

Armadillo Camporee Events

March 5-7 2010

1. **Pirate Attack**- Timed canoe race on specified course involving all patrol members. All participants must be swimmers to participate.
2. **Davey Jones' Locker**- Compass and GPS treasure hunt. All patrol members will be involved.
3. **Ship to Ship Communication**- Scouts will use semifore flags to communicate over a given distance.
4. **All Hands On Deck**- Knot tying relay using all scout knots plus a monkey fist.
5. **Step the Mast**- Scouts will raise a flagpole and fly the Jolly Roger.
6. **Boarding Axes Ahoy**- Scouts will throw hatchets at a target.
7. **Making a Peg Leg**- This is a timed event in which scouts will use a two-man saw to saw through a log as quickly as possible.
8. **Low Tide**- The scouts will use a monkey fist to throw a light line a given distance to other members of their patrol. The light line will be attached to a heavier line, which will be attached to the boat. The patrol members will then pull the boat a given distance.
9. **Marooned**- Scouts will use given materials to improvise a tent. This will be a timed event.
10. **Pirate Style**- Scouts will use clothing provided to change into and out of in a given amount of time in a relay fashion.
11. **Pirate TLC (Tender Loving Care)**- First aid/Triage/Stretchers carry.
12. **Piratetechnics**- Scouts will start a fire to burn a string with a given height.
13. **Blockade Runner**- This event is like sharks and minnows where the minnows are blindfolded and the sharks herd the minnows past obstacles. Which are other blind minnows, guided by another sighted shark. Rules will be explained at the event.
14. **Escape from Brown Sea Island**- The patrol must cross a rope bridge encountering an obstacle along the way.
15. **Cast Away**- Each patrol member will cast a plug at a target. This is a timed event.

Afternoon Optional Events

1. **Boarding Parties-** Scouts will rappel off of Buzzard's Roost. (*Scouts will need appropriate paperwork to participate in this event. Paperwork will be turned in at the registration table at the Camporee site.)
2. **Broadside-** This will be a pneumatic cannon firing event.
3. **Heave Ho-** This will be patrol versus patrol single elimination tug of war. Patrols can be made from any scouts within the troop.

Special Event

All troops will be encouraged to design and lash a catapult on site. The catapult is to launch a water balloon. The objective of this event is to build an accurate catapult as opposed to a catapult designed for maximum distance. More information on this event will be provided at a later date.