

Camporee Events 2008 (10/10/07)

Webelos Events

1. **Obstacle Course**
2. **Sling shots...** Webelos to shoot over partially filled water bottles with pieces of dog food.
3. **B.B. guns.** (Scouts to shoot a designated targets)
4. **Relays**
5. **Ball Toss** (into drums or trashcans)
6. **Sock Toss** (backwards onto hoops)
7. **Soccer Kick** (into a goal but through hoops)
8. **Scout Badge** (boys must know the parts of the scout badge, motto, and slogan)
9. **Scout Law Puzzle**
10. **Land Skis** (scout to stand on skis and work as a team to walk through a designated course) timed event
11. **Team Hot Potato Race** (scouts to stand in designated area and toss, without dropping a “hot potato” to next scout.)
12. **Blind Navigation** (blind-folded scout to be led through an obstacle course)
13. **Archery** (Scouts to shoot a designated targets)
14. **Rock Climbing** (scouts to climb the wall...only if we are able to secure enough climbing walls. If not this will be a Boy Scout only event.)

Boy Scout Events

1. **Life Line** (scouts to toss a line between two objects, simulating water rescues)
2. **Knott Tying Relay** (knots to be tied on a bar or pole)
3. **Map Symbols** (scouts to correctly identify map symbols)
4. **Hiking List** (scouts to create a proper list of hiking items needed to go on a hike)
5. **Know Your Ranks** (scouts to know the different rank requirements)
6. **First Aid Scenarios** (scouts to know how to treat and carry injured victims)
7. **Nature Cards** (scouts to know indigenous plants and animals)
8. **10 Essentials Game** (scouts will be given items which don't belong on the list)
9. **Personal First Aid Kit** (scouts to create a proper kit)
10. **Compass Course** (start on a line and end up at the correct point) timed event
11. **Tent Set-up** (scouts to work as a team to properly set up a tent) timed event
12. **Chariot Race** (scouts to properly lash three poles together and drag a scout around a course) timed event
13. **Land Skis** (scout to stand on skis and work as a team to walk through a designated course) timed event
14. **Poison Tree** (scouts to tie a clove hitch around a tree, staying 15 feet away from the tree) timed event

15. **Hot Isotope** (scouts to remove “radio-active” materials using an elastic circle and ropes, while staying outside of the designated area) timed event
16. **Rock Climbing** (scouts to climb the wall)
17. **Tomahawk Throw** (Scouts to throw at a designated targets)
18. **Flag Pole Race** (scouts to lash three poles together, and raise a flag using proper lashings and flag etiquette)
19. **Blind Navigation** (blind-folded scout to be led through an obstacle course)

Demonstrations

These are optional events to be done once scouts have completed the required events.
These events to be open to the public all day Saturday

1. **Fires-** started without using matches, real flint and steal, bow and spindles etc...
2. **Rockwell Displays**
3. **Gold Panning**
4. **Face Painting-** stage make-up