



# State RA/Challengers Camporee

April 17-18, 2015

Registration & Details

MEN'S MINISTRIES  
GEORGIA BAPTIST CONVENTION  
6405 Sugarloaf Parkway  
Duluth, Georgia 30097-4092  
1-800-746-4422 ext. 256  
mens.gabaptist.org



Georgia Baptist  
Convention  
*Serving & Sharing Christ  
Throughout the World*

CAMP KALEO  
463 Old Zebulon Road  
Forsyth, Georgia 31029  
478-994-5333  
www.campkaleo.org



## State RA/Challengers Camporee Registration Details



**April 17-18, 2015**

Camp Kaleo  
463 Old Zebulon Rd.  
Forsyth, GA 31029  
478-994-5333  
478-994-2925 (fax)

**For Camporee Details & Description of Events —  
See attached pages in this packet,  
or "Young Men & Boys Ministries" Handbook,  
or online at [www.ga-ra.org](http://www.ga-ra.org)**



Come spend some time in God's beautiful world with hundreds of Royal Ambassadors and Challengers from across the state of Georgia. The Annual State Camporee will be held April 17-18, 2015, at Camp Kaleo in Forsyth, Georgia. Arrival time for Camporee is from 3-9 PM on Friday, and Camporee will adjourn by 4:00 PM on Saturday.

Registration fee is \$20.00 per person, which includes the program fee, a camping space, a Camporee T-shirt, a patch, and a limited accident insurance policy. **See next page for registration forms and schedule.** **Deadline for registration is April 10th.** Please note: Insurance requires that a **Child Protection Form MUST** be completed for each group of adult chaperones — submit Child Protection Form with registration. Parents should sign a **Minor Photo Release Form** for all State RA/Challenger events at Camp Kaleo. (See forms on-line or in RA/Challengers Activities Packet).

Camporee fees are NON-REFUNDABLE. Late registrations and walk-ups will be accepted for an additional \$5.00 fee per person, but if over-capacity occurs, we will limit attendance to early registrants, so register early.

No pop-up campers or travel trailers are permitted. **The event is TENTS ONLY.**

During Camporee, Royal Ambassadors and Challengers Mission Education Programs from all across the state gather to compete against one another in a wide array of outdoor activities: Air Rifle & Regulations, Archery, Bird Watch, Canoe Races, Chariot Race, Fire Building Competition, First Aid & Safety, Individual Knot Tying, Map & Compass, Model Campsite Contest, Nature Hunt for Lads, Team Rope Craft and Wildwood Run. It's an excellent non-threatening outreach opportunity for the men and boys in your church to invite prospects. **Complete Camporee Instructions for Leaders & Description of all Camporee skill events are on-line ([www.ga-ra.org](http://www.ga-ra.org)), and in "Young Men & Boys Ministries" Handbook. (Schedule of Activities can be subject to change.)**

There will be a special Praise and Worship Campfire Rally Friday night. Make plans to arrive early.



# RA/Challengers Camporee Registration April 17-18, 2015



Church \_\_\_\_\_ Association \_\_\_\_\_  
 Person Making Reservations \_\_\_\_\_ Home Phone (\_\_\_\_) \_\_\_\_\_  
 E-mail \_\_\_\_\_ Office Phone (\_\_\_\_) \_\_\_\_\_  
 Church Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**You need at least one adult to accompany every six RAs.**

**Please fill out ALL information below for insurance purposes. Insurance also requires that a Child Protection Form MUST be completed for each "group" of adult chaperones – submit with registration. Parents should sign a Minor Photo Release Form for all State RA/Challenger events at Camp Kaleo. (See forms on-line or in RA/Challengers Activity Packet).**

1. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
2. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
3. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
4. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
5. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
6. Name _____	Age/Grade _____
Address _____ City _____	Zip _____
7. Name _____	Age/Grade _____
Address _____ City _____	Zip _____

We are asking that the **attending counselor** sign this acknowledgment that his campers will participate in the events of the Camporee. If you do not plan to participate, please schedule your campout at another time.

Signature \_\_\_\_\_ Phone \_\_\_\_\_

**Registration Deadline: April 10, 2015**  
**After the deadline, a late fee of \$5.00 per person will be added to the cost.**  
**Registration must be accompanied by payment. Make checks payable to Men's Ministries.**  
**Mail to: Camp Kaleo, 463 Old Zebulon Road, Forsyth, GA 31029 (Fax: 478-994-2925) (www.ga-ra.org)**

## RA/CHALLENGERS CAMPOREE SCHEDULE

### Friday Evening

3:00 - 9:00 pm	Check In At Gate & Register at Administration Building Set up Camp Free Time for Hiking, Fishing, etc.
9:00 - 10:00 pm	Campfire Rally on Activity Field Following Bonfire — Counselors & Volunteers Mtg. in Dining Hall (At least one representative from each church must attend, including volunteer.)
10:00 - 11:00 pm	Chapter Time at your Campsite
11:00 pm	TAPS (Lights Out, Campfire Out, Quiet Time)

### Saturday Morning

6:00 am	Reveille
6:00 – 7:30 am	Breakfast and Morning Devotion at Your Campsite
7:45 am	Event Volunteers Need to be at Stations
8:00 am	<b>Mandatory</b> Assembly / Flag Ceremony at Activity Field

### **Camp Craft, Air Rifle & Model Campsite Competition Events Scheduled Simultaneously**

8:10 - 11:30 am	<u>Camp Craft General Skill Event on Activity Field</u> Bird Watch Canoe Races Fire Building First Aid Nature Hunt for Lads Map & Compass Team Rope Craft Wildwood Run
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	<u>Air Rifle Competition</u>
8:00 - 10:00 am	Lads Shoot
10:00 - 12:00 pm	Crusaders Shoot
12:00 - 12:45 pm *	Challengers Shoot (Archery Event)
12:45 pm	Air Rifle Shootout of Top Qualifiers
9:00 - 11:00 am	<u>Model Campsite Competition Judging</u>

**12:00 - 12:45 pm \* Lunch**

### Saturday Afternoon

1:00 - 3:00 pm	<u>Chariot Race / Individual Knot Tying</u> (Note: Chariot Race & Knot Tying will run in parallel to save time & allow earlier completion of Camporee. Events will Run on Following Schedule.) 1st Challengers/Lads 2nd Crusaders/Challengers 3rd Lads/Crusaders
1:00 - 3:00 pm	Wildlife Exhibit
3:15 - 3:45 pm	Awards Ceremony at Field Headquarters Hut (All Awards Given—Must be Present)
4:00 pm	Break Camp & Depart (Clean Campsite—Remove Wood, Rocks, & Fire Scares. Remove Trash to Designated Area or Take With You.)

## COMPETITION ENTRY FORM

Copy This form For Each Chapter, For Each Event And Give To Event Leader.

<b>Lads, Crusaders, Younger Challengers, Older Challengers (circle one)</b>		
<b>Name of Chapter:</b>		
<b>Name of Association:</b>		
<b>Contact Information – Leader / Phone / E-mail:</b>		
<b>Name</b>	<b>Age</b>	<b>Result</b>

Has your Chapter registered this year with the North American Mission Board & Men's Ministries? \_\_\_\_Y \_\_\_\_N

Has your Chapter participated in other events at Camp Kaleo? \_\_\_\_Y \_\_\_\_N

Specify events \_\_\_\_\_

Are two or more of your leaders helping run events at this Camporee? (Names and Events) \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

<b>General Comments on Event:</b>          
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## RA / Challengers Interest Event

### CAMPOREE

[www.ga-ra.org](http://www.ga-ra.org)

**Come Spend Some Time in God's Beautiful World.  
Hundreds of Royal Ambassadors and Challengers From Across the State Will Attend.**

#### **Date & Time:**

The State Camporee is held each year in **April**, at Camp Kaleo in Forsyth, Georgia.

Camporee arrival time is from 3:00 - 9:00 PM on Friday, and Camporee will adjourn by 4:00 PM on Saturday. There is a special Praise and Worship Campfire Rally Friday night. Make plans to arrive early.

For Camporee date and scheduled times of events, see [www.ga-ra.org](http://www.ga-ra.org), or the Annual RA/Challengers Activities Packet published by Men's Ministries.

Deadline for registration is on Monday prior to the Friday Camporee.

#### **Registration & Cost:**

The registration fee is per person, which includes the program fee, a camping space, a Camporee T-shirt, a patch, and a limited accident insurance policy. Please submit registration fee with registration form (Forms are on-line, or in the Annual RA/Challengers Activities Packet.)

**Note:** Insurance requires that a **Child Protection Form** ***MUST*** be completed for each "group" of adult chaperones. Submit Form along with registration. A **Minor Photo Release Form** signed by parents is also requested, in the event pictures may be used in publications. (Forms are available on-line or in the Annual RA/Challengers Activities Packet.)

#### **Details:**

During Camporee, Royal Ambassadors and Challengers Mission Education Programs from all across the state gather to compete against one another in a wide array of outdoor activities: Air Rifle & Regulations, Archery, Bird Watch, Canoe Races, Chariot Race, Fire Building Competition, First Aid & Safety, Individual Knot Tying, Map & Compass, Model Campsite Contest, Nature Hunt for Lads, Team Rope Craft and Wildwood Run. It's an excellent non-threatening outreach opportunity for the men in your church to invite prospects. (Schedule of Activities can be subject to change.)

No pop-up campers or travel trailers are permitted. **The event is TENTS ONLY.**

#### ***Instructions For Leaders, & Description of All Skill Events***

***Are On the Following Pages.***

***Registration Forms & Scheduled Times of Events Are Found at [www.ga-ra.org](http://www.ga-ra.org), &  
In the Annual RA/Challengers Activities Packet Published by Men's Ministries.***

## **CAMPOREE INSTRUCTIONS FOR LEADERS**

### **Your Responsibilities:**

The Royal Ambassadors (and others) in your group are your responsibility at all times. At **NO TIME** should anyone under age 18 in your group be unsupervised, especially while at the lake. Knives should be collected from Lads and Crusaders until after Camporee. All others are encouraged to pack away their knives. Sheath knives are discouraged at the Camporee.

**Each group registering shall designate at least one person to volunteer to help conduct Camporee events. At registration/check-in, at least two alternative events shall be identified for each volunteer.** (In order to conduct the Camporee events at least 50 volunteers are required.) Volunteers shall report to event leader on Friday evening at a meeting following the bonfire, be prepared to meet at the event site before the time designated for the event to begin on Saturday, and be a part of the event during its duration.

Vehicle use at camp shall be limited to going to and leaving your campsite. Groups who camp beyond the dam shall not be permitted to move their cars after the bonfire begins until the Camporee ends. If you need to leave early you must park your car in one of the designated parking areas.

**You are required to clean your site before you leave.** Before departing, a Camp official must inspect your campsite.

### **Trash:**

The camp will provide a *limited* size dumpster. Remember the principles of conservation and stewardship—if you bring it—you should take it. Please be prepared to take your trash if the dumpster is full.

### **First Aid & Medical Attention:**

First aid is available for minor injuries (scrapes, minor cuts, etc.) across from the camp headquarters. Serious injuries will be directed to the Monroe County Hospital in Forsyth. You will need to provide the following information to the hospital: name, address, phone number, age, parents' names, and insurance information. Copies of paid medical expenses should be submitted to Men's Ministries for insurance purposes and possible reimbursement.

**\*\*\*\*\*IMPORTANT NOTICE\*\*\*\*\***

*Deer ticks are very small and carry Lyme Disease.  
Campers should check carefully for ticks. If you have questions go to first aid.*

### **Campsites and Fires: (NEW RULE -- WILL BE ENFORCED!)**

Campsite fires are restricted due to regulations by the Corp of Engineers. Fires **shall not** be built on the ground, except in designated fire-rings provided by the Camp, or a cauldron supplied by your group. Cooking is permitted on grills and cauldrons (with a bottom) brought by your group. Groups are encouraged to share fires in campsite fire rings. It is not necessary or permitted to have a fire at every campsite. (Your boys can build a fire in the "Fire Building Competition"). Please build as few fires as possible, and use only authorized fire rings. All fires should be small. Never leave a fire unattended.

### **Campsites:**

NO GENERATORS. Please camp only in designated areas. If it becomes necessary to camp in the woods stay as close as possible to the designated area. Those who set up in undesignated areas isolated from the main body of campers will be asked to relocate.

### **Water Barrels:**

Water Barrels will be located in several areas to provide water for drinking and cooking. PLEASE CONSERVE WATER. Once a barrel is empty, it is difficult to refill.

### **Friday Night Worship (Bonfire) Rally:**

One or more adults from your group should be prepared to counsel boys from your group following the invitation. When the invitation is given at the bonfire, your designated adult leaders should come forward to be available to the boys. Decision cards should be filled out and returned to the stage.

## GENERAL CAMPOREE INFORMATION

1. **Check-in and Parking:** Check-in will be located at the camp entrance. You must check in prior to parking. Please plan to stay for the entire Camporee. If you have to leave early, please advise someone at check-in. We have to pack-in cars. We will begin registration at 3:00 PM Friday. Approved Campsite areas will be assigned on a "first-come" basis.
2. **Chapter:** Each registered Royal Ambassador and Challenger Chapter shall be permitted to participate in each team event once. Participating Chapters must be a previously existing registered Chapter. Do not form a "new" Chapter specifically for the purpose of Camporee competition (unless your Chapter exceeds 10 people, then the Chapter should divide equally and register in advance of the Camporee). Chapter team eligibility for events is determined by grade (not age). Lads are boys in Grades 1-3. Crusaders are boys in Grades 4-6. Challengers are boys in Grades 7-12. Existing Chapters shall not be split for team events.
3. **Camporee Headquarters and First-Aid Station:** Are located just across the dam adjacent to the activity field.
4. **Awards:** Shall be presented for events at the conclusion of the Camporee. If a winner is not present, the award will pass to the closest runner-up.
5. **Safety:** Each church should have a First Aid Kit, which includes any medication needs. The Camporee First Aid Station does not give medications.
6. **Uniform:** Wear your RA vests, caps, and t-shirts if you have them, and display your patches and pins.
7. **Equipment:** Bring your own tents, cooking, First Aid Kit, shovel, water containers and all other equipment needed for overnight camp. No "area" lighting is available, so bring your own lanterns or lamps. Bring American, RA, State, and Chapter Flags, if you have them. Note: Event equipment you should bring is noted in the description of events. Water will be located within 100 yards of your site. Portable toilets will be provided near camping areas.
8. **Fire Building:** You must observe normal safety and fire-prevention precautions if an open fire is used. No ground fires are permitted. Dispose of all fire ashes in cauldrons or grills.
9. **Parking:** Vehicles must be parked only in designated areas. All of the campsites will be located a considerable distance from parking. You will be able to take vehicles to campsites to unload; but one, and only one, equipment vehicle will be permitted to stay at the site until the Camporee has ended. Pop-ups and travel trailers are prohibited. Bus parking areas are extremely limited. If you come in a bus, plan for a minimum of a 1/2 mile hike with equipment.
10. **Duration:** Camporee is scheduled to last from 3:00 PM Friday until 4:00 PM Saturday evening, following the awards ceremony. Note: You may stay an additional night for \$2.00 per camper. Some Chapters stay and have worship at the outdoor worship center.
11. **Church Identification:** Bring and display a sign in your campsite indicating your church's name and city. At check-in, we will post your location on camp map.
12. **Lost & Found:** Found equipment, property, etc. should be brought to Camporee Headquarters. The Camporee Committee and Camp Kaleo assume no responsibility for anything lost. Found items will be stored for a short period of time. Contact Men's Ministries.
13. **Judging:** Every participating church is required to provide one or more adults to judge for the Campcraft Skill Events.
14. **Pledge & Motto:** The RA Pledge and Motto should be the standard of conduct at all times. Camporee quiet time is 11:00 PM. It will be signaled by playing "Taps."
15. **Additional Information:** Please contact the State RA Director of Men's Ministries at 1-800-746-5522 x258, or call 478-994-5333.
16. **Emergency:** For emergencies only, the camp telephone number is 478-994-5333.
17. **Ages:** The Camporee includes activities for all ages of RAs and Challengers. Check the "Description of Events" to determine your participation levels.
18. **Principles:** All campcraft principles applicable in competitions shall be governed by the "**Campcraft Outdoor Living Skills**" © 2006 by Texas Baptist Men. See website.



## DESCRIPTION OF CAMPOREE SKILL EVENTS

There will be three divisions of competition:

- Lads
- Crusaders
- Challengers

### **Air Rifles and Regulations:**

**Action:** Every boy will have an opportunity to compete in the Air Rifle Competition. The competition will be on a 15-foot range. Safety is of primary importance. Each shooter will be under the supervision of two scorers at all times. Any shooter displaying unsafe behavior will be disqualified, and asked to leave the shooting area. Time permitting, Challengers may be allowed to also participate in Archery. No awards are given for Archery.

**Schedule:**

8:00 – 10:00 AM	Lads shoot
10:00 – 12:00 PM	Crusaders shoot
12:00 – 1:00 PM	Challengers shoot

**Scoring:** Each boy will be allowed three shots from the standing position. Targets will be collected and scored following the competition. Awards will be given to the first, second and third place winners in each of the three divisions. Only in case of a tie in the first three places will a "shoot-off" be held.

**Equipment:** Air rifles, targets and all other needed equipment and materials will be provided. Boys are not allowed to provide their own equipment.

**Archery:** In connection with the air rifle event, Challengers will be able to participate in new Archery event. Rules and details will be available at Camporee.

### **Bird Watch:**

Be prepared to identify pictures of North American birds.

### **Canoe Races:**

1. Each Chapter can have more than one canoe team, but no boy can canoe twice. (For the Lads -- an adult may repeat so that each boy can participate.)
2. Canoes, lifejackets, and paddles will be supplied. No personal equipment will be allowed.
3. All participants must securely wear lifejackets.
4. Times will be kept on all races and the fastest time wins.
5. Awards will be given for the first three (3) places in each division group.

### **Chariot Race:**

1. **Purpose:** Have fun, gain confidence, work together.
2. **Description:** Three (3) boys are given three (3) 7-foot poles and three (3) ropes. The three (3) 7-foot poles (approx.) are "lashed" together as a three-sided figure. Poles and ropes are furnished. At the sound of "Go", the boys assemble the poles and tie them together with the ropes in a way that one boy can ride and two boys pull, following a designated course -- fastest time for "lashing" and running course wins. The rider must be mounted on one or more of the poles.
3. **Divisions:** Lads, Crusaders, and Challengers. Each boy in a Chapter may compete -- but no boy can compete twice. For Chapters that do participants divisible by three (3) -- boys from different churches in the same division may combine.
4. **Rider:** The rider may not touch either of the two boys pulling the chariot during the race. If the rider falls off the chariot during the race, the chariot must return to the location where the rider left the chariot. The rider may mount and ride the assembly at any point thereon -- but he may not touch the other two boys during the race. There must be one (1) rider on the chariot over the entire course.
5. **Start Again:** If any of the ropes come off the assembly over the course, the boys must return ropes and poles to the starting point and start over.

(Description of Skill Events Continued:)

### **Fire Building Competition:**

**Action:** Each Crusader and Challenger Chapter will be given a pail of soapy water, which they will suspend over the fire they prepare. The winning team will be the one who is successful in getting suds to boil over the side of the pail first, of all the heats combined. This should be an exciting event with lots of action and participation.

**Scoring:** This is a timed event. The team will be given five (5) minutes in which to gather their materials, and to lay their fires. At the end of the five (5) minutes, the judge will give the signal for all teams to suspend their pail and light their fire. Only three (3) team members at a time may "light, tend, and manage the fire". Time will be taken when each team gets suds boiling over the rim of the pail.

**Equipment:** The judges will provide four (4) matches, a pail with equal amounts of water and liquid detergent, forked stick, and the pole on which to hang the pail. Each team will provide all the materials they will need to start the fire and keep it going. All fire material must be natural material gathered from the surrounding woods. It may not be treated with any substance, nor brought from home. Any team caught bringing material from home will be disqualified.

### **Notes:**

- You may fan the fire with cardboard or with your hat, or you may blow on it. No mechanical devices may be used.
- On the signal "Go", Chapter members will gather their wood, lay the fire, drive the fork stick in the ground, suspend the pail over the fire, and after the second whistle light the fire.
- The second round of the event starts with all gathered material laying by the fire site (forked stick and pole, pail with soapy water measured by judge, and two matches.)
- Once the fire has started, you may add (wood) fuel to the fire to keep the fire going.
- If you use all your matches with no fire, the Chapter is out of the competition. If the fire goes out, the Chapter is out of the competition.
- Best times from the heat will be recorded to determine the overall winners of the competition.
- Each church may enter one team per Chapter. Each team may consist of an unlimited number of participants, but only three (3) boys may be inside the fire area at a time during the burning round.
- Don't stop working when another team boils its water over the edge of the pail. Lads, Crusaders and Challengers are competing during each heat and the top times for each division are how finish is determined.
- These rules are subject to be altered in any way deemed necessary by the judging, official.
- Any changes will be explained to the teams prior to the beginning of each heat. The final say on these rules fall with the judges. Their decision is final.

### **First-Aid & Safety:**

**Action:** Each Lad, Crusader and Challenger Chapter will be given an opportunity to complete a True/False test with questions taken directly from Chapter 7, "First Aid"; and Chapter 8, "Safety and Sanitation", in the book: **"Campcraft Outdoor Living Skills"** © 2006 by Texas Baptist Men, and from other safety related material in that book. Chapters may not be split or join different age groups together to make a Chapter. Those Chapters who score high enough on the written test will be asked to demonstrate their first-aid skills in a mock situation designed for their age abilities.

**First-Aid Teaching:** Chapters who do not feel ready for the competition may attend a teaching session, where a qualified instructor will present a scenario with various injuries, and will talk the boys through caring for the injuries, as well as general principles for handling emergencies. Chapters who participate in this learning experience are not able to enter the first-aid competition this year. These teaching sessions will be offered at 9:00 AM, 10:00 AM and 11:00AM.

**Scoring:** Lad Chapters will answer ten (10) true/false questions. Crusader Chapters will answer 15 questions, and Challengers will answer 20 questions. Tests will be timed, and the times will be used to break ties. The practical portion of the test will involve performing basic first-aid procedures in accordance with steps outlined in **"Campcraft Outdoor Living Skills"**, as appropriate for each age group. The Chapter will be presented with a victim requiring first-aid. They must find the problems and treat them.

**Equipment:** The text is the **"Campcraft Outdoor Living Skills"** © 2006 by Texas Baptist Men. No other editions of Campcraft or authority will be accepted (i.e., Boy Scout, etc). All tests, writing materials, and first aid supplies will be provided.

(Description of Skill Events Continued:)

### **Individual Knot Tying:**

1. The entire knot tying rope will be 1/4 braided-nylon and shall be 48" in length (+ or - 2"). Contestant must use the rope supplied at the event.
2. Only one boy in the Lad, Crusader, and Challengers group may represent his church for a particular knot at each Camporee. The same boy or another boy may enter for other knots.
3. "Ready" position is with a rope end in each hand, pulled tightly above the head. Call is "Ready, Go." Four (4) adult RA Leaders will simultaneously begin time with four (4) separate stopwatches. Timekeeper #1 marks time when the first RA calls "Time." Timekeeper #2 marks time of the second RA calling "Time", etc. The RA tying the knot correctly in the fastest time is the winner. Because of possible stopwatch/timer discrepancies, only the winning time is announced. The contestants may be divided into groups. Each group will consist of approximately the same number of contestants. The winning time of all groups determine the winner of the contest.
4. After participant has completed tying the knot, he must call out "Time", and raise his hands above his head. He should not continue with any motion that may be interpreted as continuing to tie the knot, as this will disqualify him.
5. Even after four "Times" have been called out, other participants are urged to complete their knots and call "Time" in case the first four are disqualified. If this happens, all boys in the group who have tied the knot correctly will compete in a second contest to determine the winner of the group.
6. Knots may be tied on yourself, yours or another person's forearm, in the air, or on the ground in front of you. The sheet bend and square knot will be the joining of two separate ropes. Note: A knot may not be tied and then placed over an anchor point (arm, posts, leg, etc.). Fingers and hands may not serve as an anchor point.
7. Timekeeper #1 will inspect knots for correctness. Finished rope lay (travel) for knots must be as illustrated in "**Campcraft Outdoor Living Skills**" © 2006 by Texas Baptist Men, although it may be arrived at differently.
8. The knots that are used in this contest are: Bowline, Two Half Hitches, Clove Hitch, Square Knot, Taut Line Hitch, and Sheet Bend.

The knot tying contest should first and foremost promote Christian fellowship and be an example of Christian actions and reaction.

### **Map & Compass:**

Lads will take a written test on parts of the compass and make four (4) degree readings using a compass. Crusaders will identify points on a marked course using a compass, and make the course degree readings using a compass. Challengers will identify points on a marked course using a compass, make the course degree readings with the compass, and provide the distance of the course in feet.

### **Model Campsite:**

Site: Campsite Competition will be on the Activity Field. Each Chapter may allocate and mark a 20' x 20' area to participate in this event -- which will be judged from 9 am to 11 am on Saturday morning. (All of your model campsites for each Chapter must be ready for judging by 9 am.)

Rules: A Chapter will assemble a model campsite for a one-night, overnight camping trip for two people. The campsite must include all equipment necessary for one overnighiter. Food is not required on campsite, but a menu must be displayed with all items listed.

Judging: Judges will judge four (4) categories.

Equipment: Shelter (tents and etc.), tools, first aid, cooking gear, and use of knots.

Personal Equipment: Sleeping bag or roll, proper clothing, flashlight, toilet kit, Bible and Campcraft book.

Cooking Facility: Wood cook-fire -- built and ready to light; three (3) woods supply -- neat, adequate and covered; fire safety; menu displayed; campcraft item made; garbage bag hung.

Clean-up: Sites must be left clean of all trash, no digging evident, no grass removed, no rocks left on site.

All categories will be judged on campcraft ingenuity. All projects must be assembled at the Camporee in contest site. No counselor is allowed in the 20'x 20' site at any time. (We are Christians and integrity is a Christian value that is learned by boys at this age).

(Description of Skill Events Continued:)

**Nature Hunt for Lads:**

This Chapter event requires the Lads (and leaders) to find certain nature items on a list provided for them at the time of the event (see schedule). It is a timed event. The most items found in the least amount of time determines the winning Chapters for 1st, 2nd, and 3rd, place. Lads learn to identify items in nature through this competition.

**Team Rope Craft:**

Action: On signal, each Chapter or unit ties as many different knots or hitches as they can. There will be the 23 knots as described on pages 50-60 of "**Campcraft Outdoor Living Skills**" © 2006 by Texas Baptist Men. There will be no Granny Knot and no Bow Knot. The "Midshipman's Hitch" and "Lariat" in the prior "**Brotherhood Campcraft**" editions shall not be counted. **The new campcraft manual contains two different knots—the "Slip Knot" and the "Truckers Knot", which shall be part of this competition.** No other knots will be considered.

Scoring: The group to get the most knots in the fastest time is the winner. Second and third place winners will be noted by the number of knots tied. No knot can be repeated. Ties are broken by the shortest time to tie knots.

Equipment: Judges will have required pieces of rope for each Chapter and unit.

**Wildwood Run:**

Action: To complete a marked obstacle course.

Scoring: This will be a timed event. Each runner will be timed as he starts and finishes. The best times determine 1st, 2nd, and 3<sup>rd</sup> place.

Equipment: Shoes, long pants, long sleeve shirt.