

**September 17-19, 2021**

**Camp Buck Toms**

**Rockwood Tn.**

**General Information:**

The fall camporee will be held at Camp Buck Toms on the Pinnacle September 17th-19th, 2021. Units can begin check-in Friday the 17th at 6:00p.m. The cost is $15.00 person. Check-in will be at the Pavilion. Troop will be camping at the Pinnacle and Camping areas will be given on a first come first serve basis.

While camping at Fall camporee please follow these guidelines.

* Two deep leadership is required. Two youth protection trained adult leaders must be always present while your unit is aboard Camp Buck Toms.
* Every person attending will need BSA heath form Part A and B.
* The Field uniform is required for all flag ceremonies and closing campfire.
* Please use an above ground fireplace. No ground fires.
* The camp has water faucets at pavilion. Please keep these areas clean.
* Your unit is responsible for their own meals so please plan accordingly.
* Park in designated areas. Troop trailers will be allowed in camp sites. The trailer must always be attached to the tow vehicle.
* The camp has male and female restroom facilities at the pavilion. Please keep them clean.
* Please follow “Leave No Trace” front country camping rules. Plan on taking your camp trash with you when you leave.
* Sunday Clean up, all troops will provide a 3-man working party to clean the camp common areas.
* Have a great time while camping at Camp Buck Toms.

1. Nitro Transport

Materials: 16oz. can filled with water 1/4-inch from the top, a 12-inch x 12-inch board with four 6-foot braided nylon cords tied through a hole drilled at each corner, (marking pen to draw a fill line for each can.)

Method: The patrol must move a can of “radioactive nitro” (the can full of water) from point A to point B (about 25 to 30 feet) by lifting a board with a can full of water and moving without spilling any water. If any water spills, the Scouts must start over.

Scoring: The fastest time, spilling the least amount of water, wins.

1. A-Frame Chariot Race

Materials: two 8-foot x 4-inch spars, one 6-foot x 3-inch spar, three 15-20-foot x 1/4-inch manila lashing ropes for each patrol

Method: On signal, patrols lash together an A-frame using a shear lashing at the tips of the 8-foot spars and square lashings at the butt ends for the 6-foot ledger. (Three square lashings can be tied, if decided.) When the A-frame is built, it is either dragged or carried around a pre-set course or to a turn-around-line and back. The course can be completed by more than one patrol member.

Scoring: The fastest patrol to complete the race wins.

1. Bow Saw Relay

Materials: One bow saw, one pair of leather gloves, protective eyewear, one log about 6 feet long

Method: The patrol line up in relay formation, facing their log from 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout steadies the log positioned on the support block, while the second Scout puts on the gloves and saws off a disk about 2 inches thick. As soon as the disk drops to the ground, the Scouts change positions and another disk is sawed off. When the second disk hits the ground, the bow saw and gloves are placed beside the log, then both Scouts race back to the starting line and tag the next two Scouts, who repeat the process. This continues until 8 Scouts have had a chance to saw.

Scoring: Fastest Time wins.

Note: All Scouts participating in this activity must have completed Tot-n-Chip.

1. Fox Hunt (Radio Direction Finding)

Materials: Directional Antenna, Receiver, Signal attenuator, Transmitter

Method: The patrol using the provided equipment finds a hidden transmitter. This activity will satisfy the requirement 9d 1-5 for the radio merit badge. Any scout wishing to use this will need to build their own tape measure antenna and bring it with them to use on the fox hunt. Their will be a class offered Friday Evening for anyone interested in Radio Direction Finding.

Links to Tape measure antenna : <https://www.jpole-antenna.com/2017/02/07/build-it-2-meter-tape-measure-yagi-beam-antenna/>

<http://www.arrl.org/files/file/ETP/The%20tape%20measure%20antenna.pdf>

1. Dutch Oven Cook off.

* All cooking must be done in a Dutch Oven.
* All cooking is to be done in patrol area.
* Safe food handing guidelines will be followed.
* All entries must be plated and to the judges table on time.

1. Trading Blanket

Bring your Scout stuff, camping gear and patches to the trading blanket to swap with other Scouts.

1. Campfire

Have your skits and songs ready for the closing campfire.

**Pumpkin Chunking:**

**General Operation**

1. One entry per Troop Crew or Ship
2. Rules are subject to revision at the discretion of the safety committee. All team will be notified of changes.
3. There is a limit of 10 members on a team 8 youth and two adults. To be on the firing line with the machine or to fire a machine, the team member must be listed on the team roster. No more than five youth members and 1 adult will be allowed on the firing line or immediately around the machine at any given time.
4. A safety inspection of the machine must be completed by the Safety Committee. All issues must be corrected before the machine can be moved to the firing line. See item **“Safety Rules: #15”** for more information.
5. All rulings by the judges or the Safety Committee are final. The unit leader may request an explanation of any decision.
6. All pumpkins fired must remain intact until they impact the ground to obtain an official measurement. Spotters will mark the location where the pumpkin initially landed and will disregard any bouncing or rolling afterward.
7. No part of the machine shall cross the firing line.
8. Pumpkins are not to be altered in any way.
9. Pumpkins will weigh ~5lbs, but this value is subject to change depending on the availability of pumpkins.
10. Pumpkins will be provided by the Camporee Staff.
11. The difference in weight between the largest and smallest pumpkins will be <1lbs.
12. All Machines must be able to load and fire within three (3) minutes. Unit leaders are responsible for making sure the unit is ready when it is chunking’ time. If a unit is not ready to fire within that three-minute window, the unit may be skipped in order and allowed to fire last in the round or may forfeit the shot at the discretion of the Camporee Staff.
13. If a unit is cited for violating safety rules, the unit will forfeit the results of its most successful shot in that competition (longest shot during the distance competition or the closest shot to the target during the accuracy competition), not necessarily the results of the current shot.
14. A serious or flagrant violation may be cause for disqualification for the remainder of the competition.
15. All machines must be set up in the assigned areas. Units will be given notice of this area well in advance. No excuses will be entertained for a unit not being in their assigned spot-on game day.
16. The site selected for each machine must allow clear and free access surrounding the machine.
17. Field clean-up will be carried out by volunteers. Troops are asked to contribute to the cleanup effort.

**Competition Scoring**

1. There will be two different categories being judged: distance and accuracy. Each team will be given three (3) shots during each part of the competition. The best score for each of these categories will be used as the final score.
2. Rounds for the distance competition will be completed first. Each team will have three (3) shots to launch in this category and will be ranked in order of longest shot.
3. Rounds for the accuracy competition will be completed second. On the day of the competition, a target will be set between eighty (80) and one hundred twenty (120) feet forward from the firing line. Each team may request a distance measurement from their firing station to the target. Teams will have three (3) shot attempts to land a pumpkin as close to the target as possible. Distances will measure radially from the center of the target
4. Each time an alteration is made to the machine between throws (including, but not limited to: inclusion of additional counterweights, alteration of firing mechanism, etc.), the team must alert the competition organizers as well as the safety committee because of the possible ramifications on round scoring.

**Safety Rules**

1. **No compressed air, combustion systems, or explosives may be used.**
2. The Range Safety Officer has the final say on consequences if rules are broken. Decisions will be relayed to the unit leader. There will be **ZERO TOLERANCE** for those who break safety rules.
3. Machines may not chunk until the Range Safety Officer has inspected and deems them safe. Any alterations after inspection will require another inspection before firing. The Range Safety Officer may ask the unit leader to test-fire their machine during inspection to ensure the machine is safe enough to compete.
4. Cease-fire: No machine may fire after a cease-fire has been ordered. If a machine is primed at such time, contact the Range Safety Officer, so it can be safely discharged. All units must follow the instructions of Range Safety Officer.
5. The Range Safety Officer reserves the right to request a unit leader dismantle any portion of the machine to inspect for rule violations.
6. All unit leaders must sign the field roster stating that they have received, read, and understand the rules of the Punkin Chunkin. This sheet will be on the field and will be kept by the Range Safety Officer. If the sheet it is not signed, the unit cannot chunk.
7. Only spotters and camporee staff will be allowed on the landing field. No unit members or spectators will be allowed forward of the firing line during the competition. There will be a minimum perimeter of 30 feet maintained around the expected downrange landing site of the pumpkins.
8. Any machine found to have structural defects will be prohibited from chunking until repaired and re-inspected by the Range Safety Officer.
9. Eye protection to be worn by all fire line personnel in pit when firing; each unit leader will be responsible for ensuring that their unit complies with this rule.
10. All cables and cable clamps must be sized and installed properly. Any shackles on a machine must have a safety tie on the pin to prevent them from loosening.
11. All machines must be able to be cocked by no more than two (2) individuals. No more will be permitted within ten feet of the machine while cocking and firing.
12. All machines must have a safety strap or mechanism to hold the throwing mechanism in case of misfire when loading.
13. Unit members are all responsible for making sure everyone stays clear of the machine in case of a misfire. Unit leaders are responsible for clearing the area around and behind their machines during cocking or firing procedures. The Range Safety Officer is responsible for clearing the downrange area of the field of all people. A team will not be allowed to fire its machine until the area around and behind the machine is deemed clear by the Range Safety Officer.
14. An air horn will blast before each unit’s toss. If the unit does not have such a device, the Range Safety Officer will provide one.
15. The Range Safety Officer will arrange time to provide a preliminary inspection. Each Unit will be told if the machine in its current state would pass a safety inspection; if the machine would not pass, the team will be told what changes are required so that it would pass inspection

**Machine Rules**

1. Machine must fit in 6’x6’x6’ cube when in a cocked position.
2. At no time can the machine be larger than 12’x12’x12’.
3. As per “**Safety Rules #1**”, no compressed air, combustion systems, or explosives may be used.
4. Machines must be carried into place and may not be driven onto the competition field. The machine must be stable as to not impact or destroy the ground.
5. No machine may use any external power source.
6. Human power is not permitted
7. Counterweight is limited to 250lbs.

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