# THE HUNGER GAMES

# 2015 EKLUTNA DISTRICT SPRING CAMPOREE

# GREAT ALASKA COUNCIL

# BOY SCOUTS OF AMERICA

**When:** May 1-3, 2015

### Location: Camp Gorsuch. From Anchorage: Take the Glenn Highway approximately 23 miles to the Mirror Lake exit. Turn left at the stop sign. Drive 4/10 of a mile and turn right onto the dirt road at the Rasmuson Scout Reservation sign. On the dirt road, drive 3/10 of a mile, turn right at the fork, and follow the road to the end (about half mile) to reach Camp Gorsuch.

Dear Scoutmasters: HAPPY HUNGER GAMES!

First of all, let me welcome you to the 2015 Spring Camporee for the Eklutna District. We hope

that you and your Troop 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.

Remember, besides having fun, the key to a successful event is for the Scouts to learn new skills, make

new friends, and experience new adventures. If you have any questions concerning the Camporee, please feel free to call me (Ben Fish) at 907-952-0117 or at [fishfamily1@juno.com](mailto:fishfamily1@juno.com)

**HAPPY HUNGER GAMES AND MAY THE ODDS BE EVER IN YOUR FAVOR!**

SCHEDULE

Friday May 1

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

Saturday, May 2

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

9:30 - 10:00 Race to the Cornucopia

10:15 to Noon Morning competitions

Noon - 1:00 Lunch

1:00 - 5:00 Afternoon competitions

5:00 - 6:15 Cast Iron Chef Competition

5:30 - 7:30 Dinner

7:30 - 9:00 Campfire at Campfire Circle

10:30 Taps / lights out

Sunday, May 3

7:00 Reveille

7:00 - 9:00 Breakfast

9:15 - 10:00 Morning Service

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

**Race to the Cornucopia**

BACKGROUND The Hunger Games usually start off with a brutal race to the center of the stadium, where a cornucopia is located. The cornucopia is full of goods and items that are useful to competitors in the Hunger Games that follow.

EVENT DETAILS: At the start of the events, each patrol will send 4 representatives to compete in 4 legs of a relay race. The legs are as follows:

Leg 1: Knot Tying

Leg 2: Obstacle Course

Leg 3: First Aid

Leg 4: Eating

Each troop starts off with a baton (a candy bar), at the Knot Tying Station. The first member of the team will be tested on his first aid knowledge and skills, and will then run to the knot tying station, and hand his baton off to his next teammate. The second representative will be asked to tie some knots, and when successful, will run over to the obstacle course and hand the baton to the third representative. The third representative will complete the obstacle course, and hand the baton to the final member of the team. The final member will run down to the finish, eat the baton (which is a candy bar), and will then choose a prize.

SCORING Troops will not receive points in this event. However representatives can receive the following prizes from the race:

Award 1: 3% Score Boost. Your patrol will receive a 3 percent boost to their total scores.

Award 2: 5% Score Boost. Your patrol will receive a 5 percent boost to their total scores.

Award 3: An extra bandana for two of your members during Hellhound Pursuit.

Award 4: Sustenance. You will get number of candy bars to share amongst your patrol.

Award 5: Javelin. Two extra javelins for the javelin throw.

Award 6: Redo Passes: Silver Pack. Your patrol gets 1 Redo Pass that entitles them to redo any event except for Staff Surprise. The patrol keeps their best score in that event.

Award 7: Redo Passes: Gold Pack. Your patrol gets 2 Redo Passes (see description above).

Award 8: Staff Surprise: Silver Pack. Your patrol in your troop gets 10 bonus points at Staff Surprise.

Award 9: Slingshot: Your patrol gets three extra shots.

Awards come on a first-come first-serve basis. That means the first patrol to complete the relay race will get their choice of award, and patrols that finish afterwards will choose from the awards that remain.

TIPS Pick the 4 representatives of your patrol before you come to Camporee. Have them plan and prepare for the leg they will be competing in.

· All representatives will need to run for a stretch, so have them dress appropriately.

· The scout that runs the last leg will have to pick an award for the patrol. Give him a list with your priority in awards (e.g. 7, 3, 4, 9, etc.)

**SPONSORS**

During the Hunger Games, tributes have the opportunity to win sponsors who provide them with assistance. During the competition there will be opportunities to obtain additional assistance.

**EVENTS**

**#1 CAMPFIRE AUDITIONS**

EVENT BACKGROUND An important part of the Hunger Games is to entertain and impress citizens of the Capitol, in order to earn a sponsorship from them. Sponsorships can give competitors useful items to survive in the games.

EVENT DETAILS Patrols will be performing a skit up to 5 minutes in length. The skit’s merit in areas such as humor, creativity, and originality will earn patrols some points. In addition, the top skits will have an opportunity to perform at the evening campfire.

SCORING Points Awarded:

25 Points: Incorporating the Hunger Games theme into skit

50 Points: Creativity and Originality in skit

10 Points: Patrol Yell, before and after the event

15 Points: Full Patrol Participation

Total Possible: 100 Points

Qualifying patrols will receive 10 bonus points after completing their skit at the Campfire.

Points Deducted:

-20 Points: Skit is longer than 5 minutes.

-30 Points: Skit is longer than 6 minutes (skit will be cut-off)

TIPS · Prepare your skit before coming to Camporee. Create your own skit; don’t browse the web for one. Original skits will receive the maximum amount of points.

**#2 STAFF SURPRISE**

EVENT BACKGROUND Intelligence, Endurance, and Fortune are some of the most important skills in order to survive the Hunger Games. The Staff Surprise tests your aptitude in these areas.

EVENT DETAILS Surprise!

SCORING Surprise! (Total Points Possible: 320)

TIPS · Learn the plot of the Hunger Games

· Remember: In the scout oath, you pledge to keep yourself physically strong!

**#3 A FRAME RACE**

EVENT BACKGROUND The most knowledgeable person (patrol leader) from your district is injured. Some sponsors, impressed with your tenacity, have added healing powers to a creek near you. Your injured member is in critical condition and must be carried to the creek. You will make an A-frame with your patrol leader’s guidance to transport him to the creek, treat him, and carry him back to the shelter before people from other districts find and kill you

EVENT DETAILS You will have 3 minutes to build an A-Frame, transport your patrol leader 25 meters and back on the A-Frame, and to put away your materials. You will be provided with 6 poles and 5 stretches of rope. You can use no more than 3 poles and 3 stretches of rope to create your A-Frame.

SCORING Points Awarded:

80 Points - Completion of Task

10 Points - Quality of Lashings

10 Points - Patrol yell, before and after the event

Total Possible Points: 100

Points Deducted:

-10 Points: Every 20 seconds over time limit

TIPS · Brush up on Square and Diagonal Lashings

Equipment provided by judges.

**#4 SLINGSHOT**

EVENT BACKGROUND In order to survive in the Hunger Games, competitors were forced to use a vast variety of weapons, such as the slingshot. In this year’s Camporee, patrols will get to test their skill at the slingshot in a safe and scout-friendly environment.

EVENT DETAILS The patrol will select one member to shoot. The selected scout will receive a SLING, 10 dog food pellets, and a target. Simply, the goal is to hit the target as often as possible.

SCORING Points Awarded

10 Points: Every time the target is hit

Total Points Possible: 100(130 if you have three extra shots from Cornucopia)

TIPS Have Fun!

**#5 COOKING**

EVENT BACKGROUND You are lost in the forest as night falls. All you have is an egg you scavenged, and whatever firewood you can scavenge in the area. Your goal is to build up a fire to keep you warm, keep the wild animals away, and cook your egg to eat for dinner.

EVENT DETAILS In your patrol, designate one member as a cook (cannot be the patrol leader). The patrol leader should help the entire patrol build a fire. The patrol will have to cook an egg over the open fire. Judges will be looking at speed, quality of cooking, and quality of fire. The only cooking utensils that you may use are your pocketknife and any natural materials (rocks, bark, sticks)

SCORING Points Awarded

10 Points – Patrol performs yell before and after task

10 Points – Patrol demonstrates good teamwork and leadership

10 Points – Patrol provides its own matches

10 Points – Patrol uses kindling from surrounding environment

60 Points – Event Completion

Total Possible Points: 100 Points Deducted

-10 Points – Every minute over 10 minutes

-10 Points – Egg is raw or burnt

-10 Points – Fire is poorly and dangerously structured

TIPS Points Deducted

· Bring your own matches

· Be quick and efficient

· Practice cooking eggs

You may store your wood at the station prior to the beginning of the contest.

**#6 FIRST AID**

EVENT BACKGROUND Upon hearing your teammate scream, you and your group rush onto the scene only to find him severely injured. Identify and treat his wounds in order to save his life. Remember, the Hunger Games is a very dangerous place to be!

EVENT DETAILS You will be given a list of symptoms. Time starts right after the list of symptoms have been given. You must identify and treat all of the injuries within 5 minutes; otherwise your teammate will die. The list of symptoms will only be read once. After completion you will need to give an autopsy report as well as explain the treatment that you gave him and why you chose your respective actions. Do not deviate from what you actually did in your explanation, or you will lose points for dishonesty.

SCORING Points Awarded

5 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

25 Points – Identifies injuries

25 Points – Treatment

35 Points – Autopsy report

Total Points possible: 100 points

Points Deducted

-15 points – Treatment not completed in 5 minutes

TIPS · Brush up on Tenderfoot-First thru First Class First Aid

· Use your surroundings

· Write down the symptoms immediately when given

**#7 BLINDFOLDED OBSTACLE COURSE**

EVENT BACKGROUND While you were trying to build a shelter, you accidently stumbled upon a nest, and were stung by a swarm of tracker jackers! You are suffering through hallucinations and can’t see; make it to safety before anyone can take advantage of your weakness.

EVENT DETAILS Judges will have an obstacle course set up for the patrol leader to traverse through. The patrol leader will be blindfolded, but can receive instruction from the rest of the patrol. Scouts must take turns directing the patrol leader…once a Scout has given a direction he cannot give another direction until every other Scout in the patrol has given a direction. Your goal is to complete the obstacle course as fast as possible, without coming in contact with the obstacles.

SCORING Points Awarded

10 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

80 Points – Completion

Total Points possible: 100 points

Points Deducted

-5 points – Every 10 seconds over 3 minutes

-5 points – Every obstacle hit

TIPS · Have a set of commands pre-prepared in order to guide your patrol leader

· Accuracy is just as important as speed!

Bandana provided by judges.

**#8 TRAP BUILDING**

EVENT BACKGROUND With the constant physical activity required in the Hunger Games, competitors need a huge calorie intake in order to keep their bodies healthy. This event tests your adeptness in building traps which possess the capabilities of catching game that can quickly be turned into meals.

EVENT DETAILS You must build one of the 3 following types of traps: a deadfall, a snare, or a pit. You will be provided with a scarce quantity of rope, but nothing else; you must scavenge the rest of the materials from the campgrounds around you, or bring some from your campsite. Once you have completed the trap conduct a demonstration.

SCORING Points Awarded

10 Points – Patrol Yell, before and after the event

10 Points – Leadership and Teamwork

30 Points – Functionality

50 Points – Completion

Total Points Possible: 100

Points Deducted

-5 points – Every minute after 4 minutes

TIPS · Research traps before coming to Camporee

· Practice building a trap on your own, before the event

Rope provided by judges.

**#8 PRESENTATION TO THE GAME MAKERS**

EVENT BACKGROUND Before the Hunger Games each patrol is allowed to make a private presentation to the Gamemakers. The impression you make on them is important because they will be giving you a numerical score that will either help you stand above or sink below your competitors

EVENT DETAILS Patrols will showcase their personal strengths in a creative, 3-minute presentation. Its focus can be purely physical, such as juggling a soccer ball, mental, such as group memorization, or anywhere in between. A patrol’s score will be based on creativity, teamwork, originality,

legitimacy, and overall showmanship. Please no skits; save those for the campfire audition.

SCORING Points Awarded:

10 Points - Patrol yell before and after the event

20 Points - Enthusiasm and unity throughout presentation

20 Points - All patrol members are involved in the presentation

10 Points - Preparation before arrival at the event is evident

40 Points - Originality/creativity

Points Deducted:

-5 Points - Swearing

-5 Points - Every 30 seconds over 3 minutes (for max. of 4.5 minutes)

-5 Points - Every patrol member who does not participate

-20 Points - Presentation is a skit

-15 Points - Presentation endangers the Gamemakers

TIPS · Plan ahead! This means bringing any necessary equipment or

props that will enhance your presentation.

· Identify your patrol’s unique strengths and capitalize on them in

a way that utilizes every patrol member.

· Come early, as this will give you a better chance of having an

original presentation and earning a higher score.

**#9 HELL HOUND PURSUIT**

EVENT BACKGROUND This will be a head on patrol versus patrol competition. There will be only one survivor.

EVENT DETAILS The Hell Hound pursuit will consist of two teams of five Scouts. Each team will be identified by a different colored bandana, which must be tucked under a belt or belt loop. The object of the Pursuit is to steal all the bandanas from the opposing team. Lose your bandana and you are out of the game. You may only fend off opponents by running or moving your body; you may not use your hands except to grab another bandana. No bumping, head butting or other aggressive actions against an opponent. The Pursuit will start in a 40x40 arena, which will gradually become smaller as the number of participants becomes smaller. The last team standing with a bandana wins.

SCORING Points Awarded

10 Points – Patrol Yell, before and after the event

10 Points – Leadership and Teamwork

15 Points – for each player/bandana left on the winning team

Total Points Possible: 95 (125 if you have extra bandanas from the Cornucopia race.)

Points Deducted

-05 points – Inappropriate use of hands.

-10 points – Aggressive action

TIPS Judges will provide the bandanas

**#10 JAVELIN**

EVENT BACKGROUND In order to survive in the Hunger Games, competitors were forced to

use a vast variety of weapons, You have tried the slingshot, now you will try the javelin.

EVENT DETAILS The patrol will select one member to throw. The selected scout will five javelins to throw through targets. Simply, the goal is to hit the target as often as possible.

SCORING Points Awarded

20 Points: Every time the far target is hit.

10 Points: Every time the medium target is hit

05 Points: Every time the closest target is hit

Total Points Possible: 100

TIPS So do you take the sure thing by throw your javelins through the closest target (five points each) or do you gamble and go for the big score?

Judges will provide javelins or you may bring your own.

**#10 POISON BERRY**

EVENT BACKGROUND

EVENT DETAILS The judges will provide a bag of M&M’s. Blindfold one of the Scouts. In order to survive in the arena contestants might have to live off berries, but if they choose the wrong berries they are gone. The blindfolded Scout will begin selecting M&M’s out of a pot one at a time. Each brown M&M is a poison berry. He may continue to select M&M’s until he has selected five poison berries.

SCORING Points Awarded

10 points for each M&M that is not brown. Maximum 100 points

TIPS Do different colors of M&M’s feel differently?

**#11 COSTUMES**

EVENT BACKGROUND: Each contestant in The Hunger Games represented his district. Each district had its own unique purpose. Dress up to properly represent your district.

EVENT DETAILS: Take the last digit in your troop number. That is the district that you represent. Create a costume and wear it through the events. For example: Troop 215 represents District 5, Troop 230 represents District 10, Troop 219 represents District 9, Troop 252 represents District 12.

|  |
| --- |
| Your patrol leader must dress up in a costume representing the appropriate district. The better the costume, the higher your score. Extra points will be awarded for additional Scouts who dress up. Use whatever materials you deem appropriate. Here is a list of what each district should represent: |

|  |  |
| --- | --- |
| * District 1- Not Represented * District 2- Not Represented * District 3- Technology * District 4- Fishing * District 5- Power * District 6- Transportation | * District 7- Lumber * District 8- Textiles * District 9- Grain * District 10- Livestock * District 11- Agriculture * District 12- Coal Mining |

SCORING TIPS: Points Awarded

Up to 60 Points for the first Scout in Costume and 10 points for each additional Scout (maximum five Scouts) depending on the quality of the costume

Total Points Possible: 100

TIPS Be imaginative!

**#12 SOURCE OF LIFE**

EVENT BACKGROUND What I want most, right at this moment, is water. Haymitch’s directive to immediately find water was not arbitrary. I won’t last long without it. For a few days, I’ll be able to function with unpleasant symptoms of dehydration, but after that I’ll deteriorate into helplessness and be dead in a week, tops. (Collins 153&154)

EVENT DETAILS: Objective: Fill the 2-liter bottle to the line. On the signal the first person will run up to

the water source. Bring the wet sponge back and wring it out into the 2 liter

bottle. Hand the sponge off to the next person.

SCORING Points Awarded

10 Points – Patrol Yell before and after the task

10 Points – Leadership and Teamwork

80 Points – Completion

Total Points possible: 100 points

Points Deducted

-5 points – Every 10 seconds over 4 minutes

**#13 POWER BATTLE TIE BREAKER**

EVENT BACKGROUND Taking the kids from our districts, forcing them to kill one another while we watch --- this is the Capitol’s way of reminding us how we are totally at their mercy. How little chance we would stand of surviving another rebellion. (Collins 18)

Peeta has been struggling with how to maintain his identity. His purity of self… “I can’t go down without a fight. Only I keep wishing I could think of a way to … to show the Capitol they don’t own me. That I’m more than just a piece in their Games.’ (Collins 142)

Objective: To have the middle of the rope pass into your team’s zone.

Formation: Have one patrol’s tributes on one side of the rope, and the other patrol’s tributes on the other.

Safety:

• Be smooth with the pulling

• Pull with your legs not your back

• Do not let go of the rope

Procedures:

• Have the tributes assemble along the rope.

• On the signal have the tributes begin pulling the rope.

• The team to get the center of the rope past their cone will win.

**Scoring**

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

**Tour Permit:** 30 points.

**Medical Forms:** 30 seconds

**Preregistration by April 20, 2014**: 30 points.

**Camping:** 30 points per night if your entire team camps out during the event.

**Provide a Judge:** 30 point bonus per judge (maximum two judges)

**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.

REGISTRATION

**Register by clicking on the event on the council calendar at** [scoutingalaska.org/calendar](http://scoutingalaska.org/calendar)**. Fee is $10 per person.**