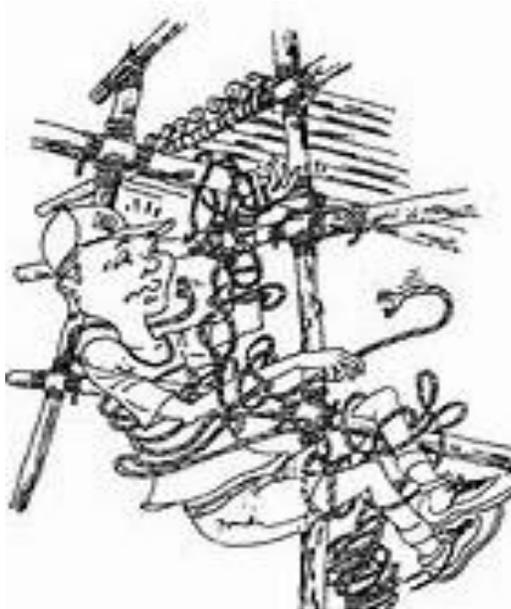


The Tar River District 2019 Pioneering Challenge

November 8th - 10th



To the Tar River District Scouters;

Welcome to the 2019 Fall Camporee. In keeping with past Camporees, we have put together an exciting patrol based program that will focus on scout spirit, a scout's knowledge and mastery of pioneering skills, and teamwork. We hope these activities will help your scouts hone their skills and strengthen their effectiveness as a patrol.

Each patrol should consist of no less than 4 and no more than 10 scouts. The events were designed for an ideal patrol size of scouts. We anticipate that not all scouts will get to participate in every event, **HOWEVER** we expect for all scouts to participate at some point in some of the events. **If it is determined that only certain patrol members are doing the activities while others are spectators, that Patrol may be required to restart the event or be disqualified.** Patrols should consist of scouts who meet as a patrol on a regular basis.

Every event will have an overall winner which will receive a totem or award at Campfire on Saturday night. There will be an award for the patrol with the overall high score.

The Senior Patrol Leaders from each troop will be judging the events. Each SPL will be positioned so as not to judge patrols from their own troop. Each troop Must supply an SPL to act as a judge in the day's event. (If a troop has less than the minimum number of participants their SPL may elect to participate in the events instead.) The SPL's will attend a debriefing at the end of the day's events and return with an evaluation form to be turned in at checkout.

Please check in upon arrival BEFORE setting up camp as sites are assigned.

YIS,

Camporee Chief
Paul Turner

Patrol Size: A patrol is no bigger than 10 and no smaller than 4 scouts.

What: Join us for the Tar River District Fall Camporee at Camp Charles. The camporee will be featuring patrol based events utilizing scout skills and spirit.

When: Friday, November 8th to Sunday November, 10th. Check in will begin at 3 pm Friday.

Where: Camp Charles – 8396 Boy Scout Rd Bailey, NC 27807

Contact: Paul Turner
919-896-1714
tarriverarms@gmail.com

Cost: Preregistration \$12 by Oct. 31st /Late registration \$15 after Oct. 31st.

Registration: Troops may register on Tentaroo. Registration made upon arrival will be handled by check made out to ECC BSA. All participants must be registered members of the BSA program (any program). Please provide an official roster at check in.

Lone Scouts: Please contact Paul Turner to be placed with a patrol for the competitions. If your troop has less than the minimum number of scouts needed to compete, please let us know so you can be teamed with another patrol for the weekend.

Out of District: Out of District participants are permitted to attend. Campsite area locations will be provided around the activity field.

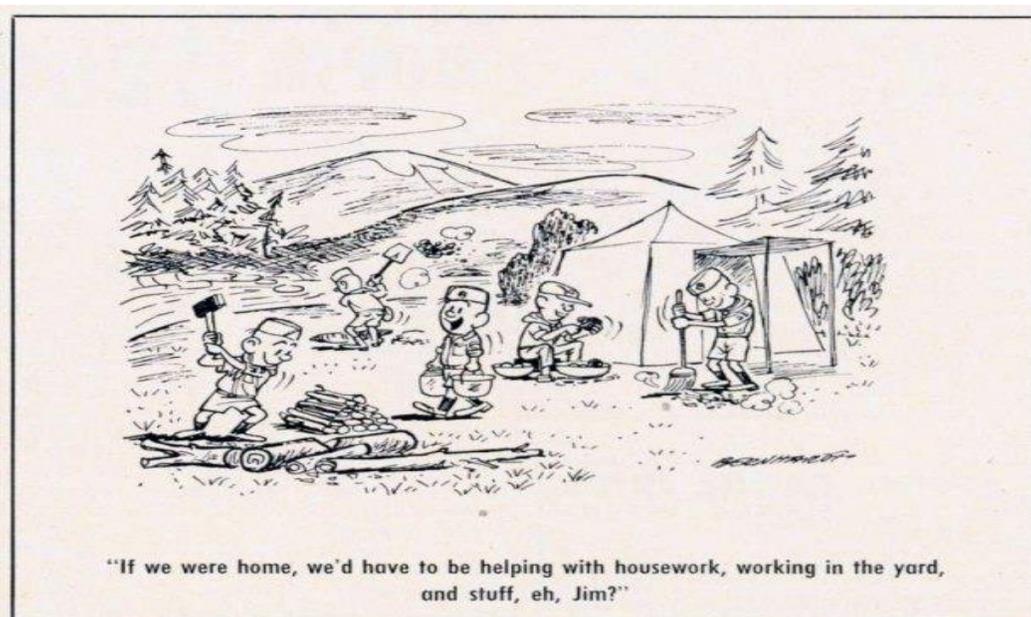
Scoutmasters: We will need Scoutmasters to help monitor some of the events and to assist as lifeguards for the triathlon. Watercraft and materials will be provided.

FRIDAY

- 3:00pm Check In at Camp HQ (Hawley Bldg)
- 8:00pm Patrol Leader Meeting with Adult Leader
- 8:00pm Chaplain's Aid Meeting at Camp HQ (Youth Led Chapel on Sunday)
- 8:30pm SPL Cracker Barrel with an Adult Leader from each troop at HQ.
Refreshments to be served.

Friday Bonus Points If your Troop/Patrol is willing to take on one of the Camp Charles Service Projects, we will award 50 points for every 30 minutes of service rendered. **The entire troop/patrol must participate** and you must notify staff prior to starting so your time can be recorded. Inquire at check in for the approved list of projects. No more than 150 points will be awarded. If a troop elects to complete a project then the points will be shared evenly by all patrols.

Service time may be used to meet rank advancement requirement for service hours for: Tenderfoot 7b, Second Class 8e, or First Class 9d.



Saturday

8:00am Posting of Colors-Area Headquarters (CLASS A UNIFORM)

8:15am Uniform Inspection (Uniform, Patrol Flag)

9:00am Catch the Snapper

10:00am Bowsaw Race

11:00am Lasso the Steer

12:00pm Scoutmaster Grocery Games

LUNCH

2:00pm Bridge The Gap

3:30pm The Triathlon! (Participants meet at Hawley Bldg)

5:00 pm Closing of Events, Retire Colors (Flagpole)

5:15pm Turn in scorecards

5:30 pm 15 Minute SPL Meeting – Judges Area (Camp HQ)

6:00 pm Dinner

8:00 pm Campfire Program

Sunday

8:00am Chapel Service at Hawley Bldg (given by Troop Chaplain Aides)

9:00am Camp-wide Cleanup

9:30am Begin breaking down camp – Head Home!

THE EVENTS

Events: The events are pioneering based.

Participants: All patrols will use the same number of scouts for each event, except where noted. It is expected for each scout of each patrol to participate in the day's events.

Materials: Patrols will supply all of the natural wooden materials, ropes and food items. **No manufactured wood materials or lumber of any kind.**

Knots and Lashings: The events are based on a scout's knowledge of knots, hitches and lashings. You will be judged on knowing what knot or lashing is required for each situation and how to **correctly** tie it. Knots and lashings used in the events may satisfy rank requirements for the following ranks: Second Class; 2g and First Class; 3b, 3c and 3d.

Scoring: Patrols can score points based on a variety of factors including, fastest time, originality, following instructions, correctly tied knots etc....

Uniform Inspection: Points to be awarded for units in uniform. Points awarded for patrols with a patrol flag. **100 points** for each patrol with every member in full uniform, **50 points** for shirts only. **100 points** for a Patrol Flag. A patrol may not leave scouts behind at camp for this.

www.programresources.org for a video of Catch the Snapper and Lassoing the Steer.

Catch the Snapper

Construct a fishing pole long enough to reach a rat trap 15' away.

Directions: Patrols will lash a pole of sufficient length in order to dangle a weighted string to activate and catch a rat trap. The patrol must use at least **4 poles** in their construction. Each pole will measure no longer than **6 feet**. Each pole will be lashed side by side to the next pole using the correct lashing. **No splicing or slotted poles allowed.** A single string will be suspended from the end of the pole with a fishing weight on the end. **A fishing weight, line and a rat trap will be provided for this event.**

Hint: Scouts should consider weight and size of poles in their construction. Scouts may use additional poles to reach out and support the fishing pole. These poles may not be attached to the fishing pole.

NOTE: Adults ONLY will operate traps! No Scout is to set a trap or handle traps once set!

Winning totem: Fastest Time

Scoring:

300 points for successfully activating and catching the trap.

+50 points for successfully activating and catching the trap first.

+25 points for successfully activating and catching the trap second.

-25 points for any incorrectly used or incorrectly tied lashings

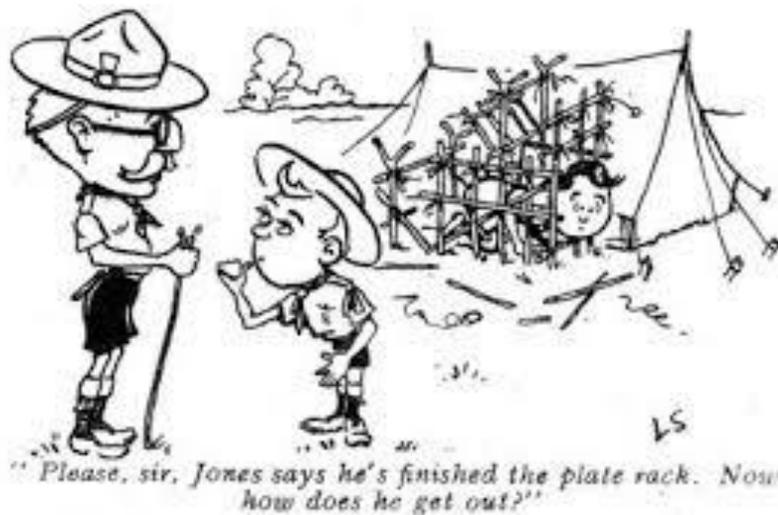
Bowsaw Race

Build a log stand and saw a log into.

Directions: Patrols will build a log stand using lashes so that the log is **fully** supported off the ground a minimum of **18"**. The log should be safely seated so that it does not easily move or roll. Scouts will place a log that measures atleast **3" in diameter** and **no less than 6' in length** into the device. Using a rope, scouts **will mark off a blood circle** around the device on the ground. Once the sawman **inspects his Blood Circle**, he may begin sawing. An **unsafe or no circle = no sawing!** Using a Bowsaw, one scout will saw a section **no less than 1' in length** off the end. The log may not be premarked. All scouts using saws should have their Totin Chit.

Scoring:

- 300 points** for a correctly supported and sawed log
- +50 points** for fastest time.
- +25 points** for second fastest time.
- 20 points** for any incorrect used or incorrectly tied lashings
- 100 points** for log touching the ground or unsecure
- 50 points** for sawing less than a 1' section
- 100 points** for each scout that crosses the blood circle once the sawman enters



Lasso the Steer

Scouts lasso an upright log 18' away.

Directions: Tie a small bowline knot and slide the other end of the rope through the loop making a lasso. The rope must measure **between 3/8" and 1/2" in diameter**. Rope should be long enough to reach the log (25' +/-). Each scout takes a turn tossing the rope onto an upright log measuring 7-9" in diameter and 24" **in height**. Log must be cut so as to be freestanding. If a scout misses he will coil the rope and pass it to the next scout, if successful and the log is lassoed the scout will pull it to him and remove it from the lasso and hand the rope to the next scout. He will return the log to the premarked spot and the next scout will attempt to lasso. The event is timed and points will be awarded for each time a scout successfully retrieves the log. **All scouts will participate in this event.** Time will be **20 minutes**.

Winning Totem:

Most successful lassos.

Scoring:

150 points for participation

Plus

50 points for each time the log is retrieved in the allotted time.

-25 points for incorrectly tied bowline.

Scoutmaster Grocery Games

This is a patrol cookoff challenge based on a popular cooking show.

Directions: Patrols cook whatever they wish, but must include the **four** following items in their meal: 1 **baby food** item. An item that used to go **OINK**. Something from a **Can**. Something that **begins with the letter C** (This can be the Brand name or the description of the item; ie... Cereal or Carter's peanuts). The four required ingredients listed must be independent of each other (Can Chili does not count for two items.) You will be judged on originality and tastiness. Meals must be properly presented on a plate with an index or name card. The card **MUST** contain the following: Name of Dish, Patrol Name, and Troop No. and the 4 items listed above that were used in the meal. Meals **must be cooked over natural coals or in a dutch oven**. No charcoal or gas stoves. Present your meal at 12:45 pm at the Hawley Bldg for judging.

Winning Totems:

Best Tasting Meal/Dessert

Scoring:

250 points for best Meal or Dessert.

200 points for participation, provided all criteria met.

Bridge The Gap

For this challenge you will need to build a structure to transport people across a 6' divide.

Directions: You must build a bridge consisting of **at least 6 pieces** lashed together. The portion of the device that is used to transport your patrol must be **elevated between 6" and 18"** off the ground. **No portion of the device can touch the ground inside the divide.** Scouts may position themselves, and materials, on one or both sides of the divide. Once the event starts, wood materials must be transported across the divide in a safe manner - **no throwing** (ropes ok). Treat the imaginary divide as a deep cavern. **No scout may cross the divide once the event begins.** Any scout that steps into the divide will be removed from competition as he would have suffered a severe injury if this was a real scenario. **SAFETY Note: Scouts will be required to have three points of contact while crossing.** You must build your structure on site. No store bought hardware or lumber is allowed except for natural or synthetic rope. No preassembled parts. Your SPL judge will test your structure to see if it is sufficient. Your device should support a person weighing 180 lbs. **All scouts will participate in this event.**

Winning Totem:

Most original design.

Scoring:

300 points for correct completion of task.

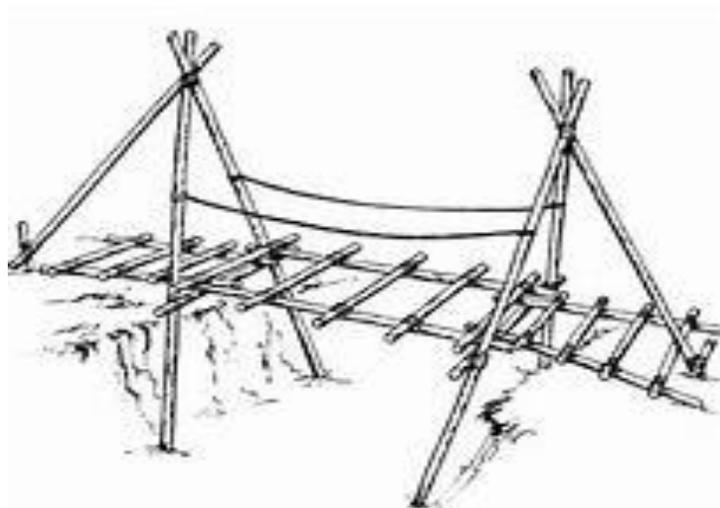
+25 points for simplest design.

+50 points for most complex design.

-25 points for any incorrectly used or incorrectly tied lashings.

-100 points for not having three points of contact while crossing.

-50 points for each fatality (scouts who step over the divide)



Back by Popular Demand Triathlon

Directions: This is a Troop event. Each Troop will need four participants for this event. Eggs will be provided. Event participants will meet at the Hawley Bldg where the race will be explained and then will be sent to their respected locations. The Runner will take his place at **The Dam (1)**, the Cyclist will take his place at the **Front Gate (2)**, and the Paddlers will take their place at **Kennedy Campsite (3)**. When the whistle blows the runners will take off toward the Front Gate and hand off their EGG to the cyclist. The cyclist will bike through camp to the Kennedy Campsite where he will hand off his Egg to one of the paddlers. The paddlers will board their canoe and paddle along the shore to Waterfront where they will race to the finish line (Waterfront Bldg) and present their EGG to the judges. Remember, it's not the fastest time to the finish line, it's the fastest time with an intact EGG! **See map at end of flyer.**

All cyclists will wear a helmet and all paddlers will have swimming merit badge and wear a life jacket.

Materials: Each Troop must supply their own bike and helmet for this event.

Scoring:

Winner Takes All!

Scoring/Awards

Each Patrol participating will be given a scorecard. Keep this scorecard with you and present it to your judge at the end of your event to receive your score. The minimum score a Patrol can receive for participating in an event is **100 pts**. If a patrol decides not to, or is unable to participate in an event, they will receive a ZERO for that event.

In addition to the events, Patrols can earn points during the uniform inspection after posting of colors. Patrols can also earn points for their patrol flag. Troops/Patrols may also earn points for completing service projects around camp.

Awards will be given for the highest scoring Patrol, for the Triathlon and for each event. Awards will also be given as deemed necessary for exhibiting Scout Spirit.

Campfire Program

Each Troop is expected to perform either a skit or a song.

- I. Opening
- II. Skits/Songs
- III. Awards
 - a. Event Awards
 - b. Triathlon Award
 - c. Top Patrol Award
 - d. Scout Spirit Award
- IV. Flag Retirement Ceremony*
- V. Conclusion

*Event covers Second Class rank requirement 8a,b.

If a patrol has a flag it wishes to retire, please bring it to the campfire.

Triathlon Course Map

1 – Dam Starting Line

2 – Camp Gate

3 – Kennedy Campsite

4 – Waterfront Building Finish Line

Triathlon Course Map

