

Fright Night at the Castle 2018



Where: Phillippo Scout Reservation, Cannon Falls, MN

When: Saturday 13th through Sunday, October 14th. Camping is available both on Friday and Saturday night.

Cost: \$13 for youth, \$15 for adults, and \$5 for staff

Cook-Offs

****Dessert - Mystery basket (Troops should have eggs, oil, and butter)

****Chili Cook-off - Bring your own ingredients

This Camporee will test your skills through the obstacle course to slay the zombies and monsters, cross the moat and rescue the knights being held in the castle by the . Catapult your troop to victory with the afternoon and evening competitions. All events will be monitored closely. Any deviation from the rules for safe Scouting will result in the Scout(s) being asked to immediately leave the camp and be picked up by a responsible adult.

Address:

Phillippo Scout Reservation
30600 32nd Avenue Way
Cannon Falls, MN 55009

Schedule

Friday, October 12th

Camporee does not officially start until Saturday, October 13th. However, Troops are free to camp on their own. Any Troops checking in on Friday night will need to check-in at the Radisson Shelter on the upper level. The district has all of the upper-level campsites. Your sites will be assigned upon check-in.

Saturday:

10:00 Registration starts

12:00 Cracker Barrel - Scoutmasters & SPL's

Stations

2:00 - 2:25 Station 1

3:35 - 4:00 Transition

4:10 - 4:35 Station 2

4:35 - 4:45 Transition

4:45 - 5:10 Station 3

5:10 - 6:30 Dinner Break

6:30 - 6:55 Station 4

6:55 - 7:05 Transition

7:05 - 7:30 Station 5

7:30 - 7:40 Transition

7:40 - 8:05 Station 6

8:05 - 8:15 Transition

8:15 - 8:40 Station 7

8:40 - 9:15 Break

9:15 - 10:00 Campfire

We will need to have all of the room that we can have for campsites and the events. All vehicles will be parked in the designated parking area. Fires This camporee will be low impact camping. Campfires may be permitted depending on weather condition. Please bring your own firewood. Please be careful! Water Each troop must bring their own water supply. First Aid First aid will be provided if necessary. Troops should be prepared to handle minor needs. Emergencies In the event of severe weather or other camp-wide crisis, an emergency siren or horn will be sounded throughout the camp. All campers will report to the administration tent to seek shelter and conduct accountability until the crisis is over.

Garbage

All troops are responsible for their own trash pickup and disposal. Please try to keep your campsite and event area clean. Alcohol and Drugs Alcohol and drugs are simply not allowed. Transportation Tours permits are required and checked. When transporting scouts in vehicles, they must be in proper passenger seats wearing seat belts.

Camporee Attire:

Standard class "A" uniform for the ceremonies and class B for all other activities. Scouts & Scouters are encouraged to join in the spirit of the Medieval Events by wearing your clan's tartan (plaid).

Competitive Events:

The following competition events are expected to be held, subject to change depending on the number of units attending. Some events may not be held at all. Note-there may be operational changes to some events!

Packing List

1. Surrounding the Enemy in Battle (a.k.a. Blind Shapes)

Set-up and Rules: Each member of the patrol is blindfolded without the ability to speak. One person, generally the patrol leader, takes charge making sure all patrol members are blindfolded properly. The adult Leader hosting the event will call out a particular geometric shape (circle, square or triangle) to contain enemies from harming the king. A knight in shining armor must instruct his fellow warriors on creating this shape using a rope held by everyone. Scoring is based on how well the containment area holds all invisible prisoners, as well as time to completion.

Procedure:

A rope is placed on the ground at the feet of each warrior. Upon the word "GO" they pick up the rope and create a shape, blindfolded to contain the enemy from advancing. Time ends on "Stop", or when the Royal Knight announces success in containing the enemy.

Note: Due to the time period that may be required to create the shape and number of patrols wishing to participate, a maximum of five (5) minutes will

be allocated per patrol. At the 5 minute mark, the adult leader will call “Stop” and the patrol will be issued a 5 minute time.

Scoring: This event is scored on time to completion and teamwork.

2. Securing the Castle Gate with Protection Not Involving Hot Oil (a.k.a. Bulldogging)

Set-up and Rules:

Using rope provided, warriors must tie a timber hitch with a reverse half-hitch around a log, coil and throw other end of the rope over a crossbar or tree limb (a.k.a. castle wall) at least ten feet above ground, incorporate a sheepshank into the rope and tie off the loose end with a clove hitch on another large log on the other side of the castle wall. The patrol has three minutes prior to starting to discuss strategy. Once started the entire team of warriors “must perform in silence, or receive no score. Solution: Two Knights of the Roundtable who know how to tie a timber hitch and reverse half-hitch should be assigned to that task. While a Knight that knows how to coil rope and throw it should be assigned to this task and be ready to throw the rope “immediately” over the castle wall when the event starts. Another knight, or the same one, captures the rope on the other side of the castle wall and then ties a sheepshank into the rope. The log with the two knots (timber hitch and reverse half hitch) is then pulled up the castle wall with the sheepshank already in place and then secured to the log with a clove hitch. The log must be suspended off the ground at any height.

Note: If time permits, this event is designated as a competitive activity for Scoutmasters and adult leaders. This is known as the “Adult Solo Bulldog” event. The winner earns bragging rights and the respect from all attendees as the Big Bulldog of Camporee. Scoring: This event is scored on time to completion, skill level and teamwork.

3. Rescue a Damsel in Distress Drowning in a Moat (a.k.a. Emergency Rope Throw)

Objective: Each brave warrior in Armor throws a rope to a "Damsel in Distress" and coils it as quickly as possible between each participant.

Procedure: Select a victim and place [her] him 20' from the throwing line.

One at a time, each member of the group throws the rope to the victim, coils the rope and hands it to the next participant. They should attempt to do this as quickly as possible.

Rules: Each warrior throws and coils once. Bonus points are awarded for each throw that is within reach of the victim. Scoring: This event is scored only on skill and accuracy of the throw, not time to completion.

4. Cooking the Zombies Feast (a.k.a. Fire Building) S

et-up and Rules: Two metal rods are stuck in the ground about two feet apart, one foot deep. Twine is stretched across the rods 12-18" above ground. Material including wood planks, logs, tinder and kindling will be provided that will be dry and easy to light and burn, and only two matches.

At a signal of "GO", all brave Knight will create a wood fire structure and start the fire to cook an imaginary beast on the spit (the twine). Time is stopped when twine burns through or the beast is cooked well done.

Knights of the Roundtable may only use the material provided. They cannot hold the match or any other fire starter under the twine. Each participant needs to "bring their own knife" or other helpful items to chop wood, make tinder and create kindling as appropriate. Use of an axe is not permitted.

For this event, each participant should be pre-trained in Tote-N-Chip first!

Solution: Make it right the first time. Before lighting the first match, start with a teepee or log cabin of tinder and some small kindling. Feed it slowly at first, adding additional fuel carefully, and one piece at a time. Make the structure as high as possible or next to the twine to burn it quickly. Scoring: This event is scored on time to completion and teamwork. Each additional

match requested beyond the two provided will add one minute to their time, per match.

5. It's Only a Flesh Wound (a.k.a. Providing First Aid to Wounded Warriors)

Set-up and Rules: One brave warrior from the king's army has become a victim of a fierce battle. Fellow warriors are handed a card with three injuries listed; a flesh wound from a sword fight on side of head, broken arm between elbow and wrist from being stepped on by a horse during battle, and sprained ankle dragging fellow injured Knights off the battlefield over rocks. Surviving Knights must correctly tie a bandage for the head wound, splint and sling for the arm, and bandage the ankle. Note-different types of battle injuries may be presented in lieu of the three identified, thus forcing the Knights to think about proper first aid and not just one type of field medicine. The adult leader can change the type of injury at random prior to the event starting. For older patrols, expect a different scenario to be issued to test out their skill in first aid. Scoring is based on efficiency and accuracy, not time to completion. Note the medical procedure of bleeding or cutting the wounded to relieve pain used by knights at that time is not permitted! Solution: Ideally, two knights work on each wound at the same time. For the ankle, leave the foot covering appropriate for the Middle Ages on (a.k.a. shoe) for extra protection and strength. Center bandage under the foot, bring both ends around back of ankle from opposite sides, cross behind ankle bringing each end over top of foot from opposite sides, cross over the top of foot, bring each end down under the two strands running from underfoot to back of ankle, then pull them up tight and tie the two ends in middle of tip of foot. For broken arm, pad splints with extra triangular bandages then put splints on each side of the forearm extending over the wrist one direction and over the elbow for the other direction. Use at least two and preferably three bandages to tie splints to the arm. Both wrist and elbow must be immobilized. Also make sure circulation is not cut off. For the head wound, roll a triangular bandage one or two turns, lay bandage over the injury point of head so that the point of triangle is to the back of the

head and the roll is on the forehead, rolled side out. Now bring the two ends around back, pull tight and tie a square knot. This should pull the bandage tight over the entire head. Tuck in loose ends of knot. Scoring: This event is scored on skill level and accuracy of medical assistance, not time to completion.

6. Battering Ram Set-up and Rules: This event will involve the use of pioneering skills to create a battering ram to break down the front door of an enemy's home. Quality of making the battering ram and accuracy in its use is critical for the knights to storm a castle and break down the door to defeat the zombies. Knights will build a tripod using a proper tripod lashing. With excess rope hanging from the top of the poles use a timber hitch to tie secure a heavy log. Swing the log. Time ends when the log hits it highest point of the swing arc. Solution: The key to success is that the tripod lashing must be made tight or else the structure may collapse when the heavy log is secured. Ensure the tripod's legs are spaced far apart to give strength to the knot and for greater stability of the structure. For full points in scoring, both the lashing and the timber hitch must be made correctly. Scoring: This event is scored on time to completion, skill level/accuracy and teamwork.

7. Finding Enemy Forces (a.k.a. Geocaching):

This event will involve a combination of Orienteering Skills and use of a GPS unit to located hidden warriors seeking to overthrow King Arthur from his throne. Familiarity with the operation of a handheld GPS device is helpful. Warriors will be given a challenge that will be solved by the use of geocaching skills. A review of the Geocaching Merit Badge booklet is highly recommended or using online resources to learn how to geocache. Details of the challenge will be provided to all warriors seeking to locate enemy forces when they begin the event. Scoring: This event is scored on time to completion and teamwork.

8. Escape from the Zombies Torture Dungeon (a.k.a. Knots)

Set-up and Rules: This is an event for the knights who got captured by the zombie army to escape their Torture Dungeon of Doom. Instead of having a princess with long hair to climb down the tower with, prisoners are to escape using rope dropped down from the tower. All prisoners line up at least 10 feet from tower window. The first person attempting to escape runs up to the hitching rack and is told what knot to tie. As soon as he runs back he tags another member of the escape party, who then ties another knot until all requested knots are tied. Once completed, all potential escapees must then tie all the knots previously made into "one long line" to drop from the tower (think dental floss or bed sheets tied together). Required knots are: square, two half hitches, taut line, clove hitch, sheet bend, sheepshank, and bowline. Potential escapees will have to repeat tying knot for patrols less than seven. This is a timed event with skill level a significant part of the score. Solution: The knots will be given in order of difficulty. Send lower ranking escapees, or those less sure of their tying skills first. They are, for the most part, the knots learned in Webelos (Boy Scout joining requirements), Tenderfoot, and First Class. Review the Scout Handbook before trying the event. Tying these seven knots into one long chain will be a challenge but can be done if one is creative in thinking about how to do it ahead of time. Scoring: This event is scored on time to completion, skill level and teamwork. Extra credit is giving for correctly tying a different type of knot "correctly", which is not a typical BSA one listed above.

9. Crusader's March (a.k.a. Land Skis) Set-up and Rules: Two, 2"x4"x10' boards are laid on the ground parallel to each other with ropes tied to them for five people to hold on to. The army of warriors needs to work as a team to walk in a forward motion, lifting one ski at a time with the ropes for approximately 20 feet. They must then reverse themselves on the skis and return to the starting point. Solution: One noble Knight should call out a cadence, i.e. left, right, left, right, etc. Make sure the boys know that they should lift their feet at the same time. Scoring: This event is scored on time to completion and teamwork.

10. Crossing a Castle's Moat with European Bred Alligators (a.k.a. Minefield)

Objective: To cross the moat of an enemy castle without falling in and being eaten by European bred alligators and imported piranha's, or stepping into burning oil on the water while blindfolded. **Procedure:** A "moat" is laid out with obstacles representing man-eating animals or burning oil. The person crossing the moat is heavily blindfolded. A knight talks to the person telling him or her where to cross the moat without stepping on anything that will kill or eat him. Touching any object in the area with a foot sends the blindfolded warrior back to the beginning, escorted by the person giving directions. It is critical that all warriors who are going to cross be blindfolded in advanced. This is a timed event and putting on a blindfold when getting ready to cross will increase total patrol time, thus everyone should be blindfolded and checked ahead of time for tightness. This is a timed event with the score averaged for number of participants. **Scoring:** This event is scored on time to completion and teamwork.

11. To Humor the Zombies with Laughter (a.k.a. Platform Balance)

Objective: To balance a small group of King Arthur's jesters on a platform situated on a fulcrum. The platform must not tip for 10 seconds, nor must any court jester fall off the board making him laugh. **Procedure:** A board 2'x3' or 3'x3' (size could differ) is placed on a log or other item which acts as a fulcrum. All jesters must stand on the platform and balance themselves for 10 seconds. If someone falls off, time continues to run until the event is completed for 10 seconds or King Arthur is satisfied. **Scoring:** This event is scored on time to completion and teamwork.

12. Feeding Wild Animals or Captured Warriors (a.k.a. Pole Pass)

Objective: To lash together three 8-foot poles and pass the single assembly 20 feet from one line marker to the hungry animals, or captured warriors, standing on a second line without dropping the food on the ground.

Procedure: There will be three, 8-foot poles and four ropes each six feet long. Using any type of lashing, or knot, secure the three poles together and pass it to the hunger beast 20 feet away. Remember, total length of the poles end-to-end is 24 feet. **Scoring:** This event is scored on time to completion, skill level and teamwork.

13. Merlin's Table Event, or Feeding King Arthur (New event-replaces Radioactive Isotope)

Set-up and Rules: A platter of food, actually a board with handles on both sides and a round object pretending to be something edible such as meat from a dragon, is to be carried by two talented warriors from the kitchen to the king within dropping the feast onto the ground. This event will be held in the volleyball court on the sand, if sand is provided. There will be obstacles in the path of travel such as having to step over logs (dead people on the ground who died of hunger), going under the volleyball net (walking through a low door opening) and around a corner in the room to the King. Merlin likes to have fun when feeding the King. The knight in charge of this patrol will select only two warriors for this feat. There is no retry should the food fall from the table. **Solution:** How one carries the platter of food is important, one hand or two. Teamwork on crossing the obstacle course is mandatory as well as communication between the two food servers. No second attempt will be permitted. **Scoring:** This event is scored based on time to completion and teamwork.

14. The Zombies Secret Call to Arms (a.k.a. Reactor Transport)

Set-up and Rules: Zombies have the ability to call other zombies silently. If any noise is heard, the knight's advantage is minimized. Thus, brave warriors must run to six poles and ropes that are provide in a large pile. The brave souls then lash three staves into a tripod. At the base of the

structure, three poles are then lash secured to create a triangle base (four or seven lashes depending on how the task is approached). What is thus constructed is three-sided pyramid with a base support. Hang a bell from the top of the tripod using excess rope in the lashing and transport to a secret location 20 feet away smoothly so that the bell does not ring and alert other wizards who may seek harm to the King. Solution: Two or three warriors make the tripod at its top side while others start to construct the bottom structure in the shape of a triangle. The triangle is then lashed to the bottom of the tripod. Now suspend a bell from the top of the pyramid, pick up the assembly and transport carefully, with one brave warrior on each corner to ensure the structure will not fall apart, if any knot comes apart. Scoring: This event is scored on time to completion, skill level and teamwork.

15. Axe Throw (using Hatchets instead) Objective: To achieve the highest score possible, like archery, by throwing a hatchet into the end of a log. This is a favorite past time game of brave warriors, testing and honing their fighting skills. Procedure: Each brave knight gets three throws. On the end of a log is a target similar to that used in archery, with circles and points assigned for each circle. Throwing distance shall be 10 feet or any distance that must be consistent for all participants, not knowing where the log will be physically located ahead of time. Scoring: The total number of point scored by the patrol, including multiple scores from each of the 3 throws per person is added up and then divided by the total number of patrol members for an average score of all throws (skill level basis only).

16. Captured Enemy Death March (a.k.a. Bowline Stroll) Objective: Captured warriors must have a bowline tied around their waist with the loose end of the rope tied onto a belt loop of another prisoner directly in front of him. If no belt loop exists, then tie the end of the rope onto the back side of the rope surrounding the person in front using any knot desired such as two half hitches. Once all prisoners are tied into a chain gang, walk

20 feet to meet their fate. Scoring: This event is scored on time to completion, skill level and teamwork.

17. Cook the Zombies and Taste the Sweetness (Golden Spoon Award – Youth must do the cooking!) There will be a Dutch Oven Competition for Saturday night. Please prepare the following: (1) Dutch Oven Entree (1) Dutch Oven Dessert Prepare enough for your entire troop plus 3, so that we will be able to judge your entries. Bring your samples to the judges at the Registration Table @ 6:30 pm. Please label your entrée and dessert using the forms giving to you at check-in. These are to be done by the scouts only. CAMPOREE SPIRIT DRUM AWARD To be awarded to the Troop who exhibits the best scout spirit during the Camporee. Scoring: Participation in events, Campsite inspection, Patrol flags, etc. will be used to award the Spirit Drum.

18. Night Infiltration Game - (Tag during the day)

Preparation:

Define the play area about the size of a football field, but with some vegetation for cover.

Instructions:

2 adults are the 'sentries' roaming back and forth across the middle of the play area with flashlights. Their job is to stop infiltrators from both teams.

Divide the troop into two teams. One team must wear a white kerchief or some other easily identifiable item so the sentries can tell which team they are on.

Each team goes to opposite ends of the field.

On 'GO' signal, scouts try to infiltrate their way past the sentries to the far goal line in a pre-set length of time.

If a sentry shines a light on a scout, that scout must return to the starting line.

At the end of game time, teams receive 1 point for each scout that made it to the far goal.