

Plan to attend:

# **Powerscourt Fall Camporee**

October 14<sup>th</sup>, 15<sup>th</sup> and 16<sup>th</sup>, 2022

An event organized for

**Beaver Scouts, Cub Scouts, Scouts and Venturer Scouts**

Come for one or two nights, or for Saturday's activities.

To be held at

## **Dunn Memorial Camp**

2572, 1<sup>st</sup> Concession, Elgin, Quebec, Canada, J0S 2E0

(The Powerscourt Bridge clearance is 6' 6")

Registration: \$5.00 per person (youth and adults) to cover program, crest and incidentals.

Camping fee is \$40.00 per night per site.

Register your group with your name, group name, number of participants: youth and adult before October 7<sup>th</sup>, 2022, at [cecile.antink@sympatico.ca](mailto:cecile.antink@sympatico.ca). Sites will be allocated upon your arrival at camp base on the size of your group.

# Program

## Friday

Evening            arrival and camp set-up

## Saturday

8:00 a.m.        Opening

10:00 a.m.      Registration at the Main Shelter

1:00 p.m.       Games begin

4:00 p.m.       Games end

7:00 p.m.       Investiture Ceremony led by Venturers (for those who wish; bring your own scarves)

8:00 p.m.       Campfire at the Amphitheatre

## Sunday

9:00 a.m.       Travois Race

10:30 a.m.      Scouts Own and closing

This camp has been planned with some activities and spare time to be able to practice good camping skills, discover Dunn Memorial Camp and simply enjoy the nature.

All participants are expected to conduct them in a manner in keeping with good Scouting. Two up leadership and youth protection in accordance with Scouts Canada is expected. No cutting of live trees, branches, etc. Firewood is available and to prevent the spread of disease and bug infestation, do not bring firewood with you. If you are camping, bring your camping gear, cooking gear and food. Everyone must bring drinking and cooking water. Each group is responsible for their own adventure application form. Site must be left clean upon departure.

At least one scouters per group is expected to help run a game.

Uniform is to be worn for opening, closing and investiture ceremonies.

For information Contact      Ken Watson, [kenwatson68@hotmail.com](mailto:kenwatson68@hotmail.com) or  
Cecile Antink [cecile.antink@sympatico.ca](mailto:cecile.antink@sympatico.ca)

## Saturday Games

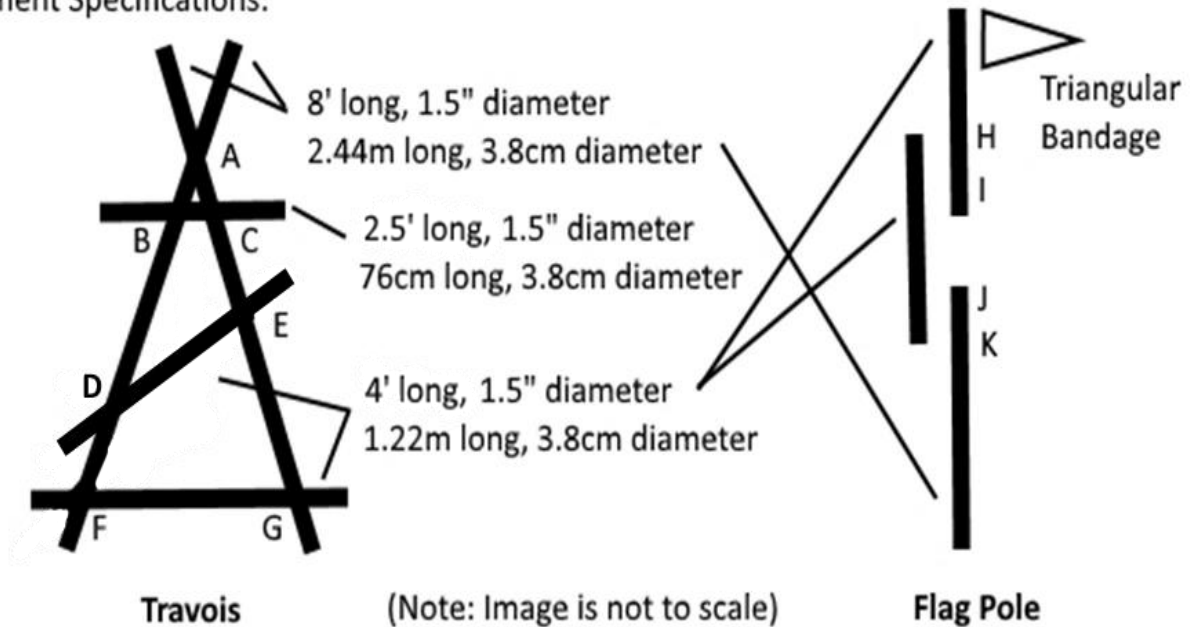
All games are adjusted to section.

1. Fire lighting: build a fire under a string. When the string is burnt through, the game is complete.
2. Raising the pole: raise a pole inside a 30-foot circle without any members entering the circle.  
Using three ropes; raise the pole to an upright position in the center of the circle. The pole must remain up right for 10 seconds.
3. Found in the forest: the team members must identify: trees by their leaves, animals by their tracks, birds by their pictures
4. Compass: follow bearing to uncover a code.
5. Good camping: identify the improvements that need to be made.
6. Frisbee throw: each member will throw to hit a target.
7. Lacrosse throw. each member will have 3 throws to get the balls into a basket

More may be added.

## Travois Race Instructions

### Equipment Specifications:



Letters A through K are lashing points. A different rope must be used at each point.

### Check List:

- 2 spars minimum 8 feet by 1.5 inches / 2.44 meters by 3.8 centimeters
- 2 spars minimum 4 feet by 1.5 inches / 1.22 meters by 3.8 centimeters
- 1 spar minimum 2.5 feet by 1.5 inches / 76 centimeters by 3.8 centimeters
- 3 jackets or sweatshirts (To be used to make your stretcher)
- 7 ropes (A minimum of 10 feet / 3.05 meters in length)
- 5 scouts (4 to pull the travois and 1 rider)
- 1 triangular bandage (For your flag and to be used as a sling)
- 1 backpack (The travois rider will carry all the equipment in it)

**Spar restrictions:** Poles made from stripped, painted or unstripped branches will not be allowed. Bamboo and processed dowels are also forbidden. Poles must be made from processed lumber (we recommend using 2" x 2" wood in order to respect the 1.5" minimum diameter). The finished spars must have 8 sides, similar to a stop sign (The sides don't have to be perfect) and must be free of any notches, holes or any other unnatural modifications. The spars should also be sanded to avoid any splinters.

**Starting Line:** A team of 5 scouts will line up at the starting line with their ropes and spars laid out perpendicular to the line. The scouts will sit on the ground behind their equipment. At the signal, the team will assemble the travois as per the diagram with seven lash points using the lashing technique of their choice. Left over rope must not exceed three inches. Once ready the team can start pulling their rider towards the first check point.

**First Check Point:** Disassemble the travois and assemble the flagpole using 2 medium and 1 long spar as per the diagram. The triangular bandage must be tied at the top of your flagpole. It must be held up straight for 10 seconds. Once approved you can reassemble your travois and head to the second check point (Don't forget your rider! ☺).

**Second Check Point:** Disassemble the travois and assemble a stretcher by feeding the two long spars through the sleeves of the three pieces of clothing (If using jackets, we recommend zipping them up). Your rider must be wearing an arm sling made from the triangular bandage. The scouts carry the stretcher and the rest of the equipment towards the third check point.

**Third Check Point:** Rebuild your travois. The rider can remove the sling. You can head towards the finish line.

**Finish Line:** Cross the finish line (Please remember to pull your travois out of the way as others may be right behind you!). The judge will mark your finish position on the card and keep it for scoring. **Good luck to all!**