



CYPRESS DISTRICT CAMPOREE
APRIL 29-May 1
2022 LEADER'S GUIDE

Registration Fees: \$15/youth \$5/adult
Fees include Program Supplies, Patches, and Lunch
Saturday

Dear Adult Leaders and Scouts,

It's time to test your racing skills again! The race will test the Scout's skills in leadership, teamwork and time management. Choices and decisions have to be made all throughout the day to help your Patrol come out on top! Are you up for the Challenge?

Scouts will face new trials and challenges and try to beat the clock once again to cross the finish line first! Is your Patrol up for the challenge? The Race welcomes all Troops and Crews who wish to come and compete.

There are no station or class rotations at this Camporee, there is only THE RACE! See you at the starting line!

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WEEKEND SCHEDULE

Friday, April 29th –

7PM or after – arrival, check in and set up at V-Bar

9PM – Adult Leader and Patrol Leader Meeting

Saturday, April 30^h –

9AM – Opening Ceremony

9:30AM – Race Start

11-2 PM – Lunch Provided

3PM – All Challenge Areas Closed. (Race over).

3-5PM – Free Time

5PM – Dinner (Troops/Crews prepare own)

7PM – Ice Cream Social and Cobbler Competition

8PM – Campfire and Awards

Sunday, May 1st –

8AM – Break Down Camp and go home!

**A final schedule will be handed out at Check-In on Friday

TROOP/CREW INFORMATION

1. Units are responsible to set up their own campsites
2. Units are responsible for their meals/food **except** for Saturday Lunch.
- 3. Units will supply at least 1 leader per patrol to help with the challenges/lunch prep.**
4. Units can prepare a skit for Saturday Night Campfire
5. Patrols may want to think about coordinating shirts or colors for the day's race.
6. Scouts will want to carry the Scout Handbook, Backpack, Water and anything else they may think necessary to get them through the day.
7. Scouts may want to review lashings, fire building, cooking, The Outdoor Code, Scout Law and Oath.
8. There will be a Cobbler Competition Saturday night at the Ice cream social before campfire. Each Unit and/or patrol should prepare a cobbler, Adult entries welcome! Prizes will be given!

RACE RULES

1. Patrols are no less than 4, and no more than 7 Scouts.
2. Patrols can be from more than one Unit if help is needed to make a 4+ Scout patrol
3. Race will commence at or shortly after 9:00 AM after Opening Ceremonies. There will be a clear READY SET GO for the Patrols to begin racing.
4. Each Patrol will receive a Race Card that lists all the Challenges and their locations. A patrol MUST have this Race Card with them to begin and end a challenge. Patrols must be together at the start and end of any challenge to hand in or retrieve their race card.
5. Patrols will decide on their own which challenges to do when.
6. Patrols must take a 30 minute lunch (hand in your Race Card for 30 minutes at the lunch station). They must take their lunch between 11am and 2pm (a 1:55pm-2:25pm lunch is fine, as long as their lunch starts before 2pm).
7. Challenge areas will close for 45 minutes for lunch as well, on a rotating schedule, so only one of the 3 challenge areas are closed at any one time.
8. Challenge areas will close for lunch EXACTLY at their designated time, which patrols should keep in mind before starting a challenge as they will have to stop abruptly if it's time for the area's lunch.
9. Each challenge will have written instructions and a clear and concise metric as to what counts as completed. The written instructions will be provided at the challenge itself.
10. Leaders supervising the challenges cannot interfere or assist the patrols in their task. However, they may demonstrate the task if applicable, using their own set of supplies. They may also answer direct questions that are asked of them.
11. Patrols are responsible for reading and understanding the directions and asking any questions beforehand. Supervisors will not correct or point out challenges that are being done wrong.
12. Leaders supervising the challenges will keep a log of when a patrol arrives (hands in race card to try challenge) and when that patrol leaves (retrieves race card). This is imperative for time penalties that may occur.
13. Challenges can take anywhere from a few minutes to complete to an hour. The power is in the Scout's hands as to what to do when and when to make that decision to move on to another challenge if the one you are trying isn't going so well.

WINNING THE RACE

The Amazing Scout Race is a journey and reward in itself, but there will be some Patrols that can come out on top! The places for the Patrols with the best times are: 1st-3rd overall best time and then special rewards for each challenge.

How are times determined? Well, your time is the time you finish the race after you have successfully completed all the challenges/all challenges are closed plus or minus any time penalties or adjustments.

TIME PENALTIES

Time Penalties are given when a patrol doesn't finish or is disqualified from a specific challenge. Disqualification will usually occur if a patrol tries a challenge and uses up all their resources for the challenge (ie Slingshot Paintball, you use all your allotted amount of paint balls).

Time penalties will be added onto your race finish time to give you your official time.

If you do not complete a challenge, you will have a time penalty of the longest time any patrol spent on the challenge + 20% minus how much time spent trying the challenge. For Math folks: (Longest time for successful completion by a patrol)

* 1.20 – (time unsuccessful patrol took). If this number is negative, then no time is added.

EXAMPLE: If Patrol A spends 10 minutes on a challenge and doesn't complete and the longest time a patrol spent to successfully complete a challenge was 30minutes, the amount of time added to their final time would be thus:

$30 * 1.2 - 10 = 26$ minutes. That would mean 26 minutes added on to their final time which technically means that they have spent 36 minutes total (10 minutes + 26 minutes) on the challenge or 20% longer than the longest amount of time a team successfully completed it.

EXAMPLE: If Patrol A spent 30 minutes and didn't complete and the longest successful completion was 10 minutes:

$10 * 1.2 - 30 = -18$. They would not have any time added on in this case, as they have already spent more than 20% longer than the time the slowest team took to complete.

This ensures that any patrol completing a challenge is at least 20% faster than a patrol that doesn't complete or try a challenge.

If a challenge is not completed by ANY patrol, then the amount of time that patrols spent trying the challenge will be deducted off their final time.

A 1-hour penalty will be given if the 30-minute lunch is not taken between 11-2.
Final/Official Rules will be given out Friday night at Leader Meeting.

HOW TO PREPARE

The challenges will be presented to the Patrols on the day of the race when they arrive at the challenge area. The focus of this Camporee is Teamwork, Leadership, Time management, overcoming obstacles, basically Be Prepared! The skills in the challenges can be done by any Scout BSA or Venturer with minimal preparation or on the challenge learning.

NOTE: This event is for Scouts BSA and Venture Crews only. This **is not** a Cub Scout Event.

Challenges Patrols will face during the Amazing Race (subject to change):

Chicken Dinner – A cooking challenge

Tour Guide – Show your knowledge of Camp V-Bar locations

Woggles! – Demonstrate some basic rope/knot skills

Life size Crossword – Arrange the letters correctly to spell a secret message

Pine Straw Derby – How much is five ounces, exactly?

Jelly My Belly – How good are your taste buds?

Vertical Finish Line – A fire building competition

Sherpa – Teamwork and communication

Collecting – Demonstrate an eye for detail

Take Flight – Design and demonstrate proficiency with paper airplanes

Ancient Aqueducts – Move water

All Fingers No Thumbs – Unique challenges for “hands on” activities

Escape Room (Set Time for Each Patrol) – Each Patrol will have an opportunity to use multiple skills to complete the challenges necessary to escape