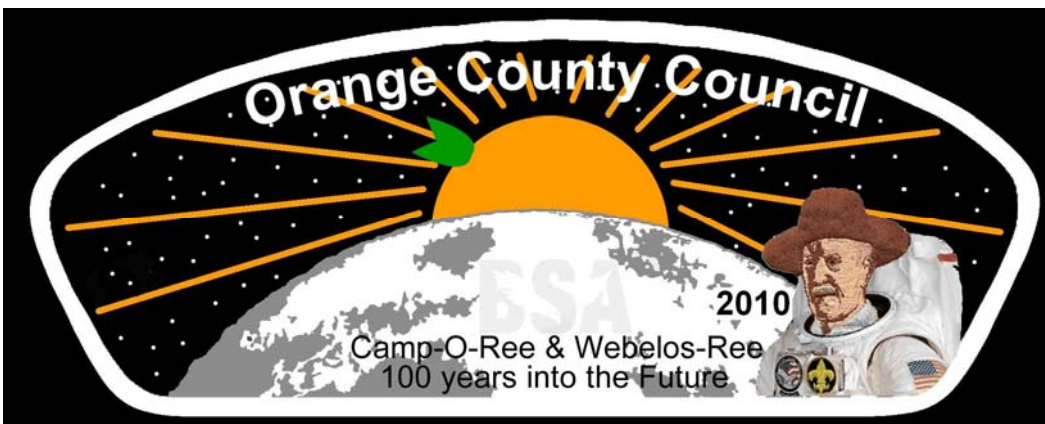


ORANGE FRONTIER DISTRICT CAMP-O-REE 2010

“Exploring the Orange Frontier
100 Years into the Future”



Boy Scout and Venture Events Packet – V1.0⁴

April 23-25, 2010

JOINT FORCES TRAINING BASE LOS ALAMITOS



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Alex Johnson (i.am.ajohnson@gmail.com)
Brian McGinnis, Walter Dyer
Dakota Best, Ryan Ritcher
Liam Bestian, Andrew Watson
Jonathan Boe, Ricky Makiuchi

Camp-O-Ree Events Practice Day

The Events committee is requiring

- One lead judge from each Troop/Crew (Each Troop/Crew will run one event)
- One non-competing Scout (youth who is not the SPL) and/or one Scouter (Adult who is not the scoutmaster) from each participating Patrol/Crew

to be present at this Pre- Camp-O-Ree events practice day.

All Camp-O-Ree Staff, Event Lead Judges, Senior Patrol Leaders and Scoutmasters are invited to participate. This will help the events run smoothly for Scouts and Staff by understanding the events and rules beforehand. Your presence in the Practice day will be counted towards your overall Troop spirit points.

Meet at the Base in Camp-O-Ree area on the North side of Shiloh Ave

Event Practice Day:

Date: Saturday, Mar 6th, 2010
Time: 10:00 am – 12pm
Location: Los Al Armed Forces Base

2010 Camp-O-Ree

EVENT LEAD JUDGES

Camp-O-Ree staff is requiring one non-competing older Scout (youth who is not the SPL) and/or one Scouter (Adult who is not the scoutmaster) from each participating troop to volunteer and oversee the running of one event the day of Camp-O-Ree. They will be the Lead Judges for the event and must manage the event at Camp-O-Ree for the entire day. Also, there will be a Pre-Camp-O-Ree events practice day. All Camp-O-Ree Staff, Senior Patrol Leaders and Scoutmasters are invited to join Event Lead Judges in participating in the practice day. This will help the events run smoothly for Scouts and Staff by understanding the events and rules beforehand and will count for Troop Spirit.

Meet at the Base in Camp-O-Ree area on the North side of Shiloh Ave

Event Practice Day:

Date: Saturday, Mar 6th, 2010
Time: 10:00 am – 12pm
Location: Los Al Armed Forces Base

Troop/Crew #: _____
Scout Volunteer: _____
Phone #: _____
Email: _____

and/or

Scouter Volunteer: _____
Phone #: _____
Email: _____

- Please return this form to Rod Nakamoto, Alex Johnson or Dave Dyer as soon as possible.
- This also applies toward the bonus points for Troop Volunteers for Staff.

2010 Camp-O-Ree Volunteers

Camp-O-Ree staff is requiring a volunteer (Adult/non-competing youth) from each participating patrol to volunteer and/or assist on the day of Camp-O-Ree. Remember, this will count towards troop spirit points.

Date: Saturday, April 24th, 2010

Time: 8:00 am – 5:00 pm

Location: Los Al Armed Forces Base

Troop/Crew #: _____

Scout/Scouter Volunteer: _____

Phone #: _____

Email: _____

- Please return this form to J.P. De los Reyes or Ron Cocchi as soon as possible.

- This also applies toward the bonus points for Troop Volunteers for Staff.

Camporee 2010 Event summary

There are 10 events in this year's Camp-O-Ree. To celebrate 100 years of BSA all the events are related to *Space and Exploration*. One or more of them will be altered to become the "secret event(s)". The events are designed to test and build upon your scientific knowledge.

Event Num	Common Name	Scientific Form
1.	Orienteering	Dark Side of the Moon Navigation
2.	First Aid	Lunar Surface Rescue
3.	Tent assembly	Tranquility Base Set Up
4.	Fitness Medley Relay	Space Junk
5.	Tomahawk throw	Nuclear Fission
6.	Fire starter	Solar Flare Simulation
7.	Archery	Shoot for the Stars
8.	Bridge Building	Bridge to the Stars
9.	Go cart	Moon Buggy
10.	Knot relay	String Theory

Event 1: Dark Side of the Moon Navigation

Patrol Bonus Requirement for the Event: Compass and picture of the moon

Patrol Time Allocation: 15 minutes

Staff: 4 judges

Staff Equipment: (Four patrols compete at a time)

4 starting markers (one for each of four different course colors)

4 sets of course cards (one set for each of the four different course colors)

4 stakes to post 50 yard course boundaries

1 field tape measure (to measure distances from start location)

4 clip boards

4 stopwatches

4 compasses (backup; 1 minute penalty assessed if a backup compass is requested)

4 sets of instruction sheets

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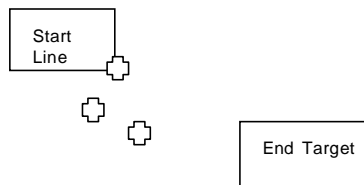
Objective: Patrol teams of four complete the course for time, each team member taking one leg of the 4 –leg course.

Procedure: 4 courses will be laid out with 4 legs each. Courses will have different colors to allow up to four teams to compete. Each leg will have the compass bearing and distance written on a card. The first scout will start at the starting line and be given a first leg card for one of the four courses by the starting judge. At “GO”, the starter judge starts the stopwatch, records the time, and the first leg competitor reads the card and proceeds on his course. No coaching from team-mates or others near the course is allowed. When the first leg scout reaches the first waypoint, he shouts and raises his hand for the second leg scout to join him. The second reads the bearing card, and proceeds to the second waypoint. This procedure is repeated until the fourth scout reaches the finish point. The starter judge records the final time for the team.

Layout: Flat area at least 100 yards square

Scoring: The times for each of the four legs are added together for the overall course time. An additional 3 second penalty is added to the score for every foot that the final leg navigator ends up off- target (marked as an “X”).

Tiebreaker: Least penalties



Event 2: Lunar Surface Rescue

Patrol Bonus Requirement for the Event: Scout Handbook and band-aid

Patrol Time Allocation: 15 minutes

Staff: 3 judges/timers

Staff Equipment: (Two patrols compete at a time)

4 poles for stretchers (8' long)

2 large blankets (for stretcher

6 triangle bandages

2 ropes ¼" in diameterx35" or longer

2 stopwatches

2 sets of first aid questions and answers

2 sets of instructions

2 clipboards

6 four-foot poles with flags

Objective: Patrol teams of four complete course activities for time. First aid knowledge will be tested. Course is in 4 parts

Procedure:

Part 1. One scout (not patrol leader) is chosen to be the victim. He moves out to the victim line (25' away from the start line) and lies down on his back. At "Go" the patrol will pick up the rope at the starting line and throw one end to the victim. The victim can reach to retrieve the rope, but cannot relocate himself to do so. The victim cannot reach over the victim line to retrieve the rope (reaching across the line incurs a 10 second penalty, each instance). The victim ties a bowline around his waist, and can use both hands to do so. Once he is secure, he walks back to the rest of the patrol at the starting line. While he is returning, the rescue line must remain taught, but be careful not to drag the victim. A 10 second penalty is applied for each violation.

Part 2. When the victim returns to the starting line he lies down again. The bowline is not untied. Once the victim reaches the team and lies down he is assumed to have a head injury, a broken arm and a severely twisted ankle. The patrol must treat him as such or they will incur a 30 second penalty for mishandling the victim. The team then ties a head bandage, a foot brace, and an arm sling on the victim using the bandages provided.

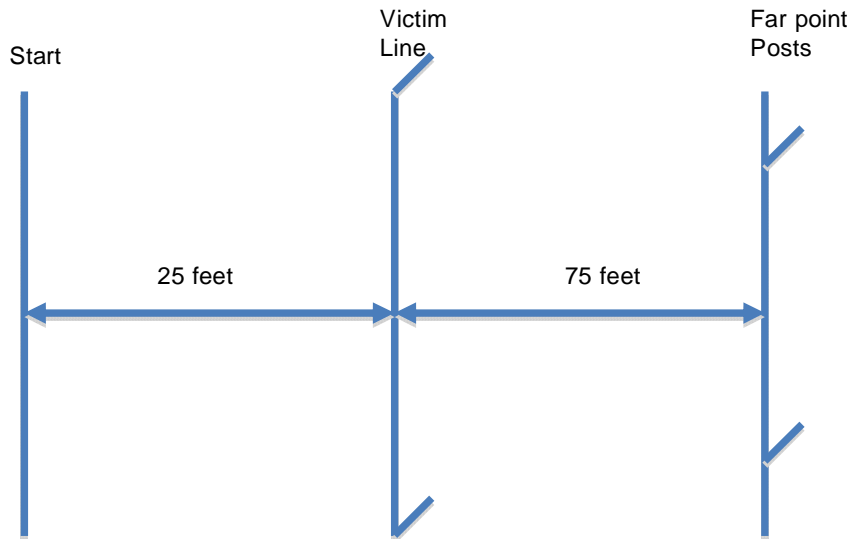
Part 3. The team constructs a stretcher using the material provided. When the bandages are completed, the patrol will carry the victim on the stretcher around the far-point flag and then return to the starting line, supporting the victim's head at all times. 10 second penalty added for incorrect tying of bandage, sling, and brace. Dropping the victim incurs a 60 second penalty.

Part 4. When team has safely crossed the finish line, the judge will ask 3 first-aid related questions. Each correct answer removes 20 seconds from the team's time for parts 1-3, each incorrect answer adds 20 seconds.

Set up: Requires an area of about 100' x 100'

Scoring: Best time

Tie Breaker: fewest penalties



Event 3: Tranquility Base setup

Patrol Bonus Requirement for the Event: Pliers with wire cutter

Patrol Time Allocation: 15 minutes

Staff: 3 Judges (these can double as instructors)

Staff equipment: (Three patrols complete at a time)

Area with sufficient area to assemble tents

4 tents (one example, one to-be assembled per patrol)

Random campsite objects placed in the site

4 patrol boxes

8 folding chairs

3 clipboards for scoring

2 25ft Measuring Tapes

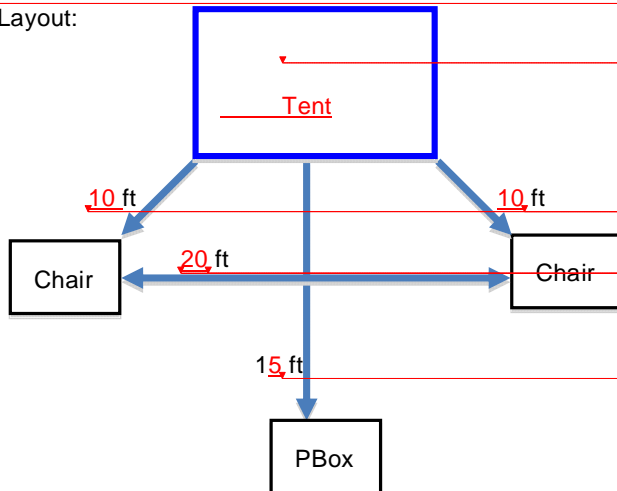
3 stopwatches

Procedure: The object of the event is for patrol teams (max of 4 per team) to assemble a standard 2-3 man popup tent and set up a camp site based on memory after looking at the demonstration setup. Teams will compete for the best time to completion. Each team will be brought into the assembly area, shown an example tent and campsite. Teams may talk during the assembly, and will shout done when finished. Tent and campsite will be scored.

Scoring: 10 second penalty/foot error from the specification below given during the event. The error is measured from the corner where the tent pole attached to the tent for the chairs and the center of the tent for the Patrol Box. Sample campsite provided below. 1 minute penalty for each error on the tent or if a chair is incorrectly assembled.

Tiebreaker: Least errors.

Sample Layout:



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Event 4: Space Junk: Fitness Medley Relay

Patrol Bonus Requirement for the Event: Workout or Sweat Pants

Patrol Time Allocation: 15 minutes

Staff: 2 judges

Staff Equipment: (Two patrols compete at a time)

6x 2' lengths of cord for 3-legged race leg
~~4x2' lengths of rope for the hop segment of the race~~

Deleted: 2 large burlap bags for sack race leg

2 old tires

2 clipboards

2 stopwatches (~~hosting Troop will bring the stopwatches~~)

2 pens

6 leg marker posts (4' tall)

8 course marker posts (12" tall)

Objective: Patrol teams of at least four compete for best time around the course. The course is laid out as a triangle shown below. The first leg is the three legged race, in which two scouts will have their left legs tied together (this results in one of the scouts facing backwards) using the three lengths of cord. At "Go" these scouts proceed from the first marker post (starting line) to the next station, 125 feet, away, where a scout is waiting to run ~~the with his legs tied together~~. When both of the scouts from the first leg tag the second leg scout, he proceeds to hop to the third leg marker 125 feet away, and tags that scout, who rolls a tire around markers 1, 2, 3 and back to 1 (finish line). If any runner falls down, they have to start that leg over. If the tire falls down or rolls off of the course, that leg has to be restarted.

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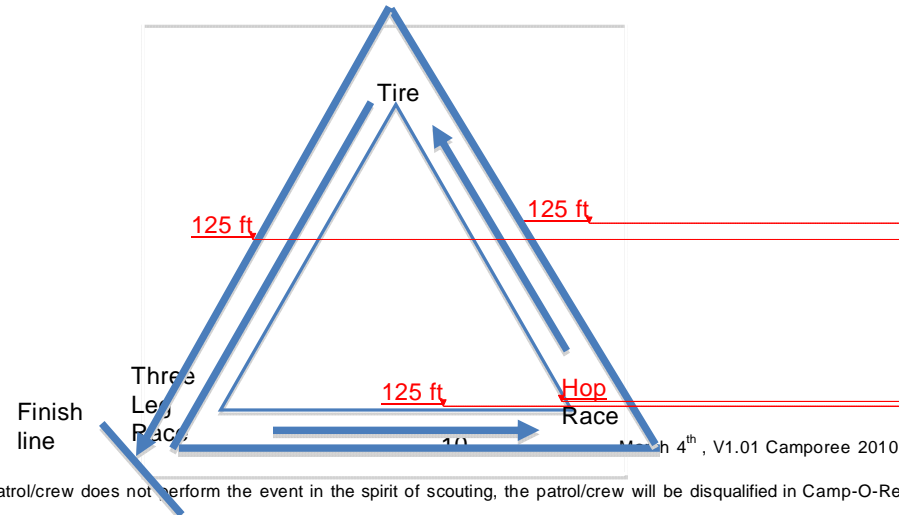
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Scoring: Best time, with 5 second penalties for fall-downs, or tire-downs/off course;

Tie breaker: Least penalties

Layout: Flat area at least ~~50x~~100 yards ~~for two courses each one laid out~~, as follows:

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If a patrol/crew does not perform the event in the spirit of scouting, the patrol/crew will be disqualified in Camp-O-Ree 2010

Event 5: Nuclear Fission Event: Tomahawk Toss

Patrol Bonus Requirement for the Event Required: Pocket knife with valid Totin' chip card

Time allocation per patrol: 15 minutes

Staff required: 4 judges (double as instructors)

Staff equipment required: (Four Patrols compete at a time)

20 tomahawks

4 targets

4 Throwing line safety barriers

4 Supports for target/backstop

Field spray paint cans (2 red, 2 white)

Cordon ribbon to outline range

4 clipboards

4 sets of instructions

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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, 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 members of the patrols have had a chance to practice.

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All members of the Patrol can take an additional 4 practice throws

Part 2: Competition: Once scouts have completed the practice throws, they will take their competition throws, where they follow the same procedure outlined in Part 1.

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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:

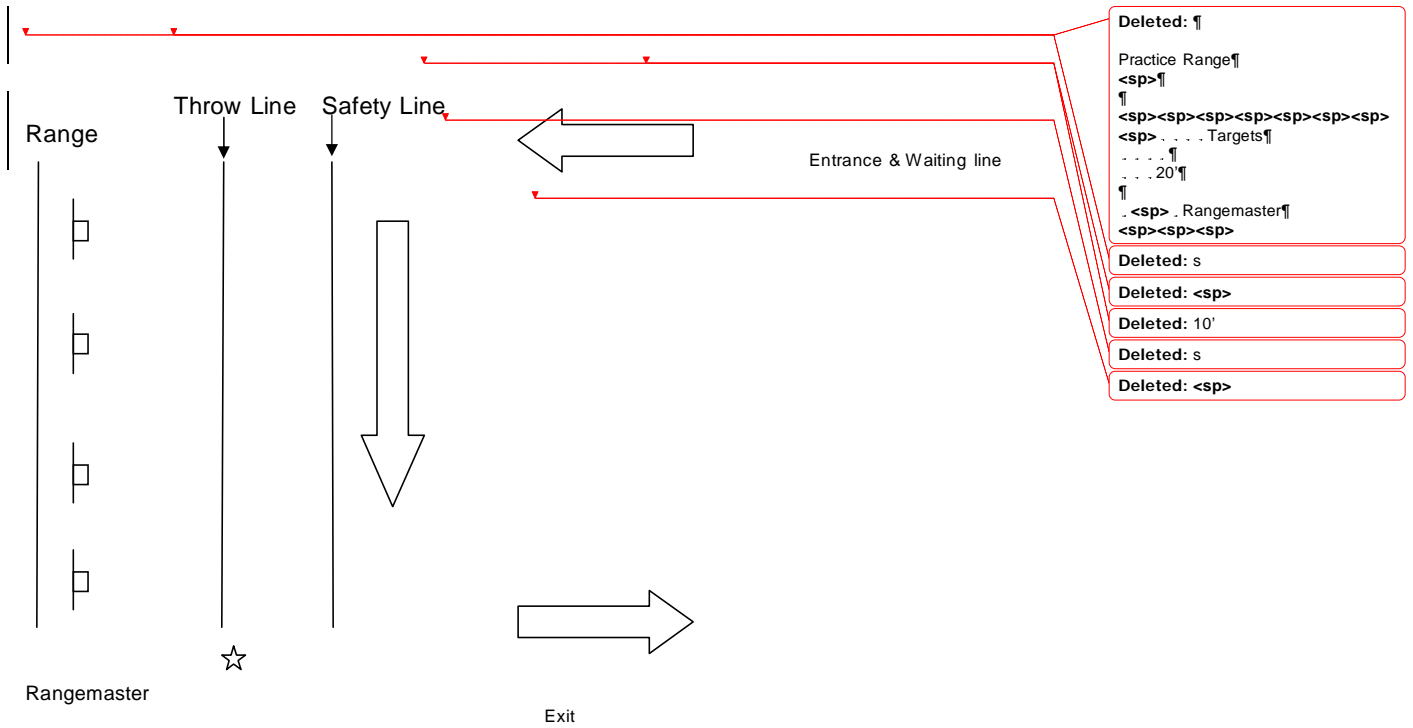
Hit and stick in the atomic nucleus Bull's eye: 5 points

Hit and stick an electron non-bull's eye target: 3 points

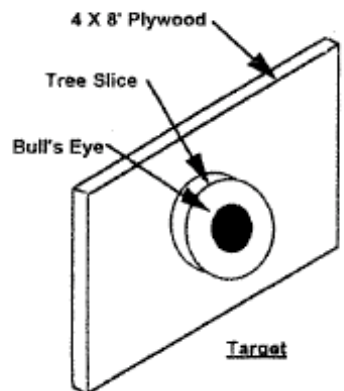
Hit and stick the electron cloud (plywood): 2 points

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

Course Layout



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Event 6: Solar Flare Simulation

Patrol Bonus Requirement for the Event: First Aid Kit

Patrol Time Allocation: 15 minutes

Staff: 4 Timers, 2 judges

Staff Equipment: (Four patrols compete at a time)

4 hatchets or hand axes

Perimeter stakes (12) and rope (300 ft)

8 three-foot poles for tying 18" and 24" strings

1 roll of binder twine (must not be synthetic material)

8 9-Volt batteries

Fine steel wool

Old rope for kindling

8 caps for rebar ends

1 box strike anywhere matches

4 buckets of water, 2 fire extinguishers, 1 first aid kit

4 clip boards

4 sets of instruction sheets

4 stopwatches

Procedure: The purpose of this event is to build a fire that will burn the string in the shortest amount of time. Patrols *cannot* bring any supplies for use in the event.

The event is divided into 3 parts:

Part 1. Teams gather as much wood as considered necessary from the wood yard, using the ax to chop it up as necessary. There is a 10 minute limit here; all safety rules related to using axes must be followed.

Part 2. Teams place wood under the string area, and stack it as they see fit, not higher than the lower (18") line.

Part 3. At "Go" the teams lights the fire using batteries and steel wool. If unsuccessful, they may then use the first of two matches, and try to light their fire, incurring a 30 second penalty. If this does not work, they may reorganize their wood and use the second match, incurring a second 30 second penalty. After lighting, the fire and wood cannot be touched, nor any more wood added. If additional matches are needed, there is a 30 second penalty per each match.

Time stops when the 24" string is burned through.

Layout: Need an area at least 15' square for each team. Area must be fire safe, and water for fire control must be available. Also need approx 10x10' for wood yard, and additional 15 square feet per scout for wood chopping with axe.

Scoring: Best time

Tie Breaker: Least matches used wins.



Event 7: Shooting For The Stars

Become NASA's New Rocket Control Room Personal

Patrol Bonus Requirement for the Event: Each Scout brings a Merit Badge Blue Card signed by the Scoutmaster

NASA is looking to find Control Room Personal to launch their new rockets into space. Since Boy Scouts of America is looking 100 years into the future, NASA is looking at Boys Scouts to help. Each group of NASA Control Room candidates (Patrol / Den) will shoot one round of five rockets (arrows) at standard archery target, one 6" moon, and four 8" stars at the range of 15 yards (45 feet). The contest will be based on their shooting skills, archery knowledge, and spirit. All candidates should always be prepared, and think in a scoutly manner to earn bonus points.

Time allocation per troop: 20 to 40 minutes

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

Equipment Required: 30 bows, 30 targets, 10 dozen arrows, 30 stands, 30 arm guards, 30 quivers, firing line (rope) safety line (rope), stand-by line (rope) 6 pens, 6 clipboards, 2 EZ ups, two tables, boundary poles, red flag, safety rule board, and boundary tape.

Troop equipment: NONE

Procedure:

- Tests on the knowledge of archery safety will be conducted during the shooting contest for the candidates. The answer can be found in the candidate's archery merit badge book (troop), the candidate's archery belt and pin (Webelos), a copy is included in the packet, and a NASA employee can personally attend your troop or den meeting for one-on-one coaching, and lastly, a safety brief will be given Saturday morning during the opening ceremony.
- Each moon shoot counts as three points, each star shoot counts as two points and the stand target face counts as one point.
- The raw shooting score will be averaged out by dividing by the number of candidates in each group
- 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 five minute time limit to shoot all five rockets, after which all remaining rockets are forfeited.
- All candidates **must** participate.
- Deduction will occur if there is any outside influence or coaching.

Note warning in footer

Event 8: Bridge to the Stars

Patrol Bonus Requirement for the Event: Astronomy chart

Patrol Time Allocation: 20 minutes

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Staff: 3 judges

Staff Equipment: (Three patrols compete at a time)

3 clipboards,

3 sets of instructions

3 stopwatches

18 8'x2" poles for tripod bases

6 4'x2" poles for horizontal bars on tripods

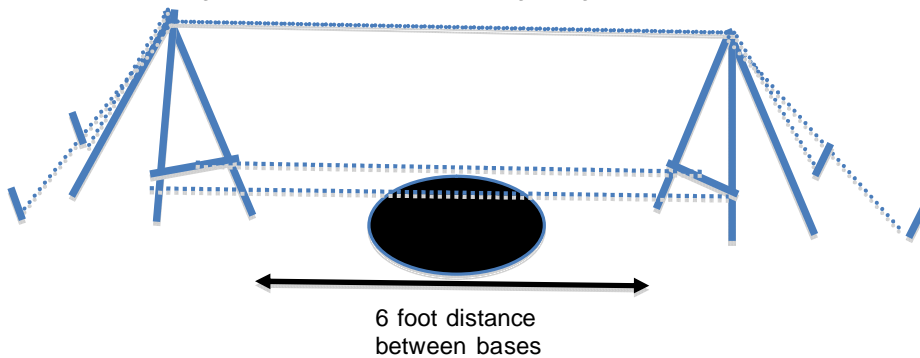
12 36" stakes to stabilize tripods

6 x 30' lengths of 1/2" diameter rope for tower anchors

9 x 12' lengths of 1/2" diameter rope for guy lines

18x 5' lengths of rope for tower lashings

Objective: Patrol teams of four will complete and cross the bridge for time; Once established on either side of the "Black Hole", they cannot cross over to assist the other side with their assembly. The bridge will be assembled as follows using the equipment noted above. The lower guy-line should be placed at a height to allow a single scout to traverse the bridge without falling into the black hole (touching the ground)



On "Go" scouts begin building the bridge, and are done when they have successfully transported a scout across the black hole. Scoring: Best time. If a scout touches the black hole during bridge assembly or on crossing the bridge, he is eliminated from the team, and the builders must continue with the other scouts. The first scout cannot participate in the adjustment of the apparatus. Bridge collapse=1 minute penalty; Scout crosses boundary lines= 30 second penalty; Tiebreaker: Least penalties wins.

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Deleted: Scout touches ground during traverse= 1 minute penalty.

Event 9: Moon Buggy

Patrol Bonus Requirement for event: 1 Bicycle Helmet and a zip lock bag of moon dust (sand)

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 assemblies
- 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

Paint to mark the Start/Finish line

3 Clipboards

3 Stop Watches

3 Sets of instructions

3 Helmets

9 Planet marker stakes set out

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 (driver must 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 Judge's 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 must be involved in assembly of the car. The patrol must sing their patrol cheer or song loudly while pushing the moon buggy along the course; failure to do so will result in a time penalty of 1 minute.

NOTE: The course is run by passing the planet markers in the order that the planets occur in the solar system: Mercury, Venus, Earth, Mars, Jupiter Saturn, Uranus, Neptune (Pluto). Planet markers must be passed on the right. Each missed planet results in a 1 minute time penalty. As Pluto is no longer an official planet, groups may skip Pluto without incurring a time penalty. There is a 10 second penalty each time the driver is used as a means to push the car. At the end of the event, the patrol must completely disassemble the car and return the parts to their original location.

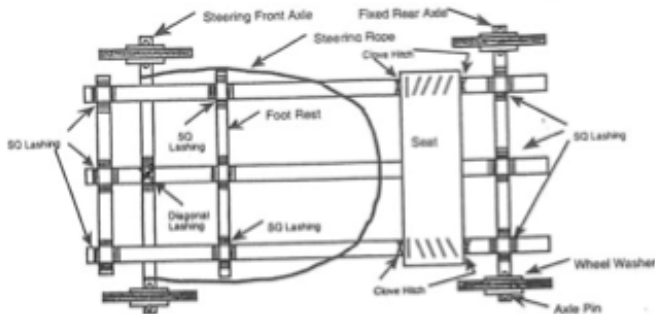
Layout: The minimum area required is approximately 50 feet by 125 feet. The course consists of a straight track 100 feet long with the start/finish line at one end and a turning pole at the other end.

Special Facilities Requirements: None

Tiebreaker: Ignoring Pluto wins.

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Event 10: String Theory Event

Patrol Bonus Requirement for the Event: Physics text book and 1 foot of rope

Patrol Time Allocation: 15 minutes

Staff: 3 judges (two timers; one score keeper)

Staff Equipment: (Two patrols compete at a time)

4 Stakes ~1x2", 3 ft long

8 staking twine pieces, 6 feet long

10 ropes (0.25" by 6')

2 stopwatches

2 clipboards

2 sets of instruction sheets

2 sets of pictures showing correct lashings

1 can of orange marking paint

Objective: Patrol teams of up to six complete their assigned knot for time.

Procedure: Each scout has a rope (except as noted below) and instructions on what knot to tie and where. At "GO" the first scout runs and ties his knot, runs back and tags the next scout, and so on until complete.

Scouts in relay fashion, tie the knots as follows:

Scout 1 Rope 1: Clove hitch around the pole, bowline at the other end

Scout 2 Rope 2: two half hitches in bowline

Scout 3 Rope 3: Square knot to rope 2

Scout 4 Rope 4: Sheet bend to rope 3, bowline at the other end

Scout 5 Rope 5: Two half hitches to rope 4, bowline at the other end

Scout 6 Rope 5: Bowline to rope 4, taut-line hitch around final pole; tighten line to lift off of ground.

Time stops when the final scout has tightened the entire line until it is off of the ground.

Layout: Set poles 20' apart. Start line is 15' from the poles.

Scoring: Best time, with 20 second penalties for each incorrect knot

