

Non-Field Events

1) PRE-CAMPOREE

Scoring: Overnight Pre-Camporee	100 points
Day-only Pre-Camporee	50 points
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	Maximum 100 points

5) PRE-REGISTRATION

Maximum 50 points

2) TELL A CAMPFIRE STORY

Scoring: Story title submitted by 4:30 PM, with SM signature	25 points
Quality of story	50 points
Audience response	25 points
Telling story from memory	25 bonus points
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	Maximum 125 points

3) LEAD A CAMPFIRE SONG

Scoring: Song title submitted by 4:30 PM, with SM signature	25 points
Patrol participation	50 points
Audience participation	25 points
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	Maximum 100 points

4) PATROL INSPECTION

Patrol inspections will take place at the evening ceremony before dinner. Patrols should arrive with patrol flags and be prepared to give their patrol yell. Scouts should be clean and in uniform. The members of every Patrol will be evaluated at the Evening Retreat by the following criteria:

1) Is every Scout wearing his Scout Shirt?	5 points/scout, to 25 max
2) Is every Scout in the Patrol in Full Uniform?	5 points/scout, to 25 max
3) Are Scouts clean and presentable?	25 points
4) Does the patrol have a patrol flag?	15 points
5) Did the patrol give the patrol yell?	10 points
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	Maximum 100 points

(Patrols with fewer than five scouts will receive maximum points for 1 and 2 if all scouts are properly in uniform.)

GRAND TOWERS 2010 FALL CAMPOREE

1) Build a Fire

The latest Scout Handbook has as a requirement for Second Class: “3f. In an approved place and at an approved time, demonstrate how to build a fire... Note: Lighting the fire is not required.” We want to see the flames! Your patrol will build and light a fire, using natural material gathered on site, with as few matches as possible. Scoring will be based on the time required to get the fire to burn through a string tied above the fire, approximately two feet off the ground. Five points will be deducted for each match used after the second match.

Scoring: Properly preparing a fire	30 points
Burning through the string in under 15 minutes	50 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	Maximum 100 points

Deduction of 5 points for each match after the second

Deduction of 10 points for each five minutes over 15 minutes

Materials:

Matches, Timer, Cord, Uprights, Way to measure 1 foot above ground

Running the event:

Allow the patrol some time to gather kindling for their fire. Record the time at which they start building their fire, and the time when they burn through the rope. Burning through the twine in under 15 minutes receives the full 50 points for that portion of the score, with a deduction of two points for each minute past 15 minutes. Thirty points should be awarded based on how they build their fire, giving consideration to use of kindling, air flow to the fire, ... You can ask them about the type of fire they laid and why.

Twenty points should be awarded based on teamwork in the patrol. Are all the patrol members helping? Are those not involved paying attention to and encouraging those who are actively building the fire? Did the patrol leader provide direction? Was the patrol organized, with everyone having a task in the project?

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2) Straight Line Orienteering

With a modern GPS and a good map, a scout can know exactly where he is, how far he has travelled, and how much farther he has to go on just about any trip. But at one point in time, the easiest way for a scout to measure distances was to walk it off. To do this, you need to know the length of your stride. (A stride is two steps, one with each foot.) On a course set by the staff, each scout will determine the length of his stride. He will then be given a compass bearing and a distance to walk. The catch? The scout will not be looking forward to where he is going, but rather solely at the compass! The object is to get as close to the target as possible. The three closest scouts will be scored based on how far away they are.

Scoring: Determining length of pace for each scout	40 points
Scores for three scouts closet to target	up to 30 points total
<u>Patrol teamwork and cooperation</u>	<u>30 points</u>
Maximum 100 points	

Materials:

Compasses, towels to put over the scout's head, tape measure to measure distances from the end-point, markers to drop when the scout is done.

Set-up:

Lay two courses. The first will be 50 yards (150 feet), which will be used by the scouts to determine their pace. The second will be 100 yards (300 feet), which will be used for the straight-line orientation. Have several starting points for this, all leading to the same marker, so you can have scouts taking different bearings. Set up a clearly marked starting point and end point for each course.

Running the event:

Have each scout determine his pace by walking the 50 yard course both ways. Once they know how many paces for fifty yards, take them to a starting point for the 100 yard course. Have them take a bearing to the end marker, and when they are ready, put the towel over their head and have them follow that bearing for 100 yards. When they think they are at the end-point, they should drop their marker and come back to the start point. Measure the distances from the end point to the marker and score the three closest markers for up to ten points each. If they are within twenty feet, they will score ten points, and deduct two points for each five feet farther.

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3) Semaphore a Tweet

Tweets can be up to 140 characters long, and can be sent to the entire world in a matter of seconds. Signals by semaphore can be as long or short as you would like, but take much longer to send, and can only be received by someone who can see you. We will provide you with a modern message to send in a distinctly traditional manner. One or two people can team up to send the message, while one or two more receive it. Points will be deducted for missed letters, and bonus points will awarded if one or both ends are not using a book for the translation.

Scoring: Correctly sending the message	80 points
Deduction of one point for each incorrectly translated letter	
Patrol teamwork and cooperation	20 points
<u>Bonus points for one end not using a book</u>	<u>+ 10 points</u>

Maximum 100 points

Materials:

Flags, Semaphore code, messages, pens and paper

Running the event:

Split the patrol into two groups approximately 100 feet apart. One side transmits the message, while the other group receives the message. The messages should use typical abbreviations, such as LOL, TAFN, ROTFL, ...

Score the patrol based on correct transmission of the message and teamwork.

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4) Which End is the Running End?

When tying a knot in practice, you are often using a short piece of rope with two free ends to work with. In real applications, however, one end of the rope may be inaccessible to you, so you need to tie the knot using only one end of the rope – the running end. Scouts will be provided a six foot length of rope. Each scout will tie one end of this rope to a staff using a two-half hitches. The scout will then tie in succession on the same rope an overhand knot, a bowline, a halter knot, a figure eight knot, a sheet bend (using the loop of the bowline), and a sheep shank. He will finish by tying the other end to the staff with a clove hitch. The patrol score will be based on the fastest three scouts in the patrol. The fastest three scouts will earn bonus points for their patrol.

Scoring: Correctly tying the eight knots on the rope	25 points per scouts
Deduction of 4 points for each incorrect knot	
<u>Patrol teamwork and cooperation</u>	<u>25 points</u>
	Maximum 100 points

Materials:

Rope cut in six-foot segments, staffs/sticks to tie the rope onto, timer

Running the event:

Have the scouts work in pairs, with one person tying while the second person holds the staff. When the scout is finished, check the knots for correctness. For the purpose of judging times, add 30 seconds for each incorrect knot to their time. Top three times earn bonus points (25, 15, 10 points) for their patrol, so keep track of which patrols have which times.

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5) First-Class Relay

Some skills and requirements have been a part of scouting since the beginning. The First Class Relay will test your patrol on up to ten different basic requirements up through First Class. Each scout must answer at least one question. Basic skills could include simple First Aid, knowledge of a compass, the square knot, the Scout Oath, Law, Motto or Slogan, proper care of the flag, ... any of the basic requirements up through First Class. The fastest three patrols will earn bonus points.

Scoring: Correctly answering the questions, 8 points each	80 points
<u>Patrol teamwork and cooperation</u>	<u>20 points</u>
	Maximum 100 points

Materials:

Scout handbook, timer

Running the event:

The staff member will be standing 25 – 30 feet away from the starting point. When you start the timer, the first scout comes over and gets asked a question suitable for his rank. He can answer the question, or else he can pass to another scout. However, each scout must answer at least one question. To pass the question, that scout goes back to his patrol and sends another scout up. After ten questions have been answered correctly, and each scout has answered at least one question, stop the timer. You can deduct points for incorrect answers, but not for passing on questions.

GRAND TOWERS 2010 FALL CAMPOREE

6) Patrol Challenge

The patrol method is designed to teach scouts how to be a part of a team and how to lead a team. Your patrol will be assigned a task to complete, which will require the use of the patrol method. Teamwork, cooperation, and leadership will be required to complete this task. All materials needed will be provided by the staff member for this event.

Scoring: Successful completion of assigned task	60 points
<u>Patrol teamwork and cooperation</u>	<u>40 points</u>
	Maximum 100 points

Materials:

TBD

Running the event:

TBD

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7) First-Aid Relay

The first scout handbook describes three methods for transporting an injured person – by stretcher, with a two-man carry, and the fireman’s lift. The patrol will need to use all three in covering the course.

Scoring: Successful demonstration of the three techniques	60 points
<u>Patrol teamwork and cooperation</u>	<u>40 points</u>
Maximum 100 points	

Materials:

Scout handbook, materials for an improvised stretcher, timer

Running the event:

Set up a course that is three-sided, each about 50 feet or so in length. The scouts use one carry to move a single scout from the first point to the second, then go to the next with the second carry, and then back to the start with the third carry. They can switch off who is carrying at any time, but they cannot change the scout being carried in a given stage. Score based on the correct carries, as well as the teamwork for the patrol.

Fastest three patrols score bonus points (25, 15, 10)

8) Mystery Event

Scoring: To a maximum of 100 points

9) Scout trivia

Scoring: 5 points per correct answer, to a maximum of 100 points

10) Tracking Merit Badge

Scoring: 25 points per scout, to a maximum of 50 points