

2019 Fall Camporee Games

Banged Up Benny Game

Required:

Neckerchiefs.

Folded up paper towels to use as sterile pads.

List of wounds on paper based on number of scouts.

Instructions:

Split the Patrol.

One scout is Benny, all banged up from some terrible accident; the rest are rescuers.

Benny will be given a list of injuries based on the number of rescuers the patrol. (3 boys = 3 injuries) Broken legs will need to be added to Benny's list in addition.

Scouts line up single file with Benny out in front of them 10-30 feet. Have first aid materials beside each Benny.

On the Game leader's go signal, the first rescuer sees Benny, runs to him, and asks what is wrong.

Possible injuries are: scalp wound (head bandage), thigh cut (pressure wrap), sprained ankle, broken arm (sling), hand or wrist cut (pressure pad).

Rescuer applies neckerchief and sterile pads as required where indicated.

When complete, the rescuer asks Benny if there's anything else wrong. If Benny says "Yes", the rescuer calls for help.

The next rescuer takes a turn helping Benny and then asks if there is more.

When Benny says "broken legs", the scout needs to get help and two scouts carry him back in a four-hand seat carry with the other scouts spotting.

Game Leader will need to record time to complete all injuries and number of Patrol members participating.

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Signal the Message Game

Required:

Signal Flags

paper and pencil for patrol leader

Instructions:

Game Leader will write the message on paper for the Patrol leader.

The patrol leader is given 2 signal flags and a piece of paper with a short sentence written on it.

The patrol leader goes off about 100 yards from the rest of the troop to a point where they can be easily seen.

On the Game leaders GO. The Patrol leader will begin spelling out his message using the flags provided.

The remaining scouts will try to understand and record his message on a sheet of paper.

Scouts may ask the Patrol leader to redo the message as many times as needed.

Once the scouts feel they have figured out the message, the Patrol leader is called in for review.

Game leader will need to record Time and number of correct words from the message.

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Bandage a Buddy Game

Required:

Kerchief for each scout

Notes:

This requires First Class skills.

Game Leader should have knowledge of these bandages.

Bandages: Arm sling, sprained ankle, head wound, toothache, forearm cut, thigh cut, ...

Instructions:

Bandages will be judged by the Game Leader; if a bandage is incorrect it must be restated and finished correctly before moving to the next bandage.

One member of the patrol will become the victim. This should be the youngest, less experienced in the group. The rest of the patrol will be the acting medics.

The Game leader calls out a wound to be bandaged. The Patrol will bandage the victim based on the wound selected. Once it has been completed the Game leader will approve or disapprove. If the bandage is approved the team will move to the next wound.

If after 3 Failed attempts the Game leader will teach the bandage before moving to the next.

Game Leader should record Time and number of correct bandage applications.

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Who is Lost??

Required:

Compass

Notes:

This requires orienteering skills.

Story line:

A brand new troop of scouts went on a hike. 22 left that day, only 21 made it back. Being a new troop no one knew who was lost. It will be up to you to find out who was lost!

Instructions:

Patrols will be given 1 of 3 different sets of coordinates. These coordinates are the same in which the troop traveled earlier. Using the compass the Patrol must retrace the path to find the name of the missing scout.

Game Leader should record the time it takes to locate the name of the lost scout.

There will be 3 different sets of coordinates; each will lead to a different name. These will be switched throughout the day to insure scouts are using their compass skills and not following the patrol before.

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Water Transport Game

Required:

Lake access

Cups & board with string

Bucket

Ruler

Swim Tests (SWIMMER & BEGINNER)

Notes:

This is a water activity for Beginners and Swimmers. Scouts who do not have current swim checks should not participate.

(SCOUTS WILL GET WET)

Instructions:

The goal is to transport water from the lake quickly across a wasteland, without spilling.

Scouts will have a board with cups mounted on it. The board will have 4 ropes attached to each corner. Scouts may ONLY touch the ropes.

Scouts will take the cupboard into the lake filling the cups. Once filled, the cupboard will then be walked out of the lake. The water will be transported about 25 yards to a bucket. The scouts will have to empty the cups into the bucket only using the ropes.

The goal is to fill the bucket in a little time as possible. Scouts may take as many trips back into the lake as needed.

Game Leader will measure the water level in the bucket if not full.

Game leader should record the height of the water / or list as FULL and time to complete.

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Man Overboard

Required:

Lake access

Canoes

PFD's

Swim Test (SWIMMER)

Notes:

This is a water activity for Swimmers only. Scouts who do not have current swim checks should not participate.

(SCOUTS WILL GET WET)

Safety is key on this event and there will be a minimum of 2 adult leaders at this event.

Story Line:

A scout has been spotted floating in the lake. He will need to be rescued.

Instructions:

Scouts will pair into 2's and ready their Canoe. They will paddle out into the lake to retrieve a floating victim. The Scouts will need to properly pull the victim into the canoe before returning to shore.

WARNING! Know your canoe skills. The Victims will be older Scouts. The risk of flipping the canoe is high.

Game Leader should act as Safety from shore as well as record rescue time.

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Ready for Winter Game

Required:

bag of peanuts

Bucket

Preparation:

scatter the items all over the play area.

Instructions:

The idea is to gather as much food as possible before winter comes.

Each patrol chooses a scout to be their harvester.

Only one scout is the 'harvester'- and is the only one that can actually pick up the food. But, the harvester cannot find food.

All other scouts will locate the food but cannot pick it up.

On the Game Leaders GO, Scouts will trace the play area looking for food. When food is found they must yell to the harvester to come pick it. The game will continue until time is up.

The Game Leader will count and record the number of food found and reset the playing field.

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Shelter in Place

Required:

Tarp
Poles
Rope
Misc. building supplies
Paper & Pencil

Preparation:

Building supplies will be piled up. No set order or lay out.

Instructions:=

Game leader will act as Judge for this event.

Scouts will have 5 minutes to look at materials available and draw up rough blue prints for their shelter. The blue Prints are studied and handed over to the Game Leader. The Game leader will keep these bue prints and scouts will need to build from memory.

Once the Game leader has the blue Prints the scouts will begin building their shelter from memory. The goal is to create a usable shelter that closely reflects the blue print design.

Game leader will score shelters: Up to 50 points for Shelter function and stability.
Up to 50 points for Shelter matching blue prints

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Hot Dunes

Required:

Wooden Planks

55 gal drums (3)

Preparation:

A Starting line and finish line will need to be marked out. Roughly 40 ft in distance.

Scouts will need to choose 2 members who can stand on the sand. (Sand Runners)

Instructions:

Only 2 scouts are immune to the scorching sands these are the Sand Runners.

Scouts will place the Planks on top of the drums at the starting line. All scouts that are not Sand Runners will need to be on the planks. The Sand Runners will shift the drums and planks down the dunes while the scouts remain on the planks. If a Scout touches the sand the game restarts.

Game Leader will be responsible for insuring restarts when needed and keeping time record of completion.

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Trivia Trail

Required:

Side Walk Chalk

Concrete pad

Trivia Questions. / Answers

Preparation:

A boxed grid will be drawn out. Each row contains multiple words (Answers)

Instructions:

Each Scout will have to navigate through the Boxed Grid based on Correct Trivia Questions.

The Game Leader will ask the question and the Scout will step forward on the box that correctly answers that question.

If the Scout answers correct the next scout in line bust now answer the next question.

If the Scout answers incorrect, the game restarts at the beginning.

Game Leader will be responsible for asking the questions and insuring the right answer is chosen.

Game Leader will record time of completion