# GLADIATOR’S CHALLENGE

# 2016 FALL CAMPOREE

# GREAT ALASKA COUNCIL

# BOY SCOUTS OF AMERICA

**When:** September 23-25, 2016

### Location: Sutton Elks Camp (Mile 58 Glenn Highway) Coming from Anchorage, turn left toward the Palmer Correctional Center just before the mile 58 post on the Glen Highway. Go .9 mile and turn right on All Elks Road. Go 1.4 miles and take the left fork at Annie’s Road. Proceed another mile to the camp. (7/13/16 version)

Dear Scoutmasters:

Welcome to the 2016 Fall Camporee for the Great Alaska Council. We hope that you and your Scouts will enjoy the festivities and the fellowship. Enclosed you will find a schedule and event descriptions for the Camporee. Please read the event descriptions in order to prepare your Unit for the events. While certain events call for team participation, please try to include all scouts in as many events as possible. Please note that Saturday Banquet will be a communal potluck.

If you have any questions concerning the Camporee, please feel free to call at 907-952-0117 or at fishfamily1@juno.com or Ray Untiet at legionboyscoutak@gmail.com or Sully Dieffenderfer at sdieffenderfer@me.com.

Register at ScoutingAlaska .org. Fee is $10 per Scout. $3 for adults. **Scouts registering after September 16, will be charged $15.**

**Legatus - Scoutmaster**

**Centurion – Senior Patrol Leader**

**Legionary - Troops**

**Decurion – Patrol Leader**

**Contubernium – Patrols**

**The Challenges of the Gladiator**

Have you ever watched movies or read books based on the gladiator warriors of the ancient Roman Empire? If so, then you might have a fairly good idea of what is in store for you at the 2016 Fall Camporee, Gladiator’s Challenge. If not, then allow me to enlighten you on what it is to be a gladiator. In ancient Rome, contestants would compete in combat inside large arenas called coliseums. These contestants were called gladiators, and were usually men of great skill and strength. These gladiatorial competitions were not only physical challenges, but battles of will and sheer determination. Competitions would normally last until only one gladiator or group of gladiators remained. The victor or victors would then compete in numerous other competitions, becoming more skilled and knowledgeable with each consecutive battle. Beloved by the masses, Roman gladiators were the working class heroes of antiquity. The victorious gladiators would gain wealth and glory for their efforts, and a lucky few were even granted ‘”a wooden sword” and along with it, their freedom.

The Gladiator’s Challenge will offer the same opportunities for competition and perhaps even victory to a chosen few. However, unlike the gladiatorial competitions of ancient Rome, all our gladiators, win or lose will be able to compete in all the competitions. Therefore, there will be many opportunities for each gladiator or group of gladiators to be victorious throughout the day.

The competitions will test many different areas, including physical fitness, sportsmanship, Scout skills, team work, first aid, creativity, and each gladiator’s determination to succeed. How about it? Does the Gladiator’s Challenge sound like fun? Do you have what it takes to face other gladiators in friendly competition? Do you have the sheer determination and prowess to overcome the Gladiator’s Challenge?

**Gladiator’s Challenge Camporee Schedule**

Friday: September 23, 2016

6:00 PM to 9:00 PM – Registration and Check-in.

9:00 PM – Legatus/Centurion (Scoutmaster/SPL) Meeting and Pot Luck Cracker Barrel

11:00 PM – Taps/Lights Out

Saturday: September 24, 2016

7:00 AM: Reveille

8:30 AM: Flag Raising

8:45 AM to 12:00 noon: Events

12:00 noon to 1:00 PM: Lunch.

1:00 PM to 5:00 PM: Events

5:00 PM: Dismissed for Saturnalia Feast preparations

5:00 PM: Distribution of secret ingredient for cast iron chef

6:15 PM: Judging of cast iron chef

6:15 PM to 7:30 PM: Saturnalia Feast/Clean-up

7:30 PM: Campfire Program

10:30 PM – Taps/Lights Out Sunday:

September25, 2016

9:00-11:00 AM: Check Out

**The Gladiator’s Challenges**

**Event #1: Romanum Mechanica - Roman Machine Part 1**

The Romans put a great deal of effort into engineering. Roman engineering led to the building of some remarkable engineering feats that have survived to this day. Engineering was used as a way of improving the lifestyle of the Romans. Engineering was also ingrained in the Roman military, who built forts, camps, bridges, roads, palisades, and siege equipment amongst others.

**Each competing Contubernium will bring a box containing the equipment listed below with to the camporee.** They must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Contuberniums will be scored on teamwork, time, spirit, creativity, and if the problem is solved. (Many possible designs are shown on Youtube.)

**Materials List**: Each Contubernium needs: • 3 sheets of paper • pencil • cardboard (12" x 12") • 48" of masking tape • plastic spoon • 3 rubber bands • 8 Popsicle sticks • 4 straws • 1 paper plate • 1 Ping-Pong ball

Challenge: The goal of this challenge is for a Contubernium to design and build a catapult out of the provided materials. The catapult must be able launch a ping pong ball with enough accuracy to land on a paper plate from as great a distance as possible. Each Conterbernium will be allowed eight shots.

**Event #2: Romanum Mechanica - Roman Machine Part 2**

Each competing Contubernium will build a trebuchet and hurl a five to ten pound object provided by the judges. Trebuchets may be built in advance however they must be assembled with lashings only. Each Contubernium must provide their own materials. There will be awards for both accuracy and for distance. Each legionary with more than one Contubernium has the option of building multiple trebuchets or of building one trebuchet that each contubernium competes with. Each Contubernium will be allowed five attempts in the distance category and five attempts in the accuracy category.

**Event #3: Frictio Pons - The Friction Bridge**

The Roman Legions often marched into wild areas where there were no roads. When they crossed a river, they constructed their own bridge with minimal materials. The contubernium will construct a friction bridge out of materials provided and at least two gladiators must cross the bridge. No lashings or nails will be used to construct the bridge. Points will be awarded based on time and quality of construction. One or both of the following options will be offered. **We are requesting that each Legionary provide two spars/poles 8 to 12 feet long and 2 to 3 inches thick for this challenge (and challenge #4) as we will need a minimum of seven for each bridge and more for aqueduct tripods.**

**DESIGN: https://www.youtube.com/watch?v=b0Spfml77l0**

**Event #4: Aquaeductus Aedificium - Aqueduct Building**

The highly advanced Roman waterway system known as the aqueducts, are among the greatest achievements in the ancient world. The running water, indoor plumbing and sewer system carrying away disease from the population within the Empire wasn't surpassed in capability until modern times. The Aqueducts, being the most visible and glorious piece of the ancient water system, stand as a testament to Roman engineering. Some of these ancient structures are still in use today.

Contuberniums will be provided (3) 10’ sections of 2” PVC pipe cut in half (or rain gutter), (12) 8’ staves, (4) ropes, (1) gallon milk jug completely full of water, (1) bucket, and (1) 12” ruler. Contuberniums must construct four tripods at indicated points. With the tripods as stands, they must use the PVC pipe to construct an aqueduct to transfer the gallon of water in the milk jug to the bucket. The starting point of the aqueduct must be at least 6 feet high. Scoring will be based on time and the amount of water that ends up in the bucket.

**Event #5: Ne Occidas - Don’t Kill the Messenger**

The Romans had a postal service in the second century that might be called “letter perfect.” Nothing, or almost nothing, could keep their postal carriers from completing their rounds. It was an easy task for messenger relay teams to deliver urgent messages and cover up to 170 miles a day on the well-engineered roads Romans were known for that covered the empire.

Six gladiators are required to compete in this relay race. The gladiators participating in this race will each complete a quarter-mile leg of a one and a half mile run. The initial runner will be given an urgent oral message before the race begins. He then must relay that message to the second runner; the second runner relays it to the third, and so on. Upon completion of the race, the sixth runner will be required to orally deliver the message to the Emperor, who will compare it to the original message for authenticity. In order to be victorious, the gladiators must have the best race time and the fewest mistakes in the final deliverance of the message. Be careful, many messengers of bad news were imprisoned or harshly punished during the ancient days! **If your legionary or contubernium lacks the six requisite gladiators you may merge with the gladiators from another legionary or contubernium for this event.**

**Event #6: Asclepeion (The Temple of Healing) - Battle Damage**

In ancient Greece and Rome, an Asclepeion was a healing temple, sacred to the god Asclepius. Since snakes were sacred to Asclepius, they were often used in healing rituals. In Greek mythology the Rod of Asclepius is a serpent-entwined rod wielded by Asclepius. The symbol has continued to be used in modern times, where it is associated with medicine and health care.

A fellow Gladiator has just been run over by a chariot. The team of gladiators must utilize their knowledge of first aid to field dress his battle wounds. The team of gladiators will first use their first aid kit to treat the injured gladiator and then construct a stretcher from a blanket brought along by their contubernium to transport the treated gladiator to the nearest healer. The team of gladiators who exhibit the best first aid skills and get their patient to the healer in the shortest time will be the victors. Work fast to treat your brother, but don’t worry about scarring. Battle scars were worn as badges of honor; thus much desired by the gladiator!

**Event #7: Nero Ludit Fidim (Nero Fiddles) - Matchless Fire Starting**

The infamous emperor Nero ruled Rome for less than two decades and there was no end to his ambition. One of his grandest plans was to tear down a third of Rome so that he could build a series of palaces that would be known as Neropolis. Exactly what happened next has remained a mystery for nearly 2,000 years. On the night of July 19, 64 A.D., a fire broke out among the shops lining the Circus Maximus. This was no ordinary fire and the flames raged for six days before coming under control. When the smoke cleared, 10 of Rome’s 14 districts were in ruin. History has blamed Nero for the disaster, implying that he started the fire so that he could rebuild Rome to his liking.

Gladiators will be required to start a sustainable fire without matches (or lighters) and pop some kernels of corn. Any material may be used, but must not be artificially treated, such as liquid accelerant soaked tinder. You can use flint and steel, fire bow drills, magnifying glasses, magnesium strikers, battery and steel wool, or of like sorts Points will be given for accomplishment and time. The fire must be doused when complete or you may witness the “Burning of Rome” ala Nero. **Judges will provide the corn, gladiators must provide everything else.**

**Event #8: Schola Gladiatorum (The School for Gladiators) – Obstacle Course**

When a new recruit (novicius) entered one of the gladiator schools he would be checked by a doctor for any medical problems and whether he was physically suitable to train as a gladiator and equipped to withstand the rigors of training and combat. The regimen of the gladiators was harsh. They trained every day to gain the highest of skill levels.

Six Contubernium members will train for the gladiator school by running an obstacle course. Obstacles may include tires to run through, straw bales to hurdle, drainage pipes to climb through, rope swings, 6 x 6 balance beams set as a zigzag on the ground, crawl under a lane of ropes tied to stakes, throw tennis balls and knock cans over, etc. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing, or whip a rope end). **If your contubernium has fewer than six gladiators, a name will be selected at random to run more than once.**

**Event #9: Humanus Scala - The Human Ladder**

The Contubernium forms a human ladder for one member to cross a set distance. Gladiators will buddy up and have a dowel to use as a ladder rung. Several pairs standing together form a ladder. The climber starts on one end and climbs onto the ladder proceeding from one rung to the next. After the climber passes a rung, that pair can move to the front, extending the ladder, until the climber reaches the finish line. Scores will be based on time. <https://www.youtube.com/watch?v=-ZZlhZFdqj0>. **Nine gladiators are recommended for this event, however you must have a minimum of seven. If your legionary or contubernium lacks the seven requisite gladiators you may merge with the gladiators from another legionary or contubernium for this event.**

**Event #10: Circus Maximus (The Great Race Circuit) - Chariot Race**

This race is based on the ancient chariot races of the Roman coliseums. The rider must wear a bicycle helmet. Build your own two wheel chariot. Throughout the day, contuberniums will appear before the judges for time trials. Each legionary with more than one contubernium has the option of building multiple chariots or of building one chariot that each contubernium competes with during the time trials. The chariot must have one rider and may have up to four gladiators pulling.

CHARIOT RACE ON YOUTUBE <https://www.youtube.com/watch?v=gH49MckPWwA> AND <https://www.youtube.com/watch?v=6kZpBd6ZxuM>

BUILDING A CHARIOT <http://www.pvcplans.com/chariot.htm> AND <http://www.ehow.com/how_4505855_build-chariot.html> AND <https://www.youtube.com/watch?v=xM94wxUvWj0> AND https://images.search.yahoo.com/search/images;\_ylt=AwrShsH8NANXCmgAKwBXNyoA;\_ylu=X3oDMTBscjdldmhrBGNvbG8DZ3ExBHBvcwMxBHNlYwNzYw--?p=Chariot+Blueprints

**Event #11: Trahitis Belli - Tug of War**

Who doesn't love a game of tug-of-war?

The Rope: The game involves usage of single piece of equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the center point.

Contuberniums: According to the rules of tug of war, each Contubernium can accommodate a maximum of 8 members. However, the combined weight of these members must be within 100 pounds of the opposing team. If the Contubernium’s total weight exceeds this limit, fewer members must then be used to meet this requirement. A bathroom scale will be available to enforce this rule.

Field and Marking: The game is played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either sides of the rope at the distance of 13 feet from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

How to Play: The center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each Contubernium can start pulling the rope into their territory. The objective of the game is for each Contubernium to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the Contubernium to pull the rope to their area wins the game. No cleats are allowed.

A Contubernium must find another Contubernium willing to pull against them. A Contubernium may come back for additional competitions (up to five total) after they complete all of their other events. **Contuberniums may not match up with Contuberniums within the same Legionary.** Priority for competition will be given to Contuberniums who have not yet competed in this event.

Contuberniums may compete in this event up to five times. However, they may not compete more than once until they have completed all of the other challenges.

**Event #12: Officium Consilium – Service Project**

Gladiators often were required to provide service in the construction of fortifications, roads and other projects. Our hosts at the Sutton Elks Camp will need our assistance with a service project. Bring pulaskis, shovels and gloves.

**OTHER EVENTS**

Mittitur Ferrum Chef Elite **- Cast Iron Chef Competition:** Contestants compete in a 75 minute cooking competition based on a secret ingredient or ingredients in combination with other ingredients at their campsite. Contestants will present their offerings to the Emperor during the Feast of Saturnalia.

**Ornatu Certamen - Costume Contest:** At the The Festival of Saturn, gladiators will vote on the best gladiator costume.

**Saturnalia (The Festival of Saturn) Cooking The Camporee will have a pot luck dinner.** The festive consumption of food and drink was an important social ritual in the Roman world known in general terms as the banquet. Public banquets, such as the civic feasts offered for all of the inhabitants of a city, often accommodated large numbers of diners. A proper Roman dinner included three courses: the hors d'oeuvres (gustatio), the main course (mensae primae), and the dessert (mensae secundae). Saturday supper will include each Legionary cooking food for a community banquet. Each Legionary will prepare enough of the three course dinner to feed their own Legionary. These dishes will then be shared with the other Legionary at the Camporee in a banquet to make an Emperor proud. Participation points towards the Gladiator’s Challenge Camporee.

**Roman Theatrum - Roman Theater** The Romans loved theatre and they enjoyed watching performances. The audience would also voice their displeasure if they did not like the play. They might even throw food, sticks, or even stones at the actors. Acting in Rome could be dangerous. We will not allow the voicing of displeasure at the performances this time. Every Legionary is encouraged to have a skit or song at the campfire on Saturday night. Most importantly…EVERY skit or song must have a Gladiator Theme. It’s time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. Skits will be awarded participation points and will be included as part of the final score to determine the Gladiator’s Challenge Camporee Champions. Only one skit or song from each legionary please.

**Scoring**

**Event #1: Romanum Mechanica - Roman Machine Part 1:** Score will be based upon a combination of accuracy and distance.

**Event #2: Romanum Mechanica - Roman Machine Part 2:** Accuracy: The course will be marked accordingly for award points.

**Event #2: Romanum Mechanica - Roman Machine Part 2: Distance:** 50 points for the Contubernium which threw the farthest (total distance for six throws), 45 for the second best and continuing down five points per place for the top ten.

**Event #3: Frictio Pons The Friction Bridge:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #4: Aquaeductus Aedificium - Aqueduct Building:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten. Penalty for spilled water.

**Event #5: Ne Occidas - Don’t Kill the Messenger:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten. Penalty for missing or incorrect words.

**Event #6: Asclepeion (The Temple of Healing) - Battle Damage:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #7: Nero Ludit Fidim (Nero Fiddles) - Matchless Fire Starting:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #8: Schola Gladiatorum (The School for Gladiators) – Obstacle Course:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #9: Humanus Scala - The Human Ladder:** 50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #10: Circus Maximus (The Great Race Circuit) - Chariot Race:** During the time trials,50 points for the Contubernium with the fastest time, 45 for the second best and continuing down five points per place for the top ten.

**Event #11: Trahitis Belli - Tug of War**: Each Contubernium may participate in this event up to five times. 20 points for each victory.

**Event #12: Officium Consilium – Service Project :** 50 points for participation in the service project.

The team with the most points will win. Bonus points may be earned with:

Medical Forms: 30 seconds

Preregistration by September 16, 2016: 30 points.

Campfire skit or song: 30 points.

Participation in Saturnalia: 30 points.

Provide judges for the events: 30 point bonus.

Tour Plan: 30 points **(Yes, despite rumors to the contrary, the Council Office requires a tour plan when attending a camporee.)**

CAMPOREE SCORESHEET

PATROL\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ TROOP\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Medical Forms (30 points)\_\_\_\_\_\_\_\_\_ Register by September 16 (30 points)\_\_\_\_\_\_\_

Campfire Song or Skit (30)\_\_\_\_\_\_\_\_\_\_\_Provide Judges: (30 points)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Saturnalia (30)\_\_\_\_\_\_\_\_\_\_\_ Tour Plan(30)

**Event #1: Romanum Mechanica - Roman Machine Part 1**

**Event #2: Romanum Mechanica - Roman Machine Part 2 Distance**

**Event 2a Romanum Mechanica - Roman Machine Part 2 Accuracy**

**Event #3: Frictio Pons The Friction Bridge**

**Event #4: Aquaeductus Aedificium - Aqueduct Building**

**Event #5: Ne Occidas - Don’t Kill the Messenger**

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