



Camporee 2009 Fun Events

Geo caching

Trebuchet

Survivor Challenges

Tarp Flipping

Board Games

Raffle drawings & prizes!

You will receive a personal fun event score card. You must turn this in at the end of the day on Saturday after the fun events.

Geocaching

Location: Report to the Admin Office at the start of each hour during the fun events.

Duration: once per hour. (6 times total)

A “Geocache” is a container (cache) hidden in the outdoors. You will use a GPS receiver to find the cache. Here at Camp Brinkley, we have hidden 6 caches for you to find. The size varies from “regular” (ammo box) to “micro” (bison tube). They can be “easy”, (Difficulty Level 1) or “hard” (Difficulty Level 5) to find.

How to Play:

1. The coordinates for the caches are preloaded in the GPS units.
2. Navigate to the cache with the GPS.
3. Find the cache!
4. Record (write down) the 6 digit number found in the cache.
5. Replace the 6 digit number and re-hide the cache EXACTLY as you found it.

The Rules:

1. Each Patrol may only participate once in the Geocaching event.
2. There is a 1 hour time limit to find as many caches as you can. Points will be deducted for not returning to starting point within 1 hour.
3. Maximum patrols participating limited to number of GPS units available. One GPS will be issued to each Patrol.
4. Coordinates will be provided for those Patrols who wish to use their own GPS units.

#	Cache Name/Hint (sample names for demonstration)	Size	Difficulty	Point Value	Write 6 digit number here:
1	Ammo Can You?	Regular	1	2	
2	You'll Never Find Me!	Small	2	2	
3	Look Here!	Regular	2	3	
4	Dr. Evil	Small	3	4	
5	You Have Got to Be Kidding	Small	4	4	
6	I Want to Go Home	Micro	5	5	
7	Bonus Cache* (can be used only if #1 through #6 are found)	?????	5	5	

Don't forget: Caches may be camouflaged to blend into their natural surroundings!

Trebuchet

You will launch various size rocks that you collect at camp across the fence and into the lake. You may search for rocks that you feel will fly the farthest in air and land in the lake.

Location: Beach/lake area

Max number of scouts to participate per hour: 10

Max number of tries per scout per event: 6

This event will start once every hour (6 times total)

Patrols may only do this event once.

Point system: Points will be given by area in the lake in which the rock lands.

Beach = 1 point

Beginner swim area = 2 points

Middle swim area = 3 points

Deep swim area = 4 points

Beyond deep area = 5 points

Get one in each area and receive 10 bonus points.

If larger patrols show up for this and there are smaller patrols or individuals from a certain patrol, we will give the patrols with fewer scouts more tries.

Larger Patrols will use their top scores. Patrols will get the same amount of tries per patrol.

Survivor Challenge Areas

Survivor special bonus: All "Survivor" participants will receive a surprise and will all be entered into a raffle drawing for trading post rewards. The drawing will take place during each event while the challenge is being played.

Locks - Do math problems to figure out lock combinations. Unlock Paddle locks until you get to your point certificate in a locked box.

Rules: Do not dismantle locks.

Location: Flag field or dining hall. (depending on weather)

Points: 10 points per opened unlocked box.

Duration: Starts every half hour during fun event times.

Raffle drawing at the end of event.

Patrols may only do this event once.

Concentration - Identify and match "Brinkley" items. A staff person will hide items under a tarp and show them to scouts all at once for about 20 seconds. Scouts will run to find items/objects in camp and return back to start within 10 minutes. You may then come back to get another look for 10 seconds and search for 5 more minutes. All items must be put back after they are done and points have been issued.

Location: Flag field or dining hall (depending on weather)

Points: 1 point per item found and 5 points per patrol for participating.

Patrols can only earn participation points once, but scouts can play and look for items twice.

Duration: Starts every half hour during fun event time.

Raffle drawing at the end of event.

3D Dinosaur puzzle challenge

Location: Flag Field or dining room (depending on weather)

Duration = 45 min (This event will start once each hour during fun event times. There will be 15 minutes to dismantle and set-up each new game between each challenge.)

Maximum number of team participants: 6 - 8

Step 1: Scouts will form teams either by patrol or by a mix of various patrols. Scouts will still earn points for their patrol. Teams will wear headbands, either blue or green for each team.

Step 2: There will be two teams per event. Scouts will race across the field to the pile of dinosaur bones and bring them back to the starting point.

Step 3: Once all the bones are brought to the starting point, then each team will first spread out all the bones in the proper order according to the photo of directions.

Step 4: Once all the pieces are spread out for your team, then the team will start to assemble the puzzle.

First team that completes a free standing dinosaur wins max points.

Point system: Patrols earn 10 points for participating. Winning team earns 10 points per patrol. So if one team is all the same patrol, they will receive patrol participation points (10) and then 10 points on top of that if they win. If team is mixed up of various patrols, then each individual patrol will earn participation points and if that team wins, then each patrol will also receive 10 points.

Scouts from the same patrol can only be on one team (green or blue) not both.

This event can only be done once per patrol.

If neither team completes the dinosaur, then only participation points will be earned or the winning team will be the one with the most complete dinosaur and only half the points will be awarded. Complete free standing dinosaur done first earns 10 points per patrol. If neither is complete, then the one that is most complete will earn 5 points per patrol.

Raffle drawing will be held during the event.

Tarp flipping

Scouts will form teams of 8-10 scouts (same patrol or mixed). Scouts all stand on a tarp and try to flip the tarp over without touching the ground.

Location: Flag field

Duration: 15 minutes (can be done 4 times per hour or more)

Max number of participants: 8-10 scouts per event.

Point system: Two teams race against each other. First team done without touching the ground receives 5 points per patrol regardless of number of same patrol team members. So if there are 8-10 scouts from the same patrol on one tarp and 8-10 scouts on the other tarp are from various patrols, the winning team will receive 5 points per patrol, not individual. Participants from the same patrol can only be on one tarp or the other, not both during a race. However, patrols can do this event more than one time with a maximum of 4 wins per patrol for the day. (Max 20 points per patrol can be earned)

Board games

Scouts can play for points the following games. Chess, Card games, checkers, Pictionary, etc. There may also be a "playoff" tournament for Chess, checkers, etc. between Patrols.

Location: Dining Hall

Point System: 2 points per participant playing. Game winner receives an additional 3 points for patrol.

Max points per patrol is: 20