

Fall Camporee 2017:
Scouting in Retro Games

Presented by Lighthouse District

Camp Elmore
3551 SW142 Ave.
Davie, Florida 33330

A word from the Chief

Hello, players of Fall Camporee 2017.

For starters, I would like to say thank you for being a part of the Retro World we are building for you all. It's been a dream of mine to be the youth chief of a camporee, as far back as when I was a Tiger scout. I've had this theme in my head for some time now, and hope that I can give you all one of the greatest campouts of your scouting careers. This campout is for all you gamers out there, and for all the adults who first played these games as kids. Games such as Pacman, Super Mario Bros., Tetris, Legend of Zelda, and so much more. In fact, even Pong has been implemented into one of our activities! I can't wait to serve you all as your youth chief, no matter how stressful the process of doing this was.

The games start on Saturday morning at 9am, then you go back to your campsites at 12pm to eat lunch. After eating, troop games will be taking place, including Wario's Cooking Contest. Then, after the troop games and dinner, we'll have our campfire program, run by your very own Youth First Vice Chief, Andrew Fogle. We plan on having a closely-themed, exciting campfire to entertain you all before Game Over!

Now, as soon as you enter "One Credit", you can continue to the rest of this booklet and see all the games to be experienced on November 10th-12th. So remember, it's dangerous to go alone, take a buddy (or your Master Sword). Have fun! :)

Hunter Crowe

Youth Camporee Chief

Staff

Hunter Crowe: Youth Camporee Chief

Kevin Crowe: Adult Camporee Chief

Andrew Fogle: 1st Youth Vice Camporee Chief

Wayne Fogle: 1st Adult Vice Chief

Karen Ludwig: Campmaster

Michelle Chiever: Administration

Staff Cooks: Jorge Leon

Youth Staff: John Sotelo, Nick Elias, Brandon Zaske

CAMPOREE RULES AND INFORMATION

1. Have fun! Just remember to live by the Scout Oath, Scout Law and Outdoor Code.
2. You may not participate in Boy Scout games or competitions if your eighteenth birthday is on or before Friday, November 10th.
3. Follow the Campmaster and camp rules. This means no alcohol, firearms, fireworks, etc. This includes real swords, knives, etc. of any kind that aren't within BSA regulations. However, props are allowed if they are non-harmful, and follow BSA guidelines. In fact, these are encouraged to make the camporee feel more in-theme!
4. Please pre-register with an approximate count of campers and your payment.
5. The uniform for this Camporee's games and unit competitions is a Class B activity shirt, shorts or pants, and Scout appropriate cap (if head covering is worn). Class A uniform will be worn for the campfires, flag ceremonies, and Scout's Own.
6. Please attend Cracker Barrel Friday and Saturday evening. Many announcements are made there, and you will miss important information if you don't attend.
7. Everyone is to remain in their campsites after midnight, except for emergencies. This means no camp-wide games (manhunt, etc.). You are not to leave your specific campsite, unless you are using your designated campsite bathroom. Any behavior that does not follow the Scout Law (i.e. damaging other's property, stealing, etc.) will result in the Scout being sent home.

Camporee Rules and Info. (cont.)

8. Judging: Judges who have been instructed as to the rules set by the Camporee staff will do all judging unbiased.
9. Times, as posted in the Camporee book, will be adhered to as best as possible. Any changes will be posted at Registration/Main Pavilion. It is the unit's responsibility to check there for any changes.
10. The Camporee staff reserves the right to change any of the information found in your Camporee booklet. Leadership skills require us to be able to improvise, and we apologize in advance if this occurs. Camporee Chief's decisions are final. Your participation in any of the events secures your agreement to all the rules as stated.
11. Each Scouter is asked to carry their own cups and/or water bottles for the weekend. Your Camporee staff cannot provide cups for drinks. Remember to drink water so your health bar doesn't deplete!
12. Please have your teams ready and at the unit events when the event starts. Previously, this has caused delays in keeping on time, and disqualifications. Each patrol will be given an event card to have signed at each game. The patrol leader will be held responsible for this card, and will turn them in at the main pavilion to the dean of judges before closing ceremony on Saturday evening.
13. Be Prepared for Gateway and Patrol competition. To enter your Patrol Flag into the competition, send a representative of each participating patrol to the main pavilion, so it can be judged.

Weekend Schedule

Friday, November 10th

5pm: Registration and Campsite setup.

8pm: Cracker Barrel.

11pm: Lights-Out.

Saturday, November 11th

7am: Breakfast.

8am: Opening ceremony @ flag poles (Class A).

9am: Patrol games start.

12pm: Lunch.

1pm: Troop games start.

4pm: Closing ceremony (class A).

5pm: Dinner.

7pm: Campfire ceremony.

9pm: Cracker Barrel @ main pavilion.

11pm: Lights-Out.

Saturday, November 12th

7am: Breakfast.

9am: Scout's own.

11am: Cleaning up.

12:30pm: GAME OVER :)

****Must be out of camp by 12:30pm on Sunday afternoon****

Patrol Games

The following games listed will be played before Lunch on Saturday afternoon, each patrol competing separately from the others in their troop. Each activity will be judged Saturday evening, and awards will be given at Scout's Own. Every event will be related to the theme, retro games :) Games like Pacman, Super Mario Bros., Legend of Zelda, Galaga, and many others played on Atari, NES, arcade machines, all the classics!

Rescue Pacman! Pacman needs one of his power dots to be saved from the ghosts! However, the dot is poisonous to Humans! You need to transport the dot to him with a rope, without letting it touch your skin. If it touches your skin, you get a time penalty, and if any members of your patrol touch it more than 5 times, then it's GAME OVER. **No one can hold the ball in their hand on top of the rope, it will result in GAME OVER**

Shoot the Space Invaders! Quick, Pilot! The Space Invaders are back for revenge, and only your patrol is skilled enough to defend us with your incredible archery skills! We're supplying you with our most advanced bows to blast those aliens out of the sky. However, you have to be as accurate as possible. If you don't hit them just right, they may destroy the galaxy! No pressure, good luck.

Tetris Puzzle! Someone jumbled up all the tetris blocks into a big mess! If no one helps put it back together, someone could trip and fall on it. Can your patrol arrange them back into a rectangle the fastest?

Dr.Mario's Clinic!: Dr.Mario needs your help! One of your patrol members was in an accident, and fell unconscious. Dr.Mario is busy saving Princess Peach again, so he needs you to get your friend to his clinic for him! You all must work together to carry your patrol member to the clinic on a stretcher as fast as you can, but first you have to build the stretcher, properly wrap his arm into a sling, and put his leg into a splint. The fastest patrol time wins!

Charizard's Campfire: Charizard has fainted into his pokeball after a battle, and can't build us a campfire for the night! Without it, we can't cook our food, and it's expected to be very cold. Your patrol must build a proper fire as fast as you can with the supplies given (personal pocket knives are permitted). You have 15 minutes to build it, or it's GAME OVER! The fastest patrol time wins.

Donkey Kong's Barrel Shoot!: Donkey Kong is practicing his barrel-throwing skills, and he wants to see what you've got! Each member of your patrol will have one shot to get a bean bag into a barrel, but there's a catch. The barrel will be 50 yards away! You'll all be using a giant slingshot, and the closest bag to the barrel that any of your members shoot will be counted as your score!

Dig Dug's Memory Game: Dig Dug needs to find his friends from other games, but they're trapped under sand! He needs you to help him find them and put them back into a specific order, so that they can hang out. Each member of your patrol will be digging into the sand to find video game characters, and once all the specified ones are found, they have to be put in a certain order, based on your memories! The fastest patrol to finish with the exact resembling order wins!

Troop Games

The next set of activities below are troop games! Instead of these ones being played solely with your patrol, your entire troop will unite to participate!

Giant Pong: (Volleyball) The championships have begun, two troops going against each other in a simple game of Pong. Except that it's a lot bigger inside the game than it looks outside! The troop with the highest score will move on to the next round against another troop that had previously won against a different troop, until one reigns supreme!

Sonic's Relay Race!: Our good friend Sonic the Hedgehog has organized the first ever Video Game Relay Race! You must choose 6 scouts from your troop to compete in a race, passing off the gold ring to the next person, until you've all finished your laps. Once every troop has competed, Sonic will compare the scores. The fastest time wins!

Kirby's Chili Cook-off: King Dedede is taking all the food on Planet Popstar for himself! Bring all of your own tables, supplies, ingredients, etc. to help Kirby feed the citizens! He will even award the cooks with the best chili in camp!

Centipede Tug-O-War: Centipede has agreed to assist us in running our Tug-O-War competition! He has offered to be our "rope", and says each team will compete in pulling him to their side with all their strength! However, Centipede will break if there is too much pulling force on him, so there has to be a weight limit of 1000 pounds Per troop. You can have as many scouts competing as you'd like, but you cannot go over the weight limit, for Centipede's sake! Good luck, and may the best troop win!

Spirit Points:

The Troop Unit that shows the most spirit throughout the weekend will be awarded the Lighthouse District Spirit Award! Judges, who will remain anonymous, will be watching closely all weekend long.

Category/Skill	Details	Possible Points
Early Commitment	Please let the Youth Chief know if your troop is able to participate by October 28th.	10 max
Timeliness	Your scouts are on time to the events and activities.	10 max
Spirit	Be enthusiastic! Do cheers! Props and costumes relevant to the theme are very much recommended!	10 max
Audition a skit OR a song	We would like your troop to audition a skit or a song for a chance to do it at Saturday night's campfire!	10 max
Blood Mobile	We'd like 1 or 2 of your adult leaders to donate blood at the Blood Mobile (1 Adult = 5 points)	10 max
	TOTAL	50

BLOOD MOBILE

GIVE BLOOD

On Saturday November 11th, at 10AM to 2PM, the Blood Mobile will be in camp. We ask that everyone who is able, please donate blood during those hours. Your troop will be rewarded with spirit points for every scouter that donates. Thank you.