# EKLUTNA DISTRICT

# Fall 2015 Camporee

# The Canoeing Challenge

**Where:** Camp Gorsuch

**When:** August 28-30, 2015

### Contact Information: Ben Fish fishfamily1@juno.com 952-0117

**(5/21/15 version)**

**Camporee Schedule**

SCHEDULE

Friday, August 28

6:00 - 9:00 Registration, and camp set-up

7:30 - 8:45 Sing Along at Dan’s Palace

9:00 – 9:30 Scoutmaster and SPL meeting at Dining Hall

10:30 Lights Out

Saturday, August 29

7:00 Reveille

7:00 – 7:30 Order of the Arrow coffee and Tea Delivery

7:15 – 9:00 Breakfast and Cleanup

9:00 - 9:15 Flag ceremony / morning assembly

9:45 – 11:45 Morning Event Period

11:45 - 1:00 Lunch

1:00 – 4:45 Afternoon competitions

4:45 – 6:00 Cast Iron Chef Competition

5:00 - 7:00 Dinner

7:30 - 8:45 Campfire at Campfire Circle

10:30 Taps / lights out

Sunday, August 30

7:00 Reveille

7:00 - 9:00 Breakfast

9:15 – 9:45 Morning Service

10:00 Clean-up checkout, and depart for home.

**Activities**

The Eklutna 2015 Fall Camporee will involve canoeing competitions. Troops have all summer to practice canoeing skills, locate canoes, and to encourage Scouts (and parents) to improve swimming skills and pass a swim test sometime this summer.

Additional points will be added for pre registering and for presenting your tour permit, troop roster and medical forms at check in. Bonus points will be added for each night that your troop stays overnight at the camporee. There will also be a Cast Iron Chef cooking competition Saturday afternoon (with a mystery ingredient).

Preparation for the various events is strongly encouraged. Scouts will have an opportunity to improve their canoeing skills at summer camp and at other troop-planned events. Adult Leaders are encouraged to renew their safety afloat status. The Council is also offering a Paddlecraft safety course at Camp Gorsuch. Adult Leaders may be asked to assist in grading events.

Scouts will operate in two man teams. However, we will keep track of troop and patrol performance.

The council has a limited number of canoes which will be available. However, demand will exceed supply. Teams that bring their own canoes will receive extra points. All canoes are to have two Scouts (no more, no less). Canoes may be rented from REI and Outdoor Recreation on JBER.

(Note to leaders. Scouts who have not passed the swim test within the past 12 months may participate with an adult swimmer who is skilled in a canoe. However, that team will not receive any competition points.)

 **CAMPOREE EVENTS**

**Schedule for activities:**

**The first two activities (Capture the Flag and Minesweeper) will last all day long.**

**The second two activities (Tug of War and Blowing in the Wind) will occur at specific times that will be shared at morning flags and at afternoon assembly.**

**The remaining activities will be open all day. Teams can rotate to all of the stations in whatever order suits them.**

**Capture the Flag**

Game: All day long. Each crew must begin the day with five flags (with poles) with their patrol name and troop number (each flag must be at least 10 by 10 inches. The flag must be attached to the pole (with no more than two common clothespins) and flown all day long at least six inches to one side of the canoe at the rear of the canoe. The pole and/or the flag may not be so large or heavy as to make it difficult for someone to grab the flag. The flag may not be tied to the canoe or anything in the canoe.

A section of the lakes will be marked off for this activity. Throughout the day, crews may try to take the flag from another canoe. When a crew loses their flag, they must post a replacement flag and put it behind the canoe. You may not physically repel an “attacking” canoe. You may only protect your flag by either outrunning or out maneuvering the “attacking” canoe. Canoe collisions are not allowed; if the attacking canoe contacts the other canoe, they must wait 15 seconds before trying for the same flag.

Flags collected from other canoes will be worth extra points on your final score.

**Minesweeper**

Game: All day long. Throughout the day, the judges will be dropping fruits and vegetables into the lake. Find them and return them to the judges for extra points.

**Tug of War**

Game: At the beginning of the camporee, teams will be divided into four groups. Each group will be given a time to show up at the tug of war area. The two finalists from each group (8 canoes total) will compete for the overall tug of war championship at the end of the day.

Two canoes face each other (2 people per canoe). One person in the bow holds the rope while Scout in the stern tries to paddle the canoe to the rear. One side needs to get past a marked point in order to be declared the winner.

**Blowing in the Wind**

Game: This game will be played one time near the end of the day with all canoes participating at once. Throw a number of ping pong balls and/or balloons on the water and let them blow around. Each canoe tries to collect as many balls as possible. There will be point values on the balls. Each canoe can try to collect as many points as possible.

**Roundabout**

Game: This is a timed event. Canoes line up in front of the judge. When told to start, the Scouts will complete five complete circles to the right. They will then reverse and complete five complete circles to the left.

**Enter/Exit Challenge**

Game: This is a timed event with time penalty for spilt water. A small tub is filled with water and placed on the center thwart of the canoe. The canoeists are challenged to enter, the canoe, sit in the seats and then exit without tipping the tub or spilling any water.

**Lake Race**

Game: This will be a timed race around the lake.

**Canoe Slalom:**

Game: This will be a timed race maneuvering around buoys.

**Cardboard Canoe Race**

Game: This will be a timed event to cover a course with your cardboard canoe. Rules: Prior to the camporee, make a canoe out of just cardboard construction materials only. Duct Tape binding material only. Plastic milk jugs **only** may be used as floatation. Contestants may use either standard or home made paddles. Teams from the same troop may share the results of one cardboard canoe representing the entire troop.

**Blind Man**

Game: This will be a timed event. Bow paddler is seeing eye dog and the stern person is blindfolded. The team paddles the canoe around a designated course using the directions of the bow paddler

**Portaging**

Game: This will be a timed event to carry your canoe over a course.

**Spear the Whale**

Game: There are two crew members in each canoe. The person at the back paddles and the and the one in the front holds a stick and attempts to throw three sticks through a ring suspended over the water on a line between 2 posts or trees. Each team provides its own spears/sticks. Points for accuracy.

**Paddle Parts Game**

Game: Each team will be given a sheet with a drawing of a canoe. The team must then correctly identify the parts of the canoe per the Canoeing Merit Badge Book. Points for correct answers.

**Parts of a Canoe**

Game: Each team will be given a sheet with a drawing of a canoe. The team must then correctly identify the parts of the canoe per the Canoeing Merit Badge Book. Points for correct answers.

**Scoring**

**Timed Events:** 30 for first place, 27 for second, 24 for third and on down until 3 points for tenth

**Tug of War:** 20 for first place, 15 for second. 10 for third and fourth, 5 for fifth through eighth

**Spear the Whale:** five points for each hit. Maximum 15 points.

**Canoe and Paddle Parts**: Two points for each correct answer.

**Blowing in the Wind:** Add the points on your balloons and/or ping pong balls.

**Minesweeper:** Two points for each mine.

**Capture the Flag:** Three points for each flag captured.

**Judges:** Ten points for each judge provided by your troop (Maximum two judges per troop.)

**Tour Permit:** 10 points.

**Medical Forms:** 10 points.

**Preregistration**: 10 points.

**Camping:** Ten points per night.

**Canoe:** Ten points if you brought your own canoe.

**Troop Roster:** 10 Points. On the roster, the Scoutmaster must include and sign the following statement. “I certify that all Scouts participating in the canoeing challenges have passed a First Class Swim test within the past 12 months.” (Note to leaders. Scouts who have not passed the swim test within the past 12 months may participate with an adult swimmer who is skilled in a canoe. However, that team will not receive any competition points.)

**Camping:** Ten points per night.

**Canoe:** Ten points if you brought your own canoe.

**Safety Violations:** 20 points per violation.

In order to win first place, you must participate in all activities (regardless of your total points).

**Safety Rules**

**A list of safety rules will be posted at the camporee. Violations will result in a 20 point penalty. Repeated violations will result in expulsion. Rules will include but are not limited to the following.**

1. **All Scouts must wear a life jacket.**
2. **No deliberate splashing or water fights.**
3. **No T boning or ramming canoes.**
4. **No standing in canoes.**
5. **Stay in your canoe.**
6. **Not following proper check in and check out procedures.**

**Eklutna District**

###### General Camporee Rules

1. All units must have at least 2 adult leaders (SM, ASM, or other registered trained adults) present at all times during the Camporee.
2. All troops must register/check-in at the Camporee Headquarters upon arrival. In order to register/check-in you must provide:
* A copy of Patrol/Troop roster(s),
* Camporee fees for the number of Scouts/Leaders present if you did not pre-register.
* A copy of your BSA Local Tour Permit.
1. The unit leaders are responsible for the conduct of their Scouts at all times.
2. Safety – All travel and Camporee activities are to be conducted according to Guide for Safe Scouting. Each Troop must have a suitable first aid kit in camp in a readily accessible and visible location.
3. Campsite selection is on a first come first served basis.
4. Garbage – Each troop must carry all unburned garbage away upon leaving the Camporee. DO NOT BURY GARBAGE OF ANY KIND.
5. Cutting of live trees is prohibited
6. Troop campsites should be roped off using cord, twine, or marking tape. The rope should be between 2.5 and 3 feet above the ground.
7. TROOPS ARE RESPONSIBLE FOR THE CONDITION IN WHICH THEIR CAMPSITE IS LEFT. NO TROOP WILL BE ALLOWED TO LEAVE UNTIL A MEMBER OF THE CAMPOREE STAFF HAS INSPECTED THEIR CAMPSITE. (Not doing so will be a points deduction on the next camporee.)

Be Prepared!

**Troop Camporee Roster**

**Eklutna District, Great Alaska Council**

Troop Number: \_\_\_\_\_\_\_\_\_\_\_\_ Scoutmaster: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Total Youth: \_\_\_\_\_\_\_\_\_ Total Adults: \_\_\_\_\_\_\_\_\_ Total Youth + Adults: \_\_\_\_

Tour Permit Medicals Preregister Nights

 Bring

Team Patrol Name #1 Name #2 Canoe?

A

B

C

D

E

F

G

H

I

J

K

L

M

I certify that all Scouts participating in the canoeing challenges have passed a First Class Swim test within the past 12 months.

 Scoutmaster

**Troop Camporee Roster CONTINUED**

**Eklutna District, Great Alaska Council**

Troop Number: \_\_\_\_\_\_\_\_\_\_\_\_ Scoutmaster: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Total Youth: \_\_\_\_\_\_\_\_\_ Total Adults: \_\_\_\_\_\_\_\_\_ Total Youth + Adults: \_\_\_\_

Tour Permit Medicals Preregister Nights

 Bring

Team Patrol Name #1 Name #2 Canoe?

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

I certify that all Scouts participating in the canoeing challenges have passed a First Class Swim test within the past 12 months.

 Scoutmaster