

**Pio Pico
Fall 2019**

**Camporee
Games**

Pio Pico District Fall 2019 Camporee Games

1. Name That Part

Background:

Parts are parts, but what are they, what do they do? Scout Patrols will be given 10 random vehicle parts. As a Patrol, they are to identify the parts and list the function(s) of each.

Materials:

30 or more vehicle parts, some easy (windshield wiper) and some obscure (Oxygen sensor) with most in between.

Clipboard for each station

Stopwatch for each judge

Manpower:

2 or 3 judges

Scorekeeper

Preparation:

Set up 2 (or more) stations with 10 random parts at each station under a cover. Make sure stations are a distance apart so boys can easily surround the parts without bumping into other patrols.

Instructions to Patrol Leader:

Your Patrol is to identify and describe the use of each part shown to you. Write your answers on the page given to you. You have 5 minutes. Give answer sheet and clipboard to Patrol Leader.

Scoring:

5 points for each correctly identified part; 5 points for the correct part use. Highest score wins.

2. Are You Ready to Drive?

Background:

Youth drivers can get their driving permit at age 15½ in California. In order to obtain a permit they must pass a written Driver's Test. The questions you will be given come directly from the California Department of Motor Vehicles. How well can your Patrol do?

See Lou Smith for tests and answers.

Materials:

Sample driver's tests

Test answers

Clipboard for each station

Stopwatch for each judge

Manpower:

2 or 3 judges

Scorekeeper

Preparation:

Set up 2 (or more) stations. Make sure stations are a distance apart so boys cannot easily hear other patrols discussing their test.

Instructions to Patrol Leader:

Your Patrol is to answer each question on the test given to you. Mark your answers on the page given to you. You have 5 minutes. Give answer sheet and clipboard to Patrol Leader.

Scoring:

10 points for each correct answer. Highest score wins.

3. Crash Course (First Aid)

Background:

Your patrol is on a hike and you have come to a road you must cross to continue on the trail on the other side. Right in front of your crossing area a terrible accident has occurred. Your job is to render first aid to save as many victims as possible in the shortest time. Luckily, there is a good first aid kit in the trunk of one of the vehicles.

Materials:

- Two well smashed vehicles
- Miscellaneous car parts strewn around
- Fake blood and injury props
- First aid equipment
- Mannequins as “dead” people
- Three or four volunteers to serve as surviving victims
- Tarps for the “dead”
- Stop watch for each judge

Manpower

- One judge for each injured “survivor”
- One overall judge
- Scorekeeper

Preparation:

Set up “accident scene” with the appearance of destruction. Position vehicles as the might appear in a head on collision, broken parts scattered around, etc. Just outside the first car a mannequin laying on the ground with a sign on him: “CRUSHED – DEAD.” In the second car a man hanging partway out of driver seat with seatbelt on with a sign: “BROKEN THIGH.” A short distance away is a man with a sign: “BROKEN ARM, MULTIPLE CUTS AND HAS FAINTED FROM LOSS OF BLOOD.” Stage a “hurry case” or two and some intermediate cases and one “broken fingernail” type case. Victims can be inside or outside the vehicles.

Instructions to Patrol Leader:

There are different injuries at this crash scene. Some require more care than others do, some are life threatening and the victim could die if correct aid is not given in a timely manner. **IF ANY OF YOUR VICTIMS DIE WHILE YOU ARE TREATING THEM, YOUR PATROL IS DISQUALIFIED.** The Patrol is to triage the scene and administer the correct first aid to each person. Patrol Leader is to direct Scouts as to the order of treatment and which patrol member(s) are to treat which victims, etc. Time starts at “GO” signal and continues until the Patrol Leader tells each judge that the victim has been given the proper care.

Scoring:

Judges will keep time from the “GO” signal until their “victim” has been given the correct first aid as per the Patrol Leader (maximum 5 minutes per victim.) Judges will determine

errors and add 10 seconds for each error. For those “hurry case” victims the judge will determine if the correct first aid has been given before the “victim” would have died. If a victim dies, the patrol is disqualified.

Shortest total time to perform satisfactory first aid on all survivors wins.

4. Tire Change/Pit Crew (Timed Event)

Background:

Your patrol is on a hike along a road and you have come across a motorist who has a flat tire on their vehicle. The motorist has the correct equipment to change the tire and your patrol has decided to “Do A Good Turn” and change the tire.

Materials:

Junk vehicle
4 Jacks
4 lug wrenches that properly fit the lug nuts
4 plastic or metal pans for lug nuts
Concrete or solid wood blocks
Stop watch for each judge

Alternative to a junked car would be to have 4 tires on wood 4 x 8 inch frame, complete with lug bolts and nuts. (See picture below)

4 wooden platforms representing wheel hub to mount tire to the lug nuts.

4 tires with rims

20 1 ½ inch bolts

20 nuts to above bolts

5 spare bolts

5 spare nuts

4 lug wrenches that properly fit the lug nuts

Concrete or solid wood blocks

Stop watch for each judge



Manpower

One judge for each tire

Scorekeeper

Preparation:

Set up the vehicle (or alternative) so that there is plenty of room to work at each wheel.

Safety note: Place blocks under vehicle so that if all four tires are off and the jacks slip the car will not crash to the ground or shift from side to side. Place jacks and lug wrenches near each wheel in a marked location.

Instructions to Patrol Leader:

Your patrol is to remove the tire from the vehicle and replace back on the vehicle. Hint – *loosen* the lug nuts before jacking up the car. **Do not over tighten the lug nuts!**

Scoring:

Judges will keep time from the “GO” signal until tire has been properly replaced on the vehicle, jack and lug wrench returned to their proper location and Patrol Leader shouts “Done.” Shortest total time to perform the tire change wins.

5. Tool or No Tool (Kim's Game with automotive repair tools)

Background:

Authorities have removed items from a recovered vehicle. Your Patrol will look at the items and determine if they are automotive tools or not.

Materials:

25 items and 10 automotive tools normally found inside of a car, trunk, glove box or under the hood of a vehicle plus 10 items that have no reason to be in a vehicle (i.e. rubber ducky.) Be tricky, add a tool or two that looks like it could be used on a car but isn't.

Stopwatch

Manpower:

One judge for each station

Scorekeeper

Preparation:

Pre-arrange items under a tarp/blanket at each station.

Instructions to Patrol Leader:

Scouts will be shown items. They have 30 seconds to memorize the items. Then they have 1 minute to write down ***only the automotive TOOLS they observed.***

Scoring:

10 points for each correct answer (100 points max)

6. NASCAR For \$1000, Please! (Jeopardy Game)

Background:

Your Patrol has been invited to a special Jeopardy Show. The theme is, yep, Racing. How well can your Patrol do?

[See Lou Smith for questions and answers](#)

Materials: (for 1 station – can make 2 stations)

4 ft. x 8 ft. board

30 card stock black

30 printed note cards with questions/price

5 Categories NASCAR and Race themed, to include Movies about racing

2 x 4 legs to hold up the board for observing.

dry erase boards for answers

rags to wipe boards

black dry erase markers

Manpower:

3 judges (must agree 2/3 minimum for each answer)

Scorekeeper

Preparation:

Five categories and six rows of questions will be fixed to a 4 ft. x 8 ft. piece of plywood. Questions will be NASCAR and Movie themed to spur Scouts imagination and creativity for racing.

Sample board set up:

Racing Movies	Racing Terms	Racing Cities	Race Drivers	Racing Know-how
200				
400				
600				
800				
1000				
1200				

Instructions to Patrol Leader:

Scouts will play NASCAR Jeopardy per television rules. Patrol Leader will choose a category and a price, and then he writes the answer on a dry erase board after consulting with Patrol members. The dry erase board is used to communicate with the judges. Remember your answer must be in the form of a question.

Scoring:

As in the television program, highest score wins.

7. DUI (Timed event)

Background:

It is no secret that drivers who are “under the influence” cause accidents that take a large toll of vehicles and lives. Why does that happen? Alcohol, prescription, over the counter and illegal drugs can impair the ability to think and react properly.

Materials:

Variety of obstacles (chairs, logs, rocks, etc.)

Goggles

Vaseline

Ear muffs

Stave to protect runner

Stop Watch

Manpower:

2 Judges (one at start and one at finish)

Timekeeper

Preparation:

Lay out course, about 30 to 50 feet long; set up obstacles.

Instructions to Patrol Leader:

Patrol lines up in relay formation. First scout puts on goggles smeared with Vaseline to simulate visual impairment. Then earmuffs are put on to simulate hearing impairment.

At the “GO” signal, the first Scout starts the course with stave in hand. Scout uses stave to help him navigate the course. Other patrol members may yell encouragement, give advice and tell the goggled Scout which way to turn but are not allowed to physically aid him. When the Scout reaches the finish line, he takes off the goggles, runs back to the start line and hands goggles and stave to next Scout. Time stops when last Scout crosses the finish line.

Scoring:

Patrol with the lowest total time wins. For Patrols with other than 8 Scouts, divide the recorded time by the number of Scouts in the Patrol and multiply by 8 to obtain total time.

8. Syphoning Gas (Timed event)

Background:

Your Patrol is driving to camp. On the way, your car runs out of gas. Good news: you have a one-gallon gas can and a syphon hose in your car trunk. Bad news: the gas can is empty. Good News: A helpful motorist stops and offers you some gasoline. The hitch is that it is still in his car's fuel tank! Your job is to get the gas into your gas can.

Materials: (per each station, suggest at least two stations)

2 Clear plastic gallon jugs

1 Clear plastic hose, about 3 feet long

1 Approved fuel gas can

1 Syphon hose

1 "fuel tank" (large plastic or metal container *Note: if you can find an old car gas tank with a filler pipe - clean it out and use that! Alternatively, a junk car.*)

Lots of water

Stopwatch

Manpower: (per each station)

Instructor

Judge

Scorekeeper

Preparation:

For instruction area: Set up clear plastic jugs (one with water) and hose.

For event area: Set up "fuel tank" (filled with water) with hole to put syphon into, about two feet above ground. Put syphon hose and one-gallon gas can nearby.

Instructions to Scouts:

Instructor show Scouts the principal of syphoning using the clear water jugs and hose. Clear jugs visually show Scouts how vacuum pressure is used to syphon gas in an emergency. Water used to give the Scouts a safe, hands-on approach to practicing the emergency skill.

Judge gives Patrol Leader the syphon set up and a one-gallon approved gasoline container. At the "GO", signal the scouts start syphoning "gas" into the container. Time stops when Patrol Leader signals that the gas can is full.

Scoring:

Patrol with the shortest time wins.

9. Operation! (Timed event)

Background:

In this automotive real life “Operation” game the scouts of your Patrol will use a creeper to maneuver under a vehicle or wooden “car frame” and use tools to tighten or remove bolts, screws or other items, making sure not to touch the sides with the glove or tool during the “Operation.” Tight operating area and awkward positions!

Materials:

Junk vehicle

If building a car frame

1 4 ft. x 8 ft. sheet of ½-inch plywood

3 2 x 4s

4 buzzers (optional)

100 feet of 18 or 20 gauge wire (optional)

AA batteries (optional)

Creepers

6-8 Different tools (crescent wrench, socket, standard and metric, vice grips, needle nose pliers, open socket, angled socket, socket with an extension) and parts (hose, fuse, fuel filter, nuts/bolts, hammer, screwdriver flat head and Philips, tape).

Manpower:

Judge

Scorekeeper

Preparation:

Junk car on Jack stands or blocks.

If not using a junk car, build a wooden “car frame” using plywood and plastic lattice. **See pictures.** Separate plywood and lattice with 2 x 4 pieces on edge around the border and across the center forming a sandwich affair. Cut holes out of the lattice if the space is too small and attach items (attach hoses, car parts, bolts, screws of all sizes and types) to the plywood. This will create a small space for the scouts to put their hands and operate on the “parts” of the “vehicle” higher into the open circle/cavity 6-8 inches from the bottom lattice. They will have the option to remove parts of the wood next to the holes, using a different tool.

Optional – spice up the game by adding buzzers that will go off if touched by the Scouts or the tool they are using, Add 5 seconds for each buzzer that goes off.

The Scouts are to slide underneath with a creeper and ask their fellow Scouts for different tools to complete the job. They share turns “installing” and “un-installing” items for time.

Instructions to Scouts:

Twelve “parts” (or nuts and bolts) will require “maintenance” from the Patrol. Scouts will switch off using specialized tools to tighten or remove parts/nuts and bolts underneath a

junk car or “modified vehicle frame” using a creeper device. Scouts will quickly find the right tool, work on the nut/bolt to tighten or remove or swap out the piece, while taking direction from their fellow scouts.

(Optional - A buzzer will be attached to the frame of the vehicle and if the tool touches the frame, the Scout will have to swap out with another Scout or have time added for their portion of the event.)

Judge gives Patrol Leader the list of items to be “repaired” and their locations. At the “GO”, signal the scouts start the repair process. Time stops when Patrol Leader signals that the “repairs” are finished.

Scoring:

Judge inspects items for proper “repair.” 30-second penalty added for each “unrepaired” item. *Add Optional buzzer points.* Patrol with the shortest time wins.



10. Fender Bender! (Timed event)

Background:

What happens after an accident? Your Patrol has come upon an accident scene. You have rendered first aid and called 911 for aid. Now what? Your Patrol needs to help out for the post mortem of the accident' everything from taking pictures, showing proof of insurance, registration, show valid Driver's License info to police, exchange insurance company info, decide what happened. All that stuff! You will become experts in accident procedures, once in an accident happens!!

Materials:

Fake Scout "Driver's Licenses"

Pictures of 3-4 scenario accident crash sites

Toy cars to replicate to the on scene officer what happened at the crash site

Police report blanks

Insurance report blanks

Post-Accident Checklist – [See Lou Smith for copy.](#)

Manpower:

Judge

Scorekeeper

Preparation:

Prepare basic factual information to be given to the scouts and "textbook answers" for 3-4 crash scenarios.

Instructions to Scouts:

Scouts will be shown pictures of actual vehicle accidents and given basic factual information about the accident. Give Patrol Leader forms as he asks for them. Scouts are to determine what happened and who is at fault and who is not at fault based on the pictures, information and their discussion. Scouts will then go through the procedure of responsibly after an accident occurs.

Scoring:

Judge inspects Patrol's finished documents and findings. Grades Patrol against textbook answers. Highest score wins.

11.Jump Start (Informational event)

Background:

Your Patrol is driving to camp. On the way, you find a stranded motorist who cannot get his car started. Do a good turn and help this person on their way. Use a multimeter to check the voltage of a battery and jump-start the vehicle.

Materials: (per each station)

Vehicle with engine that runs

Dead battery in the vehicle

Car battery with charge (may want to have a backup or 2)

Battery jumper cables

Facemask

Multimeter

Manpower: (per each station)

Instructor

Preparation:

Have good battery and jumper cables near the vehicle with the “dead” battery.

Instructions to Scouts:

Instructor shows Scouts how to use a multimeter to determine battery charge. Then instructs Scouts on how to jump-start a car using jumper cables a charged battery.

Scoring:

No score, checkoff on Patrol Card

Preassigned activities

Order of the Arrow Village - Visit the O/A Village. This is a non-scoring activity

OA Talent Competition - (scored activity) Skits for Campfire

Sunday - Interfaith Worship – Sponsored by **Troop 985 and Pack 438** (last Camp-O-Ree's shovel winners)

Friday Evening Cracker Barrel - Sponsored by Mr. Mesqueda and Mr. Grimaldi

If you are interested in sponsoring anything please contact **Camp-O-Ree Chair**

Invent an activity for Camp-O-Ree

Develop an activity for Camp-O-Ree. This is open to all registered members of the Pio Pico District - Youth or Adult. Submissions are to be by the Unit Leader. The Camp-O-Ree Committee will determine if the activity can be used at the Camp-O-Ree. All entries are subject to change or adjustment by the Committee. If accepted to be part of the Camp-O-Ree, the unit who submitted the activity will be expected to run the activity.

3 points will be awarded to each Unit who either runs the game they submitted and was approved, or runs a game already proposed by the Camp-O-Ree Committee.

Activities Proposal Format

Title: What do you call this activity or game (should be Camp-O-Ree theme related)?

Objective: Why are we doing this (what scout skill does this promote)?

Procedure: How do we participate in this activity or game?

Rules: What are the rules?

Scoring: How do we score this so clear winners can be determined? (If it cannot be scored it can be for fun only)

Materials: What supplies will be required? How many stations?

Submit your Activity proposal to Sally Grimaldi at: piopicocamporee@yahoo.com.