

2022 Camporee Station Descriptions

1. **Agility trail** – personal fitness event on the side of the mountain.
2. **Archery range** – nothing more to say
3. **Atomic Pile** – group leadership challenge placing the log onto several discs
4. **Bear Bagging*** – on your own to hone your skills of hanging your food out of the reach of bears and mini-bears.
5. **Blacksmithing** – demonstration only
6. **Branding** – collection of brands – We have leather rounds to brand, or you bring something to brand that won't burn or melt. Hot stuff.
7. **Compass Points** – need to **bring compass, paper, and crayon** (any type) for rubbings to prove you got there. (We have these if you don't. Some like their own compasses.)
8. **Fire building** – three different stations that focus on bow method, emergency fires, and steel wool methods. (Bring fire-starter items if you want to try with your own gear.)
9. **Foosball** – human size – patrol vs. patrol
10. **GaGa Pit** – a variant of dodgeball that is played in a gaga pit. The game combines dodging, striking, running, and jumping, with the objective of being the last person standing. Players hit the ball with their hands only and may not carry or throw the ball – it must be punched with open hand or fist.
11. **Horseshoe Pits*** – play on your own while waiting for archery
12. **Knife Throwing** – throwing knives at wooden targets
13. **Knots/Lashing** – skills at tying various knots under a time clock
14. **Night Crawlers** – team leadership challenge. Blindfolded to get through a maze.
15. **Shelter Building** – using objects around the area, design a shelter to make it through those big moments when you are lost in the wilderness, and it is raining or snowing. Survive!! What did you bring with you?
16. **Target Hoops*** – how good an aim are you at throwing a stick through various hoops?
17. **Tomahawk Throwing** - throwing tomahawks at wooden targets
18. **Tug-of-War*** – self-service tug of war game - rope, field, line to cross - you do the rest
19. **Two-Man Saw** – we have two two-man saws and some BIG logs to saw. Saw off a slice and take it home. These saws are brand new and very, very sharp.
20. **Water Treatment** – Demonstration and use of various water purification for safe drinking along streams. (If you have gear you want to test or would like to demonstrate, bring it along.)
21. **Liz's Emporium** – our own backcountry shop. She may have more raccoon tails and hats in stock. Depends on what the local traders bring in.

Non-stations

1. **Scoutmaster Cook Off** – the more rustic and backcountry-ish the better. Prepared for our judges on Saturday evening. Presentations and judging immediately after flag lowering. Winner gets a special award. (Extra points for 1st–3rd places)
2. **Mountain Man Costume contest** – prepare to show off your best mountain man regalia at Saturday campfire. Suggestion is to dress up one individual in the Patrol. We will have our panel of expert judges.
3. **Patch design** – got an idea for next year's Mountain Man patch? Turn it into HQ for consideration.
4. **Troop or Patrol Skit or Story telling** – a big part of Mountain Man culture was storytelling. After long weeks and months in the wilderness the chance to tell a story or tall tale when crossing paths with others or when in town was just too great. Come with your best story of great adventure - true or not. Suggested length is 2-4 minutes. All must be preapproved by HQ before presentation at Camp Fire.
5. **Flag Ceremony** – any patrol or unit who would like to do a ceremony, let the camp director know to arrange training.
6. **Leave-No-Trace** – of course!!

*No Station Master – enjoy the fun and/or challenge