

# CAMPSITE GATEWAY COMPETITION



The campsite gateway is a long time scouting tradition, and have been used in all areas of scouting to mark the entrance to your camp. Every Scout Unit staying at the CAMP-A-PALOOZA are encouraged to build a gateway. This will give your Unit the opportunity to show all other participants what, where, and who you are, we hope that each unit will use a gateway to promote their Units history, your location and sponsor, along with scouting skills and pride.

Gateways will be judged on four categories:

1. Appearance
2. Scouting Skills
3. Unit Participation
4. Public Vote

Each category will be worth 25% of the final score.

- Gateways will need to be free standing! The County Parks ask that no holes are to be dug. You may use stakes and guy lines to hold your gateway in place as long as they are clearly marked and do not create a tripping hazard. Following these rules will be a challenge, but as Boy Scouts, following the Scout Law “COURTEOUS” this challenge will not stop you from participating in this SCOUTING TRADITION!
- Safety is a primary concern for us. If your gateway is judged by our safety team to be unsafe, you may be asked to fix it or take it down. Remember that size is not a judging criteria. We are looking for quality craftsmanship, rather than something you can see from the other side of the park.

Yours in Scouting,  
Camp-a Palooza Competition Committee

# UNIT FLAG COMPETITION



Each Scout Unit attending the CAMP-A-PALOOZA are encouraged to participate in the Unit Flag Competition, Cub Dens, Packs, Scout Patrols, Troops and Crews. Build a flag that promotes your Unit, carry that flag while participating in the event, display your flag as a participant in this GREAT SCOUTING EXPOSITION!!! Before dinner on Saturday all participating Units will be asked to place their flags at the parade grounds for a GRAND DISPLAY of SCOUTING for all to see. While your Units Flag is on display a panel of Celebrity Judges will award the “best of” in each Category of participants.

1. Lion Den
2. Tiger Den
3. Wolf Den
4. Bear Den
5. Webelos Den
6. Cub Pack
7. Patrol
8. Scout Troop
9. Venture Crew

Flags should be hand-made by the Scouts (with adult support and supervision for younger scouts) using materials and techniques that are age appropriate for the group. Flags should be no smaller than 8.5” x 11” and no larger than 3’ x 5’. Flags should be affixed to a pole that the Scouts will carry with them.

Your Units Flag will also be used during the “CHALLENGE TRAIL”. When you have completed each challenge your flag will be stamped with a letter at each station on the trail. So please use a light background and leave room on your flag for the stamps. When you have completed all 12 challenges your flag should read “CAMP-A-PALOOZA”.

Yours in Scouting,  
CAMP-A-PALOOZA Competition Committee

# SCOUTING TRIATHLON



There will be a Boy Scout Triathlon offered for all Troops and Crews participating in the CAMP-A-PALOOZA on Saturday. The competition will require 8 participants, competing in 3 stage relay;

1. 3 participants; will collect materials from a designated area to start a fire, find a container to boil water in and carry those materials and container across the lake using a canoe. When on shore the fire starting materials will be handed off to the next stage;
2. 3 participants; each runner will relay the fire starting materials and container one third of the way around the lake handing the materials off to the next runner. When the last runner finishes their distance, the fire starting materials and container will be handed off to the next stage;
3. 2 participants; they will use the materials to start a fire and use the container to collect water from the lake, gather firewood from a designated area to create enough heat to boil water and soap over the edge of the container used to hold the water.

We will have a qualifying round Saturday during the day for all Patrols participating in the TRIATHLON the top 4 qualifying Patrols will compete in the race Saturday evening. All canoers must be RED, WHITE, AND BLUE swimmers from summer camp.

Yours in Scouting,  
CAMP-A-PALOOZA Competitions Committee

# SASQUATCH CALLING CONTEST

Hey District Executives, round up the loudest mouths in your District bring them to the Order of the Arrow Village at 4:00 p.m. and let them show their stuff. A panel of celebrity judges will use style, length and loud to award your District, the Westmoreland/Fayette Council “BIGFOOT” Award. Each District should bring 4 callers;

1. Adult - Male
2. Adult - Female
3. Youth - Cub Scout
4. Youth - Boy Scout or Crew Member



---

# “UFO” CUB PACK CONTEST

KECKSBURG!!! World renowned for its “UFO”. CUBMASTERS have your pack create their own version of a “UFO” and enter it in the WESTMORELAND/FAYETTE COUNCIL “UFO” contest. The Cub Packs entries will be displayed Saturday and the public will vote on the best of show.



# PARTICIPATION STAMPS



During the entire CAMP-A-PALOOZA event your scouts and leaders can receive stamps on their unit flag, unit t-shirts, neckerchiefs, etc.

1. Challenge Trail - "CAMP A PALOOZA letters"
2. Camping unit - "TENT"
3. Spirit Award - "SCOUT EMBLEM"
4. UFO Contest - "FLYING SAUCER"
5. Sasquatch contest - "BIGFOOT"
6. Triathlon - "3"
7. Cub World - "CUB EMBLEM"
8. Order of the Arrow - "ARROW"
9. Gateway contest - "KNOT"
10. SPL meetings - "GREEN BARS"
11. Service Patrol - "FLAG"
12. Camp-a-palooza participant - "WFC"

Any Participating Units that would like to design and create their own stamp would be encouraged. As other participants move through the event they can trade their units "STAMPS" with others, building a scouting bond and memories.

Yours in Scouting,  
CAMP-A-PALOOZA Competition Committee

# CHALLENGE TRAIL



The Challenge Course will be a follow at your own pace course with no designated start or finish time. The course can be completed by Pack, Den, Patrol, Troop, Team or Crew. Each station will have specific directions for the task at hand and upon completion each group will stamp their flag and return it to the challenge course base camp for review and awarding of participation tokens.

## **CUB PACKS**

### 1. Pancake Flip

Each member of your den or pack will use the frying pan to flip a pancake. This is a relay and the challenge is complete when every member has successfully flips a pancake.

### 2. Turtle Race

Each den or pack will work in groups of five, each group will race turtles on the course. The challenge is complete when every member has completed the race.

### 3. Airplane Challenge

Each den or pack member will fold a paper airplane and fly it through a ring. The challenge is complete when every member has completed the challenge.

### 4. Rodeo Challenge

Each den or pack member will use a lariat / looped rope to lasso a horse or steer. The challenge is complete when each member has successfully lassoed a horse or steer.

### 5. Teamwork Challenge

Each den or pack will work as a team to direct a blindfolded member through a course. The challenge is completed when the blindfolded member has completed the course.

### 6. Signaling

Each den or pack will split into two groups, using flash cards provided group "A" will have to successfully relay a provided message to group "B". The challenge is complete when the message has been correctly relayed and read.

#### 7. I-Spy

Each den or pack will be given a viewing area and a list of objects in that area. The members will have to locate as many of those objects as possible. The challenge is complete when the the as many objects as possible are found.

#### 8. Jump and Duck

Each member of the den or pack will complete an obstacle course of by going over or under each obstacle. The challenge is complete when each member has completed the course to the best of their ability.

#### 9. Sharp Shooter

Each member of the den or pack will throw two balls through a hoop. The challenge is complete when each member has made their throws.

#### 10. Teamwork Challenge

The den or pack will move a bucket of water through a course using teamwork to traverse the hazards. The challenge is complete when the bucket of water is placed at the course finish.

#### 11. Crazy Eights

Each member of the den or pack will move through a maze of figure eights. The challenge is complete when each member has completed the course to the best of their ability.

#### 12. Hole in One

Each member will roll an object through a marked hole. The challenge is complete when each member has tried to get a hole in one.

The CHALLENGE TRAIL is not a competition! It is intended to challenge each member of your pack to do their best, through teamwork and ability.

## **SCOUTING AND VENTURE**

### **1. Jenga Blocks**

Patrol, troop or crew members will remove as many Jenga Blocks as possible without collapsing the pile.

### **2. Tire Stack**

Patrol, troop or crew members, working as a team will stack five tires over an eight foot vertical pole.

### **3. Team Challenge**

Patrol, troop or crew will guide a blindfolded member through a obstacle course.

### **4. Orienteering**

Each member of the patrol, troop or crew will turn over a block with a compass point on it and place it at the correct position on the compass. The challenge is complete when all points have been correctly placed on the compass.

### **5. Distance and Height**

The patrol, troop or crew will estimate the height of a tree and the distance to that tree. The challenge is complete when each member has made an estimate.

### **6. Pioneering**

Each member of the patrol, troop or crew will tie one knot in a relay. There will be eight different knots and the challenge will be completed when all eight knots have been successfully tied and each member has competed in the challenge.

### **7. Team Challenge**

The members of the patrol, troop or team will move a member through a hoop using teamwork and not allowing that member to touch the hoop or ground.

### **8. Overboard**

The members will coil and throw a rope to four different targets. The challenge is complete when all members have attempted to hit a target.

### **9. Sharp Shooter**

Each member of the patrol, troop or crew will attempt to throw a ball through a hoop. The challenge is complete when each member has made an attempt.

#### 10. Over and Under

The patrol, troop or crew will complete an obstacle course to the best of their ability. The challenge is complete when each member has attempted the course to the best of their ability.

#### 11. Team Challenge

Pairs of team members will complete an obstacle course. The pair will be tied together at the wrist and one member will be blindfolded. The challenge is completed when each pair has completed the course .

#### 12. Axe Yard Challenge

Members of the team will participate in a number of axe yrd related challenges at the end of the course including hawk throwing, and matchstick splitting.