25	
<ul style="list-style-type: none"> • Food stored properly 	25	
Total	65	
Sanitation		
<ul style="list-style-type: none"> • Water bottles with lids on 	5	
<ul style="list-style-type: none"> • Garbage container available and in proper use 	10	
<ul style="list-style-type: none"> • Hand washing station 	10	
Total	25	
Personal Equipment		
<ul style="list-style-type: none"> • Dry sleeping area for each Scout/ Ground cloth under each sleeping area 	15	
<ul style="list-style-type: none"> • Sleeping bags neat and tidy/ Viewing flap open for inspection 	15	
<ul style="list-style-type: none"> • Clothes and gear stowed in packs 	15	
<ul style="list-style-type: none"> • Is "Leave No Trace" being practiced (no trenching) 	10	
Total	55	
Grand Total	440	



Dutch Oven Cook-Off

The primary purpose of this event is to learn, share, socialize, have fun, and to enjoy cooking and eating Dutch Oven recipes.

It's not recommended to plan to use the same Dutch Oven for your campsite dinner, just in case the judging takes longer than expected.

1) Eligible Participants and Team Definitions

- a) Dutch Oven participants can be part of a team or compete individually.
- b) All participants need to submit a Registration form (below)

2) Recipes

- a) Please spell-out the amounts of each item in your recipe; do not use symbols or abbreviations.
- b) Specify can size and brand names.
- c) Be very specific about the ingredients; do not shortcut the instructions. Assume that the reader is a novice cook and will need every step explained.

3) Awards ribbons will be awarded for

- a) Scout Team Main Course Dish, 1st, 2nd, and 3rd place
- b) Scout Team Dessert Dish, 1st, 2nd, and 3rd place
- c) Adult Team Main Course Dish, 1st, 2nd, and 3rd place
- d) Adult Team Dessert Dish, 1st, 2nd, and 3rd place
- e) All participants will receive a Dutch Oven Patch for their participation.

4) Participants Are Expected to Provide

- a) Potable water.
- b) Means of hauling gear to the cooking site.
- c) Utensils, racks, pans, etc needed
- d) All food and ingredients used in their recipes.
- e) Small paper bowls, plastic utensils, and paper napkins for sampling your entry.
- f) A means to keep your fire or stove off the ground.
- g) Presentation materials.
- h) Lit charcoal will be provided by the Dutch Oven Cooking staff

5) Health Considerations

- a) Participants are expected to follow the 4 kitchen and food safety rules (See Scout Handbook) of Clean, Separate, Chill, Cook.

6) Cooking Rules

- a) All entrants must be registered with a completed recipe before participating in the cook-off.
- b) No pre-cooked ingredients, except canned fruit or fillings for pies and cobblers, may be used for this event.
- c) The recipes must be prepared and cooked in the allotted time.

7) Timetable

- a) Food preparation and cooking will start at the cook-off site at 2:00 p.m.
- b) Judges will sample the entries at your individual cooking site starting at 4:00 p.m.
- c) Announcement of the winners and presentation of awards will be at the Saturday evening campfire.

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DUTCH OVEN COOK-OFF REGISTRATION FORM

Team Name:		Unit Number:	
<input type="checkbox"/> Youth	<input type="checkbox"/> Adult	<input type="checkbox"/> Main Course	<input type="checkbox"/> Dessert
Name of Team Members:			
Name of Recipe:			
Recipe: (Use additional sheets, or attach if needed)			
Print Captain's Name:			
Team Captain's Signature:			
Entry Number (Assigned by Cook-Off Staff):			

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Team Name: _____		Judge Name: _____	
2019 Camporee Dutch Oven Field Judging Score Card			
	Description	Points Possible	Points Given
Prepare	Set up on time and ready to cook on time Ovens clean and free of rancid odors	7	
Team Dress	Dressed appropriate for event	7	
Etiquette	Only teams in cooking area No eating in cooking area (drinks okay)	7	
Spectator Interaction	Share ideas and communicates with spectators and participants. Encourages DO use.	7	
Cleanliness	Personal cleanliness Appropriate food handling Clean prep area and ovens	10	
Food Temps	Cold foods kept cold and hot foods kept Hot Food not left exposed with no temp control	7	
Presentation	Were all dishes presented on time 10 = on time, 5 = 0 to 5 minutes late, 0 = > 10 minutes late	10	
Sportsmanship	Judges can deduct one point for bad sportsmanship		
Complete Dish	Judges rate food on overall dish (texture, taste, uniqueness and complexity of recipe, pre-cooked ingredients if used will deduct points)	45	
Total:		100	
Comments:			
Scoring Range should stay within the following guidelines: 7 Exceeded requirements; 5 to 6 for satisfying requirements; 3 to 4 for minor mistakes; 1 to 2 for major mistakes; 0 for unsatisfactory performance.			



First Aid

Description

The disaster clinic event has 2 scored sections:

10 Minute Questionnaire

In this phase, the patrol will be given 20 true/false questions to answer. Patrols will need to come up with the answers without any additional help, guides, or outside influence (phones, books, or other notes). Patrols may discuss the answers between themselves, but the patrol leader will give the final answer to the event leaders.

If a written test is provided for the patrols, then the patrols will need to stay and complete it at the event site. Once the 10 minutes has elapsed, any questions not answered will be considered wrong automatically.

Hands on Performance Section

There will be 3 “hurry up” scenarios. (Examples such as Serious Bleeding, Poisoning, Heart Attack). Each patrol will be guided through one of the 3 scenarios. At the scene, the scouts must:

- a) Survey the Scene
- b) Properly give instructions to get help
- c) Determine the nature of the problem by properly identifying the signs
- d) Properly Treat the victim
- e) Complete Steps 1 – 4 in the proper order per the current Scout Handbook

As above, scouts will not be allowed to use their book, notes, phone or any other source of information to complete this event.

Scoring

- Up to 20 Points to be given on each of the correct answers for the written test
- Up to 30 Points awarded for the hands on section evaluated on how correct the response is, the order of the treatment
- 0 – 10 Points awarded for teamwork
- 0 – 10 points awarded for patrol spirit

Items to be supplied by the Host Troop

- Written Tests with 20 questions
- EZ Ups with walls to hide the hurry up scenarios
- Materials to create 3 hurry up case scenarios
- 1 Spinning wheel or a dice role for determination of random hurry up scenarios



Treasure Hunt (Orienteering and Compass Course)

Description

Ahh, you happen across this old map and as usual, “X” marks the spot, can you use your skills with a map and compass to find the treasure?

Each patrol will be given a map of the area and three compass points that they need to find. They should be able to orient the map, get a reading on the map of the location of those three points, with a distance and go find the treasure at each point.

Scouts will need to practice shooting an azimuth, measuring and calculating distances and following a heading. Obstacles may be in the way, so scouts should know how to “square off” around obstacles or use other means of negotiating those obstacles to stay on course.

Items Needed by Each Patrol Member

- Compass
- Pen
- Paper

Scoring

- Patrols will be judged on accuracy and teamwork.
- Patrols will get 25 points for each correct treasure found.
- Maximum time allowed for completion is 20 minutes; if timed out, the patrol gets 2 points for effort
- 0-10 points given for teamwork
- 0-10 points given for patrol spirit

Items to be supplied by the Host Troop

- The assigned troop will create the maps
- The assigned troop will create the markers to be found.



Tomahawk/Knife Throw

Description

Each Scout in the patrol will take a turn at throwing axes or knives at a target. After two practice throws, each patrol member gets four throws at the target.

Procedure

This event is intended to provide a safe environment for throwing of axes and knives. The distance to the targets should be close enough for scouts to handily reach them. There may be targets of varying distance for the range of ages. Typical throwing distances may be from 30 to 60 feet.

Range Safety

Due to the hazardous circumstances, the event must have a fixed and visible perimeter by all scouts with a range safety officer in place. The range safety officer is responsible for permission to throw at the targets when safe. All applicable range safety guidelines regarding the scouting use of firearms must be followed. Proper instruction of safety, use and throwing of the axes and knives must be given prior to each patrol member entering the throwing area.

Rules

A limit line to throw the axe or knife must not be crossed when throwing. Axes and knives must not be thrown until OK is given by range officer. Axes and knives must not be retrieved until authorized by the range safety officer.

Scoring

Scouts will be judged on accuracy of throws and the ability to stick the axe in the target. Extra points will be given for teamwork and patrol spirit.

- 10 points for sticking the axe in the target
- 5 points for hitting the target but not sticking in target
- Average all points for all scouts against the number of scouts in the patrol
- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- Provide axes and knives for throwing
- Provide targets
- Set up safety zones and firing lines



Bucksaw

Description

Each patrol will cut through a 6” diameter log using a 2-man lumberjack bucksaw or a single hand bucksaw whichever is available at the time of the event. Each member of the patrol will need to take a turn on the saw and cut through the log. The time is then averaged based on the number of youth in the patrol.

Scoring

- Each patrol is timed for the time it takes each member to cut through the log
- Time required will be averaged against the number of scouts in the patrol
- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- Bucksaws
- Logs to saw through
- Safety glasses
- Timing device, watch, phone, or stopwatch
- A-Frames for holding logs off ground



Survival Decisions

Description

Your ship is going down, you have only minutes left to select 10 items that give you the best chance of survival before you have to get off the sinking ship, what are your choices for the best chance of survival?

This game is meant to test Wilderness Survival type scenarios. The host troop will provide 20 – 25 items that might be found on board a ship or a boat. Patrol members can converse amongst themselves for 5 minutes and then they can select the items they feel are the best for the entire patrol's survival. They should rank those 10 items in importance to their overall survival with a number from 1-10.

The Wilderness Survival merit badge book can be a great source for ideas for items that are needed. Books are not allowed on the event but can be studied ahead of time.

Scoring

There is a total of 50 points available.

- 10 points for choosing the correct items
- 20 points for ordering the items correctly.
- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- 20 – 25 various items that might be found on a boat or a ship. Use this suggestion loosely or at your discretion.



Pioneering

Description

You need to build a ladder to scale this obstacle so you can tie off your boat. You will need a ladder strong enough to get your entire patrol over the obstacle and then use the rope provided to tie off your boat. You need to tie the boat close enough to the shore to keep it from being bashed on the rocks. For this event, the patrol should know how to tie lashings and knots like:

- 1) clove hitches
- 2) square lashings
- 3) taut lines
- 4) sheepshanks.

Each of these knots will be used in the event and each patrol will be required to use them in the correct way and tie them correctly.

If in trying to get the patrol over the obstacle the ladder falls apart, the patrol will need to stop and retie the structure to get all the members over the wall.

The idea of this event is to combine knot tying and pioneering into the same event. Event leaders are encouraged to explain the need for each knot in whatever way makes sense to them.

Scoring

Pioneering is a timed event, scoring is determined by the amount of time it takes the patrol to build the ladder, get their patrol over the obstacle and tie off the boat.

- Score based on time
- Give a score of 0 – 50 for proper lashings and knots (both their use and how well they are tied)
- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- 8' Lodge poles (enough to build a couple of ladders to have more than one patrol go through at a time)
- 2 to 3' poles to be used as rungs for the ladder.
- Lashings
- 1 length of rope that is longer than is needed to simulate tying off a boat.
- Two objects that can be used to simulate tying a boat, 2 stakes could be used for instance
- Make sure you have enough of the items above to accommodate a couple of patrols working at the same time.
- Timing device, phone, watch, or stop watch



Shooting Sports

Description

Only scouts whom have attended the Safety training will be permitted to participate in the Shooting Sports. Additionally, only patrol members who have the proper permission forms filled out and signed by their parent or guardian will be permitted to take part (Form at end of this guide). Safety training sessions will be held Friday Evening and Saturday Morning. Scouts whom have completed the safety training will get a wristband to indicate they have completed the training. It is the scout's responsibility not to loose or damage the wristband. In order to replace a damaged or lost wristband the scout will need to repeat the safety training.

Shooting sports sessions will be scheduled. A link to a Shooting sports registration submission will be sent and should be submitted before Camporee. Check at Cracker-Barrel Friday night to confirm your patrol's times. **NOTE:** Some shooting sports events will have limited participation due to through-put limits.

Shooting Sports Events may include:

- Archery
- Clay Shooting via slingshot
- Cowboy BBgun Shoot
- Target Paintball
- Rifle Shooting

Each patrol member will try to get the highest score. Scores for each patrol will be averaged according to each member that participates (all patrol members are encouraged to participate). Patrols will be expected to correctly answer shooting sports safety and marksmanship questions. Each patrol will be given 5 safety and marksmanship questions to answer and graded on accuracy and teamwork.

Points will be awarded based on Teamwork, Patrol Spirit, safety and marksmanship questions, and each participant's performance

- For archery, cowboy shoot, target paintball, and rifle performance will be based on GROUPING of shots.
- For Clay shooting performance will be based on clear hit on target.

Scoring

- Scoring is based on how well the patrol overall shoots on average
- 10 points given for each correct safety or marksmanship question answered
- Give 1-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)



Items to be supplied by the Host Troop

- The council shooting sports committee will make available the properly trained Range Safety Officer (RSO) and instructors for this event.
- The host troop will be responsible to help set-up range per guidance of the RSO
- The host troop will be responsible for providing adults to stay at range to assist RSO with things like scoring, pre-range prep, etc.
- The host troop will be responsible to assist for care of shooting equipment and having it cleaned/put into storage after the event
- The host troop will be responsible to provide clipboard & writing utensil for score keeping
- The Council will provide shooting equipment, ammo, and targets



Quicksand Rescue

Description

Those silly scouts are always finding themselves in trouble. This time one has fallen into the dreaded quicksand! Can you save him before he sinks below the surface never to be seen from again?

You have three lengths of rope, but they are not long enough, you will need to tie those three ropes together, using a proper knot of course, and then tie a proper rescue knot in order to throw the rope to your stuck comrade.

Rules

1. The patrol will choose one of their scouts to be stuck in the quicksand.
2. When the judge gives the signal to begin, the patrol will tie the required knots:
 - a. a sheetbend
 - b. a squareknot
 - c. A proper rescue knot, (bowline)
3. The patrol will then throw their rope to their stuck patrol member.
4. For each “phase” tying the sheetbend, square knot, bowline, and then throwing the line, should all be done by different patrol members.
5. At the judge’s signal that the event is over, the Patrol members will unite all knots and return all items to the starting position.

Scoring

This is a timed event with additional points being awarded for the accuracy of the knots being tied

- Time starts when judge gives the signal to begin
- Time ends when the patrol has all their members back in the line.
- Give up to 30 points for each correctly tied knot (30 points max)
- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- 3 lengths of rope, 1 of a different thickness than the other two, but still strong enough for the purpose.
- A timing device, watch, phone, or stopwatch



Fire Starting

Description

Part 1: Patrol members will need Totin' chits and Firem'n chits. Up to 25 points are awarded for safety when chopping wood and preparing kindling, which will be done in a separate axe yard, before entering the fire building area. The tinder/kindling creation portion is not timed. The wood will be 1"x6" or 1"x8" planks of 1 foot in length and will be supplied by the host troop. Care to be given to ensuring each patrol gets the same amount of wood to work with. Plywood "chopping blocks" will be provided to avoid having the hatchet hit rocks or concrete.

This portion is judged on safety, not on time. Proper use of a "prop" stick is required, if they chose to chop wood vertically.

Part 2: Patrols will then build a fire and attempt to burn a string suspended 18 inches above the ground. The contest will consist of two stands and two strings. One string suspended at 12 inches above the ground is the maximum height allowed for the wood to be stacked. The 18 inch string is the string that must be burned. This is a timed event and time begins when the patrol is provided their first match. Time ends when the string is burned, or when the patrol runs out of fuel and it is apparent the string will not be burned. Strings that are not burned will get the maximum time of 15 minutes.

BONUS: Flint and Steel with cotton balls or jute string could also be provided, if a patrol would like to try and start a fire using this method, they can get an additional 15 bonus in points added to their score.

Items Needed by each Patrol Member

- Firem'n Chit
- Totin' Chit
- One hatchet for the entire patrol
- Pocket Knives

Scoring

- 0-25 points judged on safety when creating kindling
 - 0 points if a patrol member gets injured
 - 1 – 5 points for proper use of a hatchet
 - 1 – 5 points for proper knife use
 - 1 – 5 points for maintaining a proper blood circle at all times
 - 1 – 5 points for proper use of a "prop stick"
 - 1 – 5 points for all members participating in the tinder/kindling prep
- Timed event from when they begin to build the fire to when the string burned through
- Add 30 seconds of time for each match used
- Provide 15 bonus points if built using a flint and steel

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- Give 0-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- Hatchets
- Plywood for protecting hatchet heads from the dirt
- 1x6 or 1x8 boards for kindling
- Matches
- Flint, Steel and Cotton Balls or Jute String
- String
- Tripods
- Timing device, watch, stopwatch, phone
- Fire extinguishers
- String blocks to support string over the fire
- String to burn through
- Extra hatchets and knives
- Adults for proper supervision of axe yards



Obstacle Course including Canoe Portege

Description

This obstacle course is a timed event. Time will begin when the time controller tells the patrol to go. The patrols should work as a team to get through the obstacles, and they will be timed as a team to the point the last person of the patrol crosses the finish line.

Scoring

Scouts will be judged on the time it takes them to navigate the course with points deducted for each time a scout's foot passes outside the course. When portaging the canoe, loss of points when a scout loses contact with the canoe.

- Timed event, record the time it takes to cross from the start to the finish line
- Add 1 point for each time a scout's foot goes outside the course boundaries
- Add 1 point for each scout that loses contact from the canoe
- Points added will be penalties added to the overall time
- Give 0-10 points for teamwork (10 points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- A canoe can be picked up at the scout house in Camarillo
- A variety of obstacles
- White Ground Marking Paint is suggested for laying out the course, cones or stakes may also be used
- A timing device, phone, watch or stopwatch



Fishing

Description

It may seem odd to have a fishing event at Camp Three Falls considering we do not have a lake to fish in. This event will test your patrol's casting abilities. A "lake" of sorts will be created with a target. Different landing areas will have different point values based on their proximity to the target.

Each member of the patrol gets three casts with the fishing rod to hit the targets and get as many points as they can.

Bonus points are awarded for showing fishing knowledge by showing how to tie an improved cinch knot or palomar knot.

Don't forget safety! Look behind you before you cast!

Scoring

- Points determined by the difficulty of the targets hit
- Average all points for all scouts against the number of scouts in the patrol
- Up to 10 additional points (5 for each of the fishing knots)
- Patrols will lose 5 points for each safety infraction
- 0-10 points given for teamwork
- 0-10 points given for patrol spirit

Items to be supplied by the Host Troop

- Fishing poles
- Rope for target area
- Targets
- Rope and hooks for bonus point knots



Golf Skills

Description

Test your golf skills by putting and chipping! Putting will be tested by how many putts it takes to hole-out on the putting green. Chipping will be from a matt into an array of buckets of different colors- each having different point amounts.

Scoring

- Number of putts to “hole-out” will be averaged for the patrol
- Chipping points will be averaged for the patrol
- Total average points from putting and chipping to be awarded
- Give 0 – 10 points for teamwork (10 points max)
- Give 0 – 10 points for patrol spirit (10 points max)

Items to be supplied by the Host Troop

- Putters
- Wedges
- Putting surface with hole
- 10- 5 gal buckets with one being a different color
- Matt to chip from



Sport Skills

Description

This event will allow patrols to show off their sports skills. The host troop will set up a target course appropriate for any of all three types of sports, soccer, baseball, and football. A patrol member can select whichever sport they want to attempt.

The targets will be set up with point values based on how hard it is to hit the target. Some targets will be set up at ground level for soccer players. Other targets will be set up at various heights for baseball and football players.

Each member can select the sport they want to attempt and then throw or kick the ball through the appropriate targets. Targets will be scored based on difficulty level. Each target hit for the appropriate sport ball will be added to the team score.

In the end, scores will be averaged based on the number of members in the patrol.

Scoring

Points awarded for each target hit by the patrol member. Points are then averaged by the number of members in the patrol.

- Give 1-10 points for teamwork (10 Points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- Targets to throw/kick balls at
- Baseballs
- Footballs
- Soccer Balls



Mountain Biking

Description

For this event a mountain biking track will be set up. Each patrol member will take a pass around the track. Time will be kept for all the members of the patrol to take a lap around the course. In the end, the total time will be averaged against all the members of the patrol who participated.

The score will only be averaged against those members of the patrol that participate.

Scoring

- Timed event, record the time it takes to cross from the start to the finish line
- Average time for patrol members who participate
- Give 0-10 points for teamwork (10 points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- Starting line marker
- A mountain bike course to be followed
- A timing device, phone, watch or stopwatch



Water Bottle Rocket Launch

Description

Patrols will select their Bottle and launch their rocket into the scoring zone. Closest to the target post wins!

Scoring

- The final landing spot of the rocket will be measured to from the closest part of the rocket to the target post.
- Give 0-10 points for teamwork (10 points Max)
- Give 0-10 points for patrol spirit (10 Points Max)

Items to be supplied by the Host Troop

- A variety of empty 2 liter bottle rockets with fins
- Water bottle launch system with pumps
- Water
- Measuring tape (100') to determine distance from target post
- Post for target