

# **2021 Golden West District Camporee**

## **Troop Events**

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# First Aid Event

## Troop 660

### Objective:

Steve is in grave danger. He has a puncture wound in the lower left side of his torso and has broken his right arm. It is up to you and your patrol to use your first aid knowledge to save him before it is too late!

### Instructions:

You and your patrol must work together to save Steve by addressing his situation, dressing his wound, and finally, building a stretcher to get him through the busy city to a doctor, while keeping him calm and out of shock.

### Rules:

- Complete a pre-quiz before the main activity
- Successfully address the situation
- Successfully dress Steve's wound
- Successfully build a stretcher
- Keep Steve calm and out of shock
- Complete a post-test after the activity
- The post-test will be given to one member at a time
- Other patrol members cannot help the member being asked the question ➤ This is a patrol, not a troop, event

### Scoring:

The pre-quiz will have 5 questions, and each question will be worth 1 point. The rubric for the main activity is as follows: 1 min. or below ----> 50 points

2 min. to 1 min. -----> 35 points

4 min. to 3 min. -----> 25 points

5 min. to 4 min. -----> 15 points

5 min. + ----> 10 points

The post-test will have 10 questions, and they will each be worth 2 points.

The patrol's yell, flag, uniformity, and scout spirit will be worth a total of 25 points.

### Time:

The event will be open for the full allotted time for events

### Materials:

Gauze, 4-8 poles, blankets, and rope

## Event Helpful Hints:

Study up on first-aid knowledge, specifically how to dress a wound and build a stretcher.

### Obstacle First Aid Course

The Patrols can compete in groups of 3 to 5, depending on the number of scouts it takes to carry the stretcher.

Patrols will be scored on effectiveness of treatment, speed, teamwork, and scout spirit. Also the “Effective treatment” includes the jostling of the stretcher, which they must try to keep steady and NOT drop the patient.

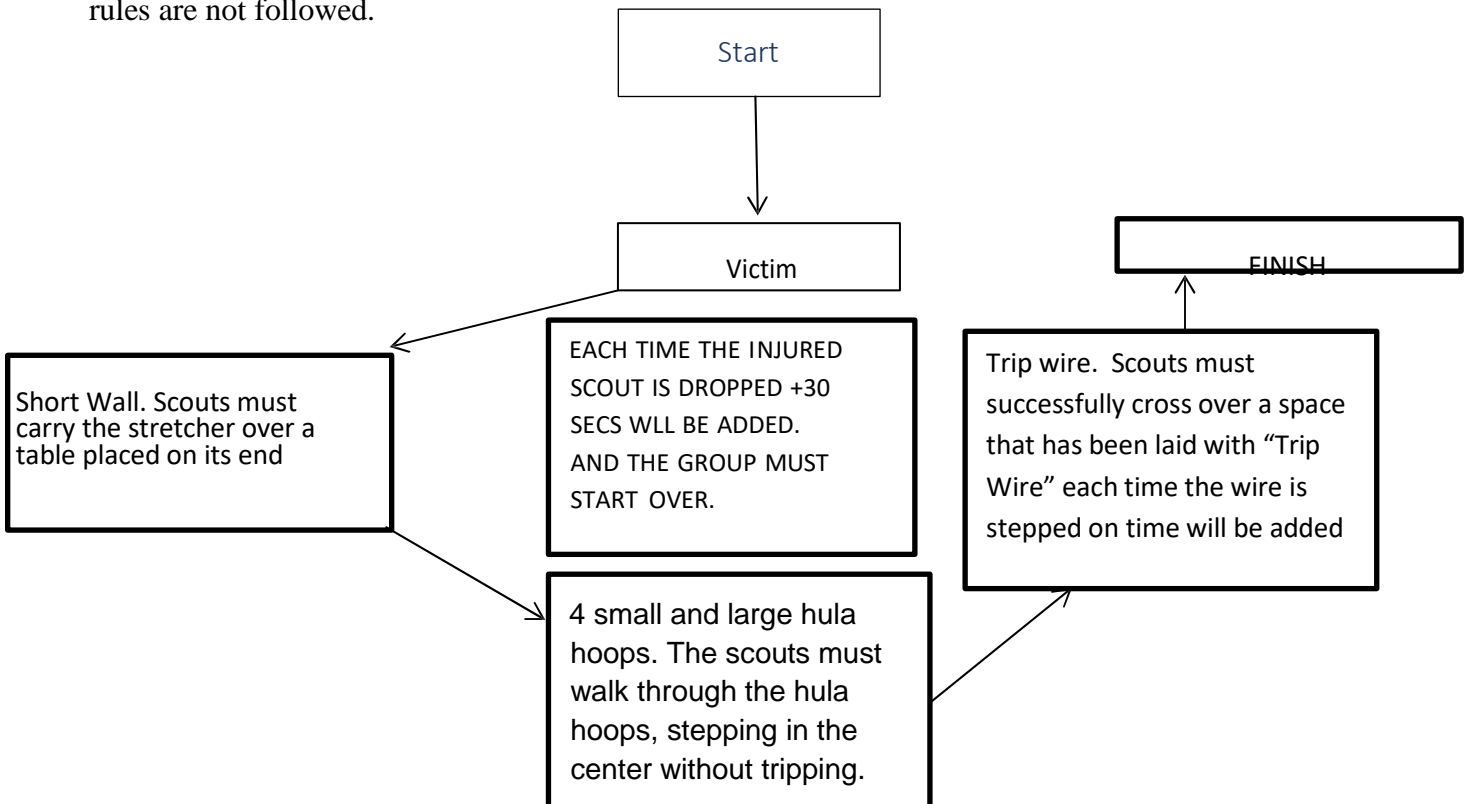
### Instructions:

The patrols must first “treat” the victim (a member of their patrol) and then make a stretcher to carry them on. Materials for the stretcher will be provided. They must complete the obstacle course while carrying the stretcher. They will receive a penalty if the stretcher is dropped. However, if they need to stop for any reason and set the stretcher down gently there is no penalty, but the clock continues to run.

The Patrols will compete in teams depending on how people it takes to carry the stretcher. Team must be a minimum of three persons. Competing Patrols may combine to help each other. Final scores will be applied to all Patrols participating in combined team.

The final time will be the average of the time it takes each sub-group to complete the course.

The Scouts must show Scout Spirit and work as an effective team. There will be points deducted if these rules are not followed.



# Lashings Push Cart

Troop 670

## Teamwork, Knots, Lashings

**Patrol Bonus Requirement for event:** Bicycle Helmets per patrol member

**Time allocation per patrol:** 20 minutes

**Staff requirements:** 3 Judges / 3 Timers

## Staff Equipment Required:

**Equipment required:** (Three patrols compete at a time) 4 Car Assemblies (One is used for display and spare parts)

## Each car is composed of:

- 2 – Wheel & Axle assembly
- 3 -- 6' poles
- 2 -- 3.5' poles
- 12 --1/4" dia. x 14' ropes for lashings
- 1 -- 6' rope for steering
- 1 -- 18" x 36" plywood seat with rope knotted at one end

Chalk to mark the Start/Finish line

4 - Clipboards

4 - Stop Watches

4 - Sets of instruction 12 Helmets

## Procedure:

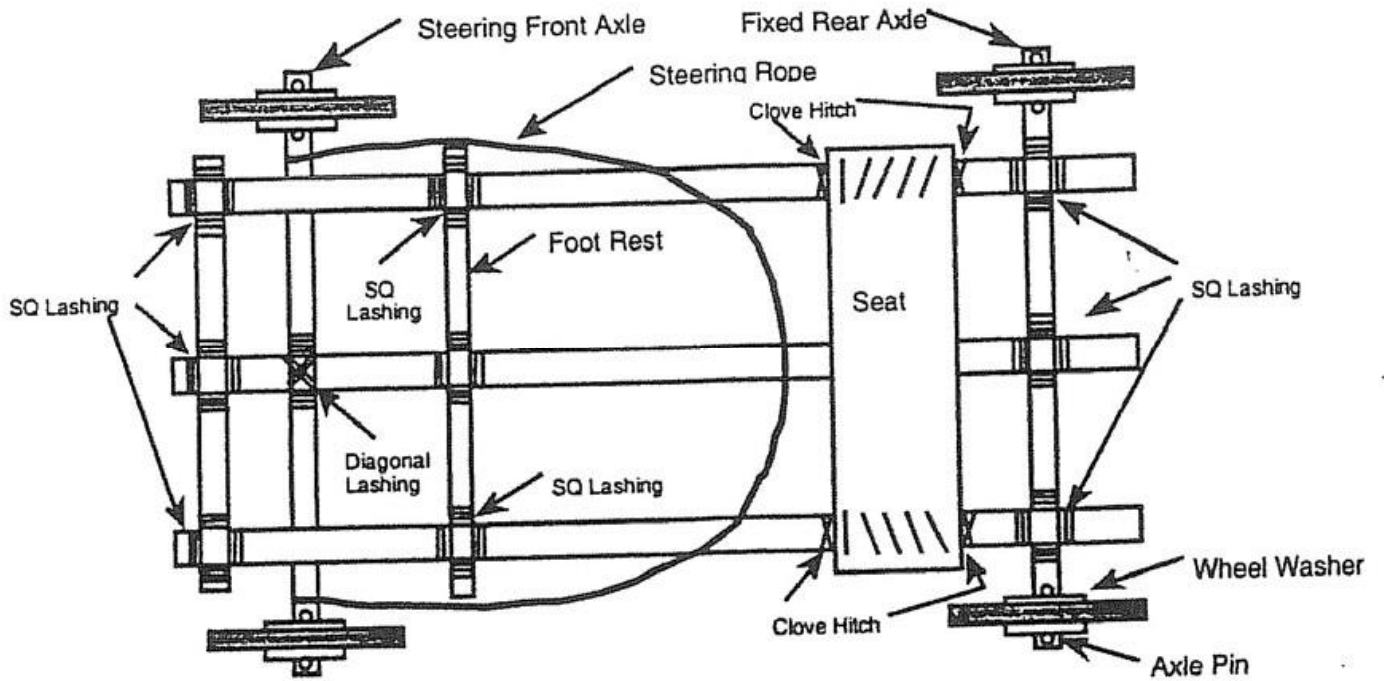
When the patrol arrives, they will be given instructions on how to build the car. A car will be on display and can be used as a reference tool for the patrol in building the" car. The front axle assembly is to be connected with a diagonal lashing. All other connections (a total of nine) must be done with a square lashing. Each lashing is to have a minimum of 3 wraps and 2 fraps. The seat assembly is to be fully threaded and completed with a clove hitch. The steering rope can be attached with any knot. One Scout is to be the driver and three more Scouts will be the pushers (all four scouts will wear a helmet). All Patrol members must participate in the assembly. If they are not driving or pushing, they must follow the vehicle as a Patrol to the finish line. This is a timed event with a 20 minute time limit. At the Judges command, time will start. The Patrol will assemble the car. With the driver in place, patrol members race the car on the designated course. From the back of the car, three Scouts push on the rear axle and cannot touch the driver. Time ends when all members of the Patrol cross the finish line. If the car falls apart on the course, the patrol can rebuild the car and complete the course if they are still within the time limit. Note: Not all members help push the car, but ALL members must be involved in assembly of the car. At the end of the event, the patrol must completely disassemble the car and return the parts to their original location. Special Facilities Requirements:

**Layout:**

The minimum area required is approximately 50 feet by 125 feet. The course consists of a straight track 100 feet long with the start/finish line at one end and a turning pole at the other end.

**Scoring:** 20 min time limit

*If a patrol does not perform the event in the spirit of scouting, the patrol will be disqualified*



# ORIENTEERING EVENT

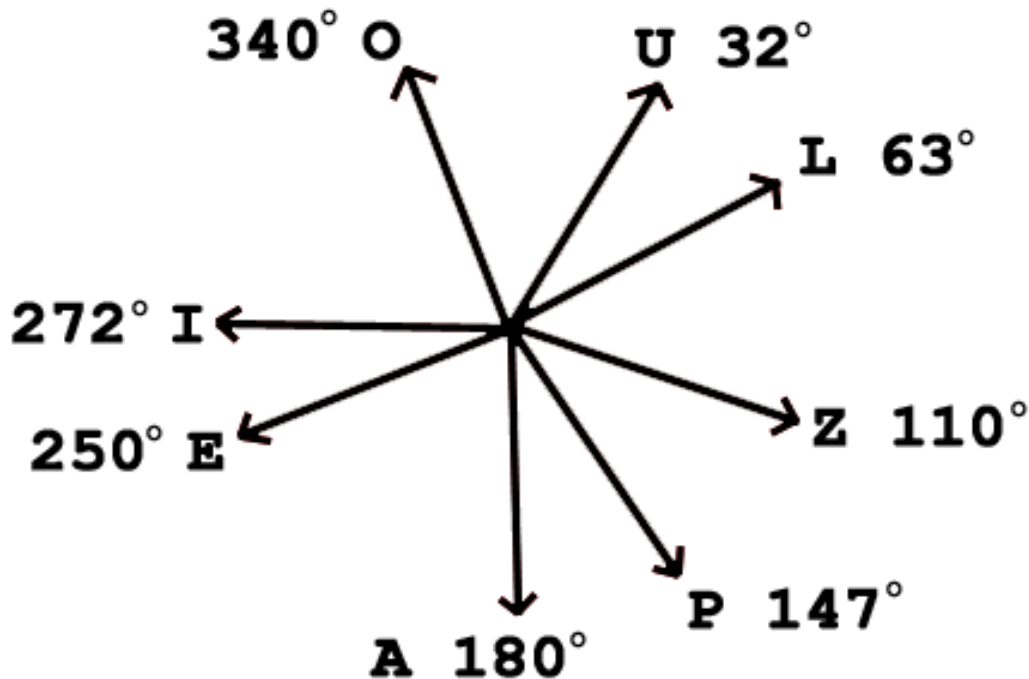
## TROOP 7

Purpose: Practice in setting the compass for degree bearings and following them with precision. (Designed by Allen Foster)

Group Project: The course for this game can be set up in a schoolyard, in a park, or in a camp. The course consists of eight marked stakes set up in a large circle. The stakes are marked I, O, U, L, Z, E, A, and P. For laying out the course you also need an unmarked center stake, a string or rope 50 feet long or longer, and an Orienteering compass. An alternative to using stakes is to use bright-colored spray paint. This prevents participants from fixating on the stakes.

To lay out the course, place the unmarked stake in the center of the area you have chosen for the game. Attach the measuring string (rope) to the center stake. Starting at the center stake each time, set the compass bearing as indicated below for each lettered stake; stretch out the measuring string (rope) along this bearing and place the respective marked stake at the end of the string (rope). The success of the game depends on the careful positioning of the marked stakes.

U – 32°	Z – 110°	A – 180°	I – 272°
L – 63°	P – 147°	E – 250°	O – 340°



To play the game each participant or group is provided with an Orienteering compass, a pencil, and an instruction card. The card tells him at what marked stake to start and directs him to follow five compass bearings from marker to marker around the course. The player copies down on his card the letter on each marker along his route.

There will be **three parts** for this event:

**Part 1: Determine the bearing.** Each cone will be labeled O, C, B, S, A, G, W, D. The starting point will be at random. There will be multiple sets and the event manager will select one set for each patrol (alternating set in same troop).

Scoring: 7 points. One point for each corrected answer. Offset of  $\pm 3$  degrees allowed and will count as a correct answer. COMPASS only! Using cellphone or GPS device will be disqualified.

**Part 2: Determine the distance by pace.** Find the distance from point A to B.

Scoring: 10 points. Points will be given based on the answer within the range. (See the scoring section in the attached file for details).

**Part 3: Determine the height.** Find the height of a tree/pole.

Scoring: 10 points. Points will be given based on the answer within the range. (See the scoring section in the attached file for details).

**Additional points for scout' spirit** (3 points)

Flag (1 point)

Yell (1 point)

Theme's spirit (ex: costume...) (1 point)

**Place standing**

**Highest score:** total score out of 30 points

**Tiebreaker:** shortest time of combined all 3 parts.

# FIRE STARTING

## TROOP 270

### Objective:

Your training under Thor is almost complete, you're close to becoming the next peacekeepers of Valhalla. Your final test is the traditional fire-lighting. You will have limited time to set that fire, as this will be the decider into whether or not you are worthy of becoming a full-fledged warrior. Good luck!

### Time Allocation per Patrol:

Fire Starting/Safety Quiz - 5 minutes

Demonstration of Three Basic Fire Lays - 5 minutes

Lighting Fire - 5 - 10 minutes

Total - 20 minutes

**Staff Requirements:** 4 judges: 1 per station and 1 lead judge

### Troop Equipment (Assuming 4 Patrols Compete at a Time):

- First aid kit
- 4 Buckets of water
- 4 buckets of sand
- 4 Clipboards and pens
- Firewood (kindling, tinder, and fuel)
- 4 Metal pans
- 4 Stopwatches/timers
- 4 Sets of instructions
- 4 Sets of flint and steel
- Matches (in case patrol is unable to light fire)

### Scout - Supplied Equipment:

- BSA approved pocket knife (optional)
- Flint and Steel (strongly recommended)

### Procedure:

1. Patrols will recite their respected patrol name, song, and yell. (for spirit points)
2. When approved from the fire master, patrols will enter the fire range and arrive at the booth as directed by the judge.
3. Judge will allot 5 minutes to orally administer the quiz. Responses will be scored per the guidelines presented on the scoring sheet.
4. The patrol will be given 5 minutes to demonstrate the three basic fire lays: teepee, log cabin, and lean-to. The patrol is allowed to split up the work in order to achieve this goal. The fire lays will be scored upon completion of all three under the 5 minute time limit. Ten points will be awarded per completed fire lay.
5. The patrol will decide which fire lay to utilize that will effectively spark a fire the fastest. The patrol will be given a preset bag of tinder and kindling, but the patrol is allowed to use as much fuel as they would like.



6. When instructed by the fire master/judge, the patrol will be able to light the fire. The fuel must catch on fire and burn for 15 seconds before they can stomp it out. The fire master will let you know when the fire has reached this expectation. If the patrol is unable to light the fire using flint and steel, matches will be provided, but 3 points per match will be deducted for its usage. Correct fire starting techniques and safety will be assessed and judged. The fastest time throughout the day will score the highest in the fire-lighting category.
7. The total amount of points awarded for this event per patrol will be a culmination of their score from the fire starting/safety quiz, demonstration of the three basic fire lays, and their place of fastest burn time at the end of the day.

### **Scoring:**

#### **If fires are allowed:**

1. Scout Spirit - 25 points
2. Fire Starting/Safety Quiz - 20 points (2 points per question, 10 question quiz)
3. Demonstration of 3 Basic Fire Lays - 15 points (5 points per correctly built fire lay)  
Lighting Fire - 30 points
  - a. 1st Place - 30 points
  - b. 2nd Place - 29 points
  - c. 3rd Place - 28 points etc.
  - d. 10th or below - 20 points
4. Proper Technique/Safety - 5 points (deduct 1 point per infraction, rules will be laid out on score sheet)

#### **If fires are prohibited:**

1. Scout Spirit - 25 points
2. Fire Starting/Safety Quiz - 20 points (2 points per question, 10 question quiz)
3. Demonstration of 3 Basic Fire Lays - 45 points (15 points per correctly built fire lay)
4. Proper Technique/Safety - 5 points (deduct 1 point per infraction, rules will be laid out on score sheet)

#### **Helpful Hints:**

Effective placement and lighting of your tinder/kindling is key

Using dryer pieces of fuel will allow it to catch fire faster

# BB Guns

Each Boy Scout will be tested on their shooting skills, BB knowledge, and spirit. Each Scout will shoot one round of 3 BB's at a standard paper BB target in the middle at the range of 25 yards (60 feet). All candidates should always be prepared, and think in a Scoutly manner to earn bonus points.

Time allocation per Patrol/ Den: 20-40 minutes

Scouts Equipment: NONE

Procedure:

- Candidates will be tested on their knowledge of safety of shooting a BB gun which will be conducted during the shooting contest. The answers can be found in the candidates rifle merit badge book (troop), the candidates BB belt loop and pin (webelos). A staff member can also personally attend your troop or den meeting for one on one coaching, and lastly a safety brief will be given Saturday morning at opening ceremony.
- At the center of each of the target is a Pot O' Gold. Hitting the pot counts as 3 points, hitting the green circle counts as two, and hitting the standard paper face counts as 1.
- The raw shooting score will be average out by the number of candidates in each patrol/ den
- Failure to follow safety instruction will cause the candidates to forfeit points.
- Spirit points are earned from the time the judges see the candidates arrive until the score sheet is signed
- There is a 5 minute time limit to shoot all three shots, after which all BB's or forfeited
- All candidates MUST participate
- Deduction of points will occur if there are any outside influence or coaching
- Deduction will also occur when candidates' lack spirit, and are not acting in a scoutly manner.

Staff Requirement: 1 lead judge (range master) 3 event judges (range instructor) 3 adults (score keepers) 2 assistants (older scouts with BB gun knowledge)

# ARCHERY

The Boy Scouts are naturally great archers. Each Boy Scout will be tested with their shooting skills, archery knowledge and spirit. Each scout will shoot one round of three arrows at a standard archery target, at the range of 15 yards (45 feet). All candidates should always be prepared, and think in a Scoutly manner to earn bonus points.

Time Allocation per Patrol/Den 20-40 minutes

Scout's Equipment: NONE

Procedure:

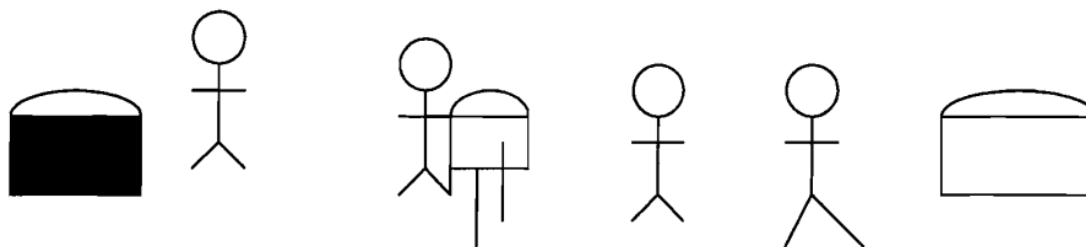
- Scouts will be tested on their knowledge of their safety of archery, during the shooting contest. The answer can be found in the candidate's archery merit badge book (Troop). A staff member will conduct a safety briefing Saturday prior to shooting.
- Standard scoring will apply, with 1, 2 or 3 points awarded depending on where the arrow strikes the target.
- The raw shooting score will be average out by the number of candidates in each group.
- Failure to follow safety instructions will cause the candidates to forfeit points.
- Spirit points are earned from the time the judges see the candidates arrive until the score sheet is signed.
- There is a 5-minute time limit to shoot all 3 arrows, after which all arrows are forfeited.
- All candidates MUST participate
- Deduction will occur if there are any outside influence or coaching
- Deduction will also occur when the candidate's lack spirit, and are not acting in a scoutly manner

Staff Requirements: 1 lead judge (range master) 3 event judges (range instructors) 3 adults (score keepers) 3 assistants (older scouts with archery knowledge)

# LEAKY BUCKET BRIGADE

Teamwork – Troop 901

- Scouts must as a team, carry water from one 18-gallon (or similar) bucket, filled with water; to another, not filled with water, using a soup can with up to five holes punched in the bottom of the can.
- Before starting, each Scout will be asked a Scouting question. The number of holes in the can will be determined by the number of questions answered correctly. For each question they don't answer or answer incorrectly, a hole is punched in the can (cans will be pre-punched with zero to five holes)
- After the number of holes in the can is determined, Scouts will be in a fire" fighter hand off row.
- The can will be passed down by each member of the patrol, and then the last person must dump the water out and run to the back of the line, starting the process all over again. A maximum of five Scouts can participate at a time.
- This will be a timed event. Points awarded based upon how much water is placed in the second bucket during a three-minute period. Markings on the bucket will determine the number of points awarded.



# Knot Tying Relay

## Troop 642

Time Allocation per patrol: 15 minutes Staff Requirements: 3 Judges /3 timers

Equipment Required: (3 patrols compete at a time with a demo setup)

8	Poles approximately 2" dia, 4 feet long
16	Twine, 6 feet long
4	Logs approximately 3" dia, 2 feet long
24	Ropes, 1/4" dia x 6 feet long
4 sets	Cards with the numbers 1 through 8
3	Stopwatches
3	Clip Boards
4	Sets of instructions

### Procedure:

This event requires eight boys to complete the event. If a patrol has less than eight boys, the patrol leader selects additional boys to tie a second knot. If a Patrol has more than eight boys, the patrol leader must select the youngest eight boys to tie the knots.

*Prior to starting the event the Judge will randomly give each boy a card with a number on it. That number determines the order the boys will tie the knots and which knot they will tie. Scouts in relay fashion tie knots as follows:*

Scout 1: Rope 1 Taut-line hitch around pole

Scout 2: Rope 2 Square knot to rope 1

Scout 3: Rope 3 Clove hitch around pole

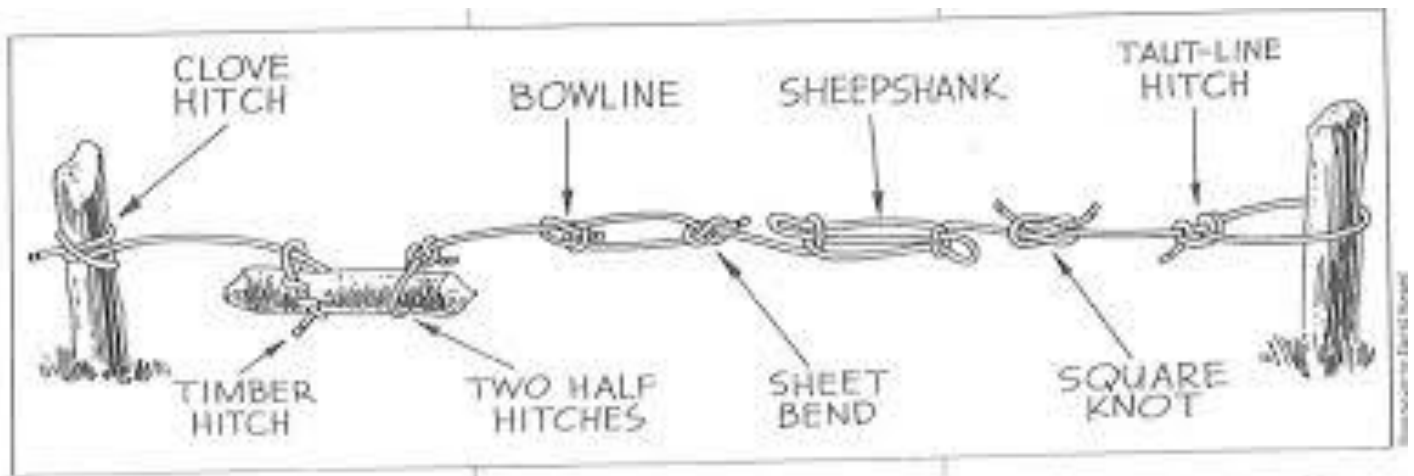
Scout 4: Rope 3 Timber hitch around stick

Scout 5: Rope 4 Two half hitches around stick

Scout 6: Rope 4 Bowline in the end of Rope 4

Scout 7: Rope 2 Sheepshank in Rope 2

Scout 8: Rope 2 and Rope 4 connect via Sheet bend, tighten taut-line hitch and sheepshank until rope and stick are off the ground.



The ropes are given to the scouts and they line up at start line 15 feet away from the two poles. A field judge will then give the command "GO" and time will begin. The first scout runs up and ties his knot, runs back and tags the next scout, and so on. After the eighth scout (or the scout who has the last knot) ties his knot he makes sure that the log is off the ground. Time stops when the eighth scout returns to the starting line and the Patrol Leader says, "Done".

**Note:** No scout during his turn, may "fix" any previously tied knot. The only exception to this is the eighth scout who will be allowed to re-tie any incorrect knots or the timber hitch if it slips off log during the tightening of the sheepshank.

**Layout:** Set poles approximately 20 feet apart. Start line is 15 feet from poles. A minimum area of approximately 20 feet by 40 feet is required.

**Special Facilities Requirements:** None

**Scoring:** The shortest time to tie all the knots. There is a 10-second penalty for each incorrect knot. In addition, once the cards have been given to the boys, they cannot be exchanged between them. If this occurs there will be a 30-second penalty assessed for each occurrence.

# One-Handed Tent Set-Up

## Troop 658

**Patrol Time Allocation:** 15 minutes

**Staff:** 3-4 judges

**Equipment:**

- 4 identical dome tents, plus an extra if available (for a model)
- Area sufficient for 4 tents with 8 feet between
- 4 stop watches

**Objective:** Erect the dome tent, with fly, with the use of only one hand per scout, in the least amount of time.

**Setup:**

- Select an area for each tent to be set up in. The preferred arrangement will be linear; the tents all in a row.
- Define (with rope, preferably) a starting line, at least 10 feet from the tent area.
- Unpack the tents and remove the poles from the pole bag. Set the tent bag, stakes, and pole bag aside, to keep them from blowing away.
- Rollup each tent, with the fly and poles inside, and place one in the center of each assembly area.

**Procedure:**

1. The patrol chooses a 4-man team. One team only, even for large patrols.
2. The patrol stands at attention behind a line that is 10 feet from the tent.
3. At a signal from the judge, the timer is started and the patrol goes to work.
4. Each patrol member should put one hand in a pocket and keep it there until they complete the task and return to the line. For safety's sake, they can have both hands out of pockets while running to/from the tent area.
5. Using one hand each, the patrol assembles the tent correctly, including the fly. The judge will determine, at the start of the day, which minor details will not be required (such as small Velcro straps or ties).
6. When the tent is complete, the team reassembles behind the starting line and comes to attention. Judge stops the clock at this point, then calls "at ease".
7. Judge inspects tent for errors.
8. When inspection is complete, the patrol disassembles the tent and returns it to the starting configuration.

**Scoring:**

Event will be timed.

Add 30 seconds penalty for each error, such as:

- Fly not anchored at corner.
- Pole not anchored at end.
- Hooks not clipped to poles.

# Tomahawk Attack

Participant Equipment Required: None  
Time allocation per patrol: 15 minutes  
Staff required: 4 judges (double as instructors)  
Staff equipment required: (assume three Patrols compete at a time)  
24 tomahawks  
6 targets (3 practice range, 3 competition range)  
6 Supports for target/backstop  
Field spray paint cans (2 red, 2 white)  
Cordon ribbon to outline range  
2 clipboards  
2 sets of instructions

## **Procedure:**

**Part 1: Demonstration and Practice:** The patrols will first watch a demonstration on the safe handling and throwing of a tomahawk. When this orientation is completed, a scout from each patrol will take his place on the throwing line of the practice range, with only one scout throwing at the target at a time. Throwing will start when the range master says "Start". Each scout will have 4 throws for practice, and will throw only when told to do so by the range master. Once all axes have been thrown, the range master will say "Done" and the scouts will proceed downrange to collect and return tomahawks to the throwing line. This procedure is repeated until all 4 members of the patrols have had a chance to practice.

**Part 2: Competition range:** Once scouts have completed the practice throws, they will proceed to the competition range, where they follow the same procedure outlined in Part 1.

Note that safety rules must be followed at all times. Any scout who willfully ignores safety rules will be dismissed from the course and given a score of "0", which will average in with the rest of the Patrol scores.

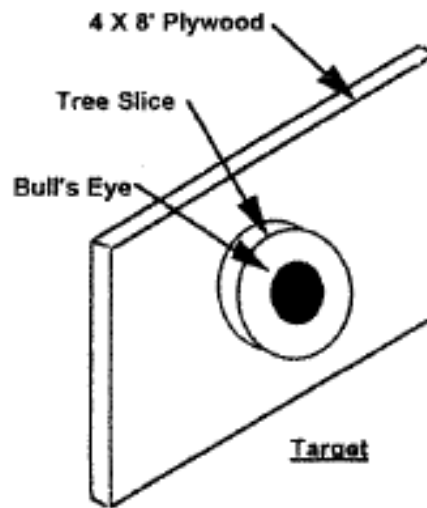
Points are awarded in the following manner:

Hit and stick in the target: 1 points

The Scout will have three tomahawks to throw

Total patrol score is divided by the number of scouts (to compensate for different size patrols).





## IRON CHEF EVENT

### Troop 657/657G

Objective: To cook an item with all of the given ingredients in an allotted time, and cleaning all items used to cook the item.

Patrol Allocation Time: 20 minutes

Staff: 1 judge, 2 scorekeepers and timers

Equipment: patrol box, ingredients, 4 timers

Instructions: The patrol must work together to set-up a standard Scouting patrol box, find needed cooking equipment, prepare ingredients, cook ingredients using provided stove, and clean all cooking equipment afterward.

#### Scoring:

Scout Sprit/ Team-work	10 pts
Taste of food	10 pts
Sanitary handling of food/Cleaniness	10 pts
Completed in time given	10 pts

# Boy Scout Trivia Event

## Troop 671

Welcome to the BSA 101!

1. This event will test your knowledge of Boy Scouting and BSA Scouts over 100 years of history.
2. This event will be run like a relay. One at a time, your Patrol members will run from the start line to the question station and be asked a BSA 101 question.
3. If the scout answers the question correctly, they will run back to the end of the Patrol line and the next member will race to the question station.
4. If the Patrol member incorrectly answers the question, the scout will be asked to perform the "scout twist" (turn around three times with their eyes closed) and then run back to the end of the Patrol line.
5. When one Patrol member finishes the course, the next member will begin racing.
6. Each Patrol will randomly be asked a set number of questions.
7. After the last question is asked and the last member of the Patrol has returned back to the Patrol, the entire patrol will be asked one bonus question worth extra points for the event. The Patrol will be given 30 seconds to discuss and then the answer must be given.
8. The total number of correct answers will be tallied along (plus extra points for the bonus question) with the total time required to run the event.





