

Steampolaris

Full Steam Ahead



2022 Polaris District Camporee

**Hosted by the Lowaneu Allanque Chapter, Saklan Lodge,
Order of the Arrow**

Introduction

Welcome to District Camporee, an annual event where scouts from all over the Polaris District join together to compete and prove their Scout Spirit. The 2021 Polaris District Camporee is expected to take place at Camp Chesbrough (26005 CA-9, Los Gatos, CA 95033) from Friday, April 1st to Sunday, April 3rd.

Theme

The year is 1880. It is the age of steam. You and your band of young, enthusiastic, talented, brave explorers have joined the crew of the great airship *Steampolaris* on their quest to find the lost city of Scoutlantis. If you're reading this, you can get 5 extra points for your troop by saying "Scoutlantis" to the Vice Chief of Program. You will work all day completing various tasks and repairs on the ship, and once you arrive in the Lost City, there will still be more to do. It's a challenge, but there are great rewards awaiting those brave explorers who undertake it!

Registration

Registration for the District Camporee can be done online at <https://fs10.formsite.com/svmbc/wzybesmvjy/index.html> or at the Scout Office. There is a special early-bird registration (\$13 per scout or adult) for all registrations completed by February 18. Any registration received after February 18 will have registration fees of \$18 per scout or adult. Online registration will be open until March 27. Walk-in registration for individuals will be accepted during the check-in on Friday evening. **All troops MUST be registered online or at the scout office in order to participate (walk-in registration is for individuals only).** As indicated below, walk-in registrations (registered on the day of the event) will incur an additional cost.

Deadlines & Prices

Registration Type	Date	Price
Early Bird	Before February 18	\$13
Normal	February 22-March 27	\$18
Walk-in	April 1	\$20

Parking

All drivers not dropping off **MUST** obtain parking permits for overnight parking. At registration, two permits will be issued to the Scoutmaster for the first 10 paid scouts. Additional permits will be given for every additional 5 paid scouts. Permits must be visible from the windshield of each vehicle. Failure to do so will result in point deductions for the troop. Troops can purchase up to an additional two parking permits for \$15 each. In order to host a safe event in compliance with guidance from local health officials, we will review our policies for parking closer to the day of the event and post regular updates. See *COVID and Unexpected Change* (below) for more information.

Check-In Procedure and Medical Forms

Please arrive at camp between 5:00 – 7:30 PM on Friday evening for check-in. Each troop must send their youth leader and an adult leader to check in at the admin building. Please have your registration confirmation and medical forms (Parts A and B) for all participants ready. Scouts without their medical form will not be allowed to participate and refunds will not be given. After check-in, troops will be given their campsite based on time of arrival and troop size.

COVID Safety Protocols

In order to ensure the safety of the event, certain procedures will be established in accordance with local, state, and CDC guidance regarding the ongoing COVID-19 crisis. These procedures will be developed in detail closer to the event when more is known about the situation at that time. Assume that each participant will need either **proof of vaccination** or **negative test** to participate in the event. Final information on COVID-19, including requirements for masking and social distancing, as necessary, will be sent by email to the registered Scoutmaster and Senior Patrol Leader for each troop in advance of the event.

Youth Protection

Each troop is required to maintain compliance with BSA's Youth Protection Training (YPT) policies. This means there must be **two BSA-registered adults at least 21 years of age** in each troop (including a female adult for female troops). Adults can not be shared, each Troop must provide their own.

Campfire

On Saturday evening, there will be a camp-wide campfire. While the staff provide some entertainment, it will be primarily up to the participants to create a memorable program. If a patrol has a piece to perform during the campfire, they will have the opportunity to present it to the staff for consideration during the patrol events (see the *Campfire Auditions* patrol event for more information). **We reserve the right to reject skits, songs, and other entertainment presented at Campfire Auditions.**

Order of the Arrow Tap-Out

All candidates chosen by their troops as eligible for the Order of the Arrow will be recognized in a ceremony at the end of the campfire. There is an optional cracker-barrel for all those who are tapped out as well as current members of the Order of the Arrow (including those who are not part of the camporee staff).

Campsite

Cleanliness and organization are crucial to the operation of an airship. Staff will be inspecting campsites throughout the entire day (starting one hour after morning flags). See *Campsite Inspection Sheet* (page 8) for scoring rubric. This year, we will no longer be having subthemes by troop; all troops are encouraged to decorate according to the main theme.

Uniform Inspections

As knights, you will be held to the highest degree of chivalry and discipline. Just as a knight must always be prepared for battle with their body armor, your troop will be expected to wear full Class A Uniforms at check-in, flag ceremonies (both morning and evening), and Scouts' Own/Awards on Sunday morning. Scouts should wear activity (Class B) uniforms at all other times. Costumes are encouraged, but they do not replace the uniform at check-in, flags, and Scouts' Own. Uniforms will be inspected based on the standard BSA uniform guidelines, available at [https://filestore.scouting.org/filestore/pdf/510784\(19\)_Scouts_Uniform_Inspection_Sheet_WEB.pdf](https://filestore.scouting.org/filestore/pdf/510784(19)_Scouts_Uniform_Inspection_Sheet_WEB.pdf)

Patches and T-shirts

The limited-edition camporee T-shirts are only available by pre-ordering (on the registration site) and will cost \$20 each. The cutoff date is February 18th. Any extra T-shirts will be available for purchase at the Trading Post, however, we will only have a VERY LIMITED stock. Patches will be complementary to all registered attendees.

Equipment

“Be Prepared” – Robert Baden-Powell. All troops will be expected to bring their own cooking equipment and any other equipment needed for patrol and troop events, theme incorporation, and campsite inspections. In addition, the staff can conduct water checks at any time and deductions may be made for patrol members who are not carrying a water bottle.

Staff

For the entire weekend to run smoothly, many experienced scouts are needed to staff the camporee. Staff members must be members of the Order of the Arrow (minimum Ordeal Member, newly elected candidates are not yet OA members). All Arrowmen who want to staff must attend the monthly chapter meetings to help plan for the event. If you have any concerns or if there is a problem sending enough staff for your troop, please contact the Order of the Arrow (see *Contact Information* on page 6).

Other Scouting Participants

Girl Scout, Venturing, and Sea Scout units, as well as Scouts BSA troops from outside of Polaris District, are welcome to participate. Please contact our Chapter Adviser (see contact information on page 6). Per National BSA policy, Webelos and other Cub Scouts are not permitted at camporee.

Trading Post

For those who are hungry, the Trading Post will be open outside of meal-time hours and will sell assorted candy, snacks, drinks (including coffee for adults), patches and T-shirts from previous years, and some scouting necessities.

Scoring

Scoring will attempt to balance such concerns as the age of scouts, troop size, number of patrols per troop, etc. while still rewarding scouts for scouting skills and ability. ALL aspects of the troop and patrol's participation during the ENTIRE camporee will be considered to determine their final scores toward the Bronze Hatchet and Silver Axe (See *Troop Awards* below). Additional points may be given for exemplary conduct, and points may be subtracted for "unscoutlike" behavior. Extra points can also be earned by telling the staff member running the staff surprise that the wooden rabbit is a trap. Scoring criteria for troop and patrol events is included in this packet. Any scoring disputes should be brought to the main office before 6:00 PM on Saturday to be considered. Staff members do not calculate scores until the evening. Please do not ask them for your scores.

Troop Awards

Troops will be competing for two iconic prizes: The Silver Axe and The Bronze Hatchet. The Silver Axe Award will be presented to the top-scoring troop in patrol and troop events. The Bronze Hatchet Award will be presented to the troop that best recreates this year's theme and demonstrates strong scout spirit. The scoring criteria for the two awards are as follows:

Silver Axe

Criteria	Weight
Average Patrol Score	40%
Troop Event Score	40%
Scout Spirit*	10%
Campsite Inspection	5%
Miscellaneous	5%

Bronze Hatchet

Criteria	Weight
Campsite Inspection	40%
Scout Spirit*	25%
Uniforms	10%
Troop Event Score	10%
Miscellaneous	10%
Average Patrol Score	5%

*Note: **Scout Spirit** includes troop yells, your overall enthusiasm, and your ability to demonstrate the scouting spirit throughout the campout. **Miscellaneous** will be graded upon the services that troops perform for the staff (e.g. service projects, optional bathroom clean-up, flags, etc.). Troops will have to proactively seek to help in order to score in this category. These optional tasks have to be assigned by either the Chapter Chief, the Vice Chief of Programs, or a Chapter Advisor. Troops that come in 2nd or 3rd place for the Silver Axe or Bronze Hatchet will receive consolation prizes.

Scout Spirit

The *Spirit* scoring category in many events is determined by a number of factors, including respect, cooperation, courtesy, team dynamics, and enthusiasm. Although this is a relatively subjective category and the standards may change from event to event, the staff members running each event will not change throughout the day and the standards within each event will remain consistent. As a result, this subjectivity will have little effect on the overall position of a patrol or troop. Furthermore, a couple spirit related rules are always in effect. Good sportsmanship and scout spirit are expected at all times. Please be courteous to other participants and help improve their camporee experience! Additionally, the staff running an event have the final say in any and all disputes regarding their events. Please do not argue with them, as doing so increases tensions and makes the event less enjoyable for all. Staff members reserve the right to award bonuses or penalties to any troop or patrol for any worthy reason. If you feel that a staff member is acting unfairly or discriminating against an individual, patrol, or troop, please contact an adult leader in the administration building.

Lost and Found

All lost items should be sent to the office throughout the day and can be picked up between the hours of 9AM and 7PM. Money and other valuable objects will require a full description before pickup. Any unclaimed items will be sent to the San Jose scout office at 970 W Julian Street, San Jose, CA 95126.

Departure from Camp

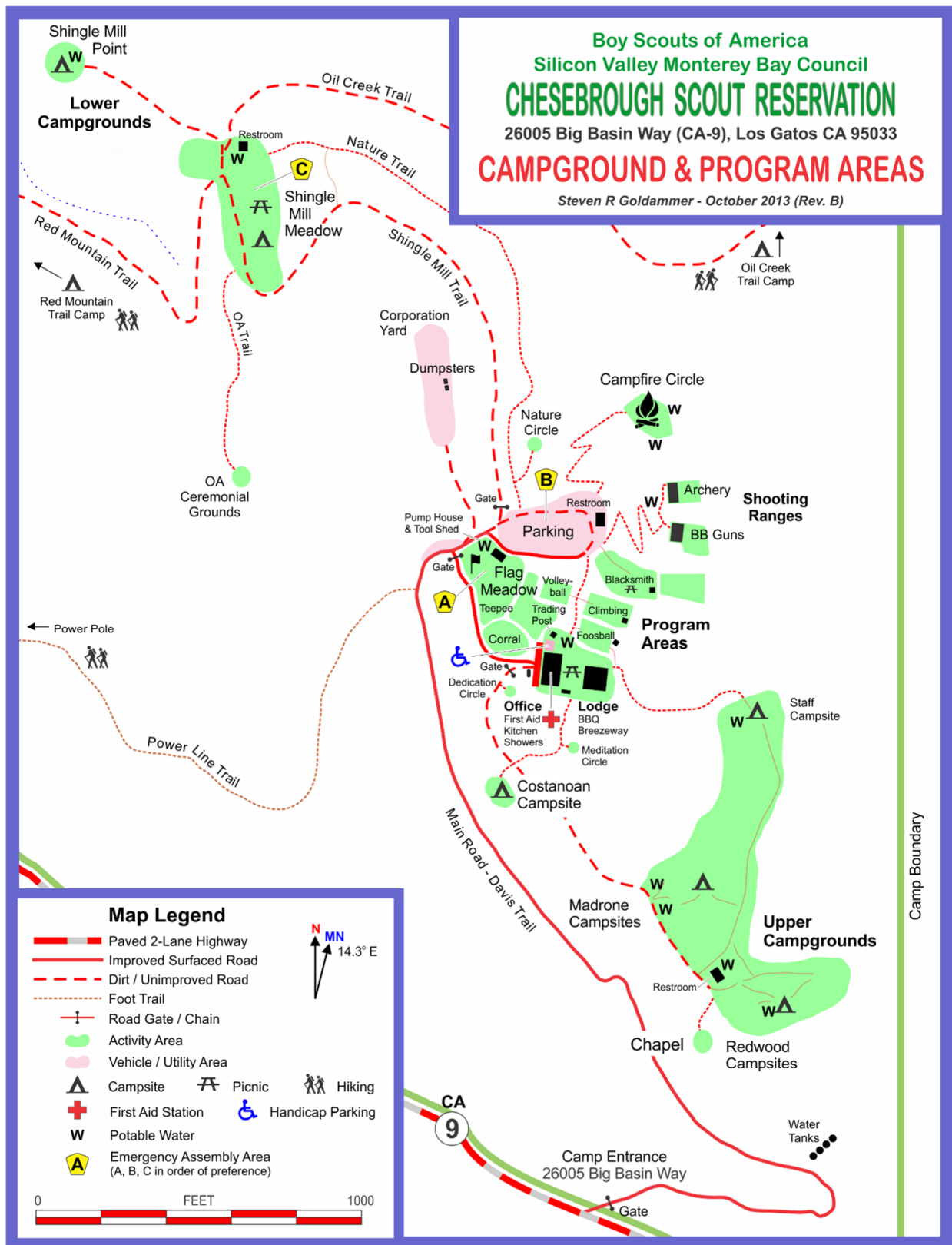
Cars will not be allowed to come down from Sempervirens Point on Sunday until 10:30 AM. If any cars need to leave early or come down before 10:30 AM, please notify a staff member so we can accommodate your needs.

Contact Information

Lowaneu Allanque Chapter Vice-Chief of Programs: James Rahn
James.Rahn@western.oa-bsa.org

Lowaneu Allanque Chapter Chief: Tapish Singh
OA.LAleadership@gmail.com

Lowaneu Allanque Chapter Adviser: Dave Low
dave.low@lamresearch.com



Campsite Inspection Sheet – Polaris District Camporee 2020

Fill out one of these sheets per troop. For every criterion, please score the troop on the following rubric: 4 points = complete, 3 points = mostly complete, 2 points = half complete, 1 point = mostly incomplete, 0 points = incomplete. Please leave comments in the “comments box” mentioning outstanding work.

BSA Troop Venturing Girl Scouts Troop Unit # Inspectors:

Criteria	Points	Criteria	Points
Equipment		General	
Shovel and Rake	/4	Food Storage	/4
Tripod and Trash Can	/4	Overall Neatness	/4
Menus and Duty Rosters	/4	Safety Awareness	/4
Patrol Identification	/4	First Aid Station	/4
Tents		Theme	
Inside of Tent is Visible	/4	Campsite demonstrates theme	/4
Clean and Orderly	/4	Patrol Demonstration of Theme	/4
Tents in Circular Formation	/4	Patrol Menus Show Theme	/4
Fire Prevention		Decorations	
“No Fire in Tents” Signs	/4	Creativity	/4
Dirt and Water Buckets	/4	Originality	/4
Raked Fire Ring	/4	Safety	/4
Comments: (Staff will use this to award the troop up to 20 points) Briefly describe the organization of the campsite, any decorations in relation to this year’s theme, or any notable work that makes this troop stand apart from others			

2022 Camporee Schedule

Friday, April 1, 2022

5:00 - 7:30 Troop Check In / Setup

7:30 - 9:30 Troop Free Time / Dinner / Set Up Shelters (Patrol Event)

11:00 Lights Out

From Friday evening through Saturday morning, troops will have the option to sleep in shelters they build at camp. For more information, see the "Sleep in the Airship" troop event.

Saturday, April 2, 2022

7:00 - 8:45 Wake-up / Breakfast

8:30 - 8:45 SPL / Scoutmaster Conference (Meet outside the admin building)

8:45 - 9:00 Morning Flags

9:00 - 12:00 Activities Begin (Patrol Events)

12:00 - 12:15 Afternoon Assembly

12:15 - 1:15 Troop Free Time / Lunch

1:00 - 1:15 SPL / Scoutmaster Conference (Meet outside the admin building)

1:15 - 5:00 Activities Resume (Troop Events)

5:00 - 5:15 Evening Flags

5:15 - 5:30 SPL / Scoutmaster Conference (Meet outside the admin building)

5:15 - 7:30 Troop Free Time / Dinner

7:30 - 8:30 Evening Campfire

9:00 - 9:30 OA Cracker Barrel

10:00 Lights Out

Sunday, April 3, 2022

7:00 - 9:00 Troop Breakfast and Pack-Up

8:45 - 9:00 SPL / Scoutmaster Conference (Meet outside the admin building)

9:00 - 10:15 Camp Clean-Up

10:15 - 11:30 Scouts' Own / Awards Ceremony

11:30 - 12:00 Troop Check-Out and Departure

Events

Patrol Events

<i>Event</i>	<i>Description</i>	<i>Location</i>
Prepare for flight (Shelter Building)	Improvise solutions to missing parts (<i>this event takes place on Friday night</i>)	Troop campsites
Fire the steam guns (Archery)	Fight off a rival airship	Archery range
Blind Conduit Search (Minefield)	Recover your dropped wrench from the dark depths of the airship	Human Foosball Court
Entertainment Auditions	Help put together a night of fun for the crew	Campfire Bowl
Engine room (Obstacle course)	Make it through the complicated network of machinery that is our engine room	Nature
Help your wounded crew member (First Aid, SAR)	Help a wounded crew member get to the medical bay	Entrance to Corporate Yard
Power the Steam Furnace (Fire Building)	Power your steam boiler engine	Campfire Bowl
External Repairs (Climbing)	Repair external damage to the airship	Climbing Wall
Fire the steam cannons (Wiffle ball toss)	Fight off that same rival airship!	Camp Crafts
Rig the Gondola (Knot tying)	Rig the gondola to your airship	Flag Meadow
Staff Surprise	It's a surprise	Announced at event

Troop Events

<i>Event</i>	<i>Description</i>	<i>Location</i>	<i>Time</i>
Be a timely crewmember	Arrive on Friday night	Admin. building	5:00 PM Friday
Sleep in your airship	Sleep in your shelters	Troop Campsites	10:00 PM Friday
Recover the inventor's tools	Recover the tools that an inventor lost in the City of Scotlandis	All of camp	All day
Scoutlantis defense cannons	That rival airship came back again!	Flag Meadow	1:15-2:00
Cooking	Cook a delicious meal using the power of steam	Breezeway	2:00-3:00
Volleyball	Tournament to celebrate opening of a new railway	Volleyball court	2:00-4:00
Relay	Participate in the Scoutlantis Steam Olympics	Parking Lot	1:30-5:00
Jousting	Defeat the rival steam gang	Camp Crafts	2:00-3:00

Patrol Events


Prepare for flight

<i>Event Background</i>	<i>Steampolaris</i> must be prepared for flight. Unfortunately, the shipment of steam conduits was delayed. Not wanting to delay your departure, you must improvise some steam mechanisms with the equipment you can find in the harbor.	
<i>Event Details</i>	This event will happen on FRIDAY NIGHT. Build a shelter. Your shelter will be graded on how it was built, what materials you used, and its ability to stay up. You can use any materials you find or bring to construct your shelter (poles, tarps, etc.), but more points will be given for shelters constructed with locally sourced materials. Additional points will be given to the troop if scouts stay in their shelters overnight (see the <i>Sleep in the Airship</i> troop event on page 17).	
<i>Scoring</i>	Materials used	40
	Shelter quality	25
	Ability to stay up	25
	Free points if you participate (since it's on Friday night)	10

Fire the steam guns

<i>Event Background</i>	Steampolaris has come under attack by a rival airship! Fire the steam cannons to fend them off.	
<i>Event Details</i>	Each patrol will send one archer to shoot the targets (the rest of the patrol is expected to cheer them on in a lively manner). The archer will shoot three arrows. The best shot will score more than the others. Points will be scored based on distance from the center of the target.	
<i>Scoring</i>	5 x best shot value	Max 50
	2 x value for every shot but best	Max 40 total
	Spirit	10

Staff Surprise

<i>Event Background</i>	It's a surprise	
<i>Event Details</i>		
<i>Scoring</i>	????	Up to 100

Blind Conduit Search

<i>Event Background</i>	<p>Oops! You dropped your wrench in the conduit. You must venture into the dark depths of the ship to find it. The loud whirring of the machinery makes speaking impossible, except for one of your crew members who has an exceptionally loud voice and can guide you from above. There are a lot of fragile gears and conduits, and touching them will be bad for the equipment and painful for you. If it stays in there the blockage will cause key instruments to fail, so you have to get it out as quickly as possible.</p>	
<i>Event Details</i>	<p>The patrol leader, or if unable a selected representative (sacrifice), to go through the minefield with a blindfold on, and another scout will be selected to be their guide. The blindfolded scout will not be allowed to make any noise while in the minefield and will be tasked with retrieving an item from within the event area and exiting the opposite end. All scouts aside from the guide (including spectators) must remain silent.</p>	
<i>Scoring</i>	Escape from minefield	60
	Object retrieved	30
	Spirit	10
	Each minute spent in minefield	-5
	Each mousetrap set off	-2
	Each contact with other obstacle	-1
	Each sound made	-2
	Unscoutlike conduct	Up to -100

Entertainment auditions

<i>Event Background</i>	Working on an airship is hard work, and sometimes you just want to relax and have fun. Because your captain is so awesome, you get to do just that! In anticipation of finding the lost city, the crew is putting together a night of fun performances, and you get to be a part of it!	
<i>Event Details</i>	<p>Do you want to be part of the campfire? Well so does everyone else, so we will be having auditions during patrol events. If you want to show off a skit, song, story, or display of showmanship for our campfire, show up and show us! All you need is yourselves, any props or materials you will need, and a great piece to perform. Skits should last about 2–3 minutes (max 5 minutes) and must be compliant with all Scouting principles. Due to time constraints, do not expect more than thirty seconds to prepare. Rehearsing beforehand is strongly advised.</p> <p>At the campfire, troops will vote for their favorite skits. The top three patrols will receive an additional prize during the award ceremony!</p> <p>Be advised: Auditioning does not guarantee a spot in the campfire.</p>	
<i>Scoring</i>	Quality	40
	Patrol participation	30
	Spirit	20
	Incorporation of theme (more like incorporation of <i>steam</i>)	9
	Convince me to give you this extra point (while the next patrol is preparing)	1

Engine room

<i>Event Background</i>	One of the more dangerous parts of your job is cleaning out the conduits. As steam is pumped through them, particulate matter builds up. An agile crew member must navigate the complex maze of conduits and retrieve debris from inside them.	
<i>Event Details</i>	<p>Patrols must cross a certain distance and retrieve as many objects they wish to without touching the ground. Time will end once the patrol makes it to the other side.</p> <p>A number of carpets and wooden planks will be given to each patrol. Carpets are fireproof and will not burn and can only be used once, but the wooden planks will burn up (be taken away) if they touch the floor. Papers that have been placed can no longer be moved, but planks can be moved as many times as needed. Each paper or plank can only support one person at a time. Wooden stumps may be provided for planks to be placed on and, if present, can be stepped on, but only for fifteen seconds at a time before they sink and burn.</p> <p>Afterward, teams will have to beat the obstacle course without touching the netting and collect more objectives to complete the activity</p> <p>Due to the complex nature of this event, some materials and procedures may vary depending on the conditions at camp. This event will also be modified for excessively large or small patrols.</p>	
<i>Scoring</i>	Team members across	50
	Objectives retrieved	20
	Time	20
	Spirit	10

Help your wounded crewmate

<i>Event Background</i>	One of your crew members was injured while away from the ship. You must provide first aid and construct a steam-powered transport mechanism to get them back to the ship safely.	
<i>Event Details</i>	One patrol member is chosen to be the victim. They will be sent to a location and instructed to act out the scenario given by staff members. The patrol member will be given the option to choose the difficulty of the scenario. After finding and “saving” the victim, the patrol will construct an A-frame to carry the victim to safety.	
<i>Scoring</i>	Time	25
	First Aid Accuracy	25
	A frame quality	25
	Quality of Acting	10
	Spirit	15

Power the Steam Furnace

<i>Event Background</i>	‘Tis the age of steam, and you know what that means: Everything on your airship is powered by steam. Within the depths of <i>Steampolaris</i> is a great steam furnace, and you must light it in order to make everything run.	
<i>Event Details</i>	The patrol will have two minutes to gather materials and build a fire. The fire must be lit using the flint and steel device provided by the staff. You may bring your own materials, but if you do, your time will be doubled (i.e., 30 sec = 1 min for scoring purposes) and you will earn fewer materials points. Certain materials (such as white gas) may be disallowed at the staff’s discretion.	
<i>Scoring</i>	Time	40
	Success	30

	Materials used	15
	Spirit	15

External Repairs

<i>Event Background</i>	After your confrontation with the rival steam gang, there is damage to the gondola which requires climbing on the outside of the ship to get there. You send an agile crew member to complete the repairs.	
<i>Event Details</i>	<p>Patrols must pick a member to climb the wall in as little time as possible and touch as many objectives as wanted. There will be 3 walls of varying difficulty and patrols can pick one to try.</p> <p>To complete each wall there will be a bell at the top you have to ring to stop the timer. Objectives will have to be touched with one hand or foot to count. Objectives will be harder depending on the wall picked and worth more points depending on difficulty.</p>	
<i>Scoring</i>	Completion	30
	Time	25
	Objectives touched	10
	Wall	0-15
	Spirit	20

Fire the steam cannons

<i>Event Background</i>	Your steam guns fended off the rival airship, but they're back with a renewed passion! You need to bring out better firepower with your steam cannons!	
<i>Event Details</i>	<p>The patrol leader and another member(or two other representatives) will be handcuffed together with paracord. These two scouts must knock down eight cups as fast as possible using wiffle balls. They must throw using the hands that are handcuffed together. Once all the cups are down, the two scouts will go through the cups and find which one has a key in it. Once the key is found, time will be called. Of course, there won't be an unlimited amount of wiffle balls, so other patrol members will be allowed to help collect and bring wiffle balls back to the pair throwing(if cups are accidentally knocked down in the process, scouts must put them back up or points will be deducted).</p> <p>There will be a maximum time cap of seven minutes to knock down all the cups and find the key.</p> <p>A scout is helpful; after the event is complete, patrols will be asked to help reset the game by putting all the cups back.</p> <p>Extra Points: There will also be 3 bonus dixie cups behind the main cups. If the scouts manage to knock ALL OF THEM over, extra points will be rewarded.</p>	
<i>Scoring</i>	Time	60
	Bonus small cups	+5
	Helped reset?	10
	Spirit	15
	Breaking the rules: <ul style="list-style-type: none"> - Using wrong hand to throw - Other patrol members knock down a cup and don't reset it - Unscoutly conduct 	Up to -50

Rig the Gondola

<i>Event Background</i>	The gondola has partly detached from the rest of the airship. Thankfully, it's still intact, it just needs to be secured using your favorite tool: rope!	
<i>Event Details</i>	Each patrol will select 5 different members (if the patrol has less than that then some member will do 2 knots as needed). Members will line up each with their piece of rope & knowledge of their assigned knot. When the time starts, they will go one at a time, the next cannot start until the knot before them has been finished.	
<i>Scoring</i>	Complete knots (5 pts per knot)	25
	Quality knots (-2.5 per incorrect knot)	25
	Time (-3 for every 10 sec after 2 minutes, with a maximum of 4 minutes)	30
	Teamwork (team members are kind & supportive in working together)	10
	Spirit (does their yell at least once & has ENTHUSIASM)	10

Troop Events

Be a Timely Crewmember

<i>Event Background</i>	Timeliness is of the essence for a functional airship crew. The captain has agreed to give a bonus to crewmembers who come early.	
<i>Event Details</i>	Come to camp on Friday night. Be sure to check in at the admin building! See <i>Check-In Procedure and Medical Forms</i> (page 2) for more information.	
<i>Scoring</i>	Arrive and check in on Friday night	50

Sleep in the Airship

<i>Event Background</i>	Being a crew member is hard. Enjoy some well-deserved sleep!	
<i>Event Details</i> No participant limit	This event will happen on FRIDAY NIGHT. Build a shelter (see the <i>Prepare for Flight</i> patrol event on page 11). Sleep in it. Shelters will be in your troop campsite. Staff will be checking the shelters on Friday night for credit on both the troop and patrol event. The unit leader and SPL will communicate the number of scouts who actually stayed out for the full night to the staff.	
<i>Scoring</i>	Percentage of the troop that sleeps in shelters (10% = 10 points, 47% = 47 points). Only scouts who stay out for the full night count.	Up to 100

Cooking

<i>Event Background</i>	Steam is how everything runs in the city of Scoutlantis, and cooking is no exception. The mayor of Scoutlantis is seeking out the finest quality steam-cooked meal and is holding a competition to find out whose meal is the best.	
<i>The Event Details</i>	<p><u>Instructions:</u> You will be cooking a dish for three to four judges to try out, and competing with other troops to see which dish is better.</p> <p><i>Rules: Your recipe must use steaming or boiling. One secret ingredient will be introduced during the event itself, in which you must integrate it into your masterpieces. Only two items/ingredients can be pre-prepared before the actual event. We will call hands up when time is up, and scouts must not touch the food, tools, or table after that.</i></p> <p><u>Total Time:</u> ~ 2 hours (30 mins preparation, 50 mins cooking, 30 mins judging, 10 mins cleanup [overlap])</p>	
<i>Scoring</i>	Presentation	30
	Taste/Texture	30
	Creativity	15
	Use of Secret Ingredient	15
	Spirit	5
	Cleanliness/Sanitation	5

Scoutlantis Defense Cannons

<i>Event Background</i>	Those rival airships who attacked you twice already just won't leave you alone. Only this time they're attacking the city. Using the resources you brought with you, you must construct a larger cannon to fight them off.	
<i>Event Details</i>	Each troop will have the entire time to build a catapult of their design to launch a single beanbag. The goal is to get the beanbag as close as possible to the target in three tries. The catapult must be made primarily of lashing materials and only 8 people from each troop are allowed to touch the catapult. Troops are expected to bring their own materials to build the catapult. If a troop is unable to do so, they will not have materials for the event.	
<i>Scoring</i>	Accuracy	80
	Spirit	20

Recover the Inventor's Tools

<i>Event Background</i>	In this industrial age, lots of tools are used for inventing new contraptions for profit in factories and consumers. A great inventor has lost all their tools across the city of Scoutlantis, but is in the process of planning an invention, so they don't have time to go looking for them. Being helpful scouts that you are, your job is to go around camp and find all of the tools.	
<i>Event Details</i>	Every Troop is given a sheet of paper. On it is a list of the tools and a blank space for the patrol to write the location of the item once they find it. Items are hidden only in places all troops have access to, so not in restricted areas or outside the main areas of the camp. Troops should write their troop number at the top of the paper and turn it in to the office within the troop event time period. Troops are to be courteous to other troops and not move or touch any of the items, simply write down the location.	
<i>Scoring</i>	Time (first troop to turn in paper gets the most possible points, second gets 5 less, and so on.)	75
	Number of correct locations (1 pt per location)	10

	Courtesy (no tools out of place by end of day)	5
	Teamwork (isn't just one pair working on it and team members are kind & supportive in working together)	5
	Spirit (does their yell at least once & is generally enthused)	5

Polaris Railway Unveiling Volleyball Tournament

<i>Event Background</i>	A new railway has just been finished by Polaris Enterprise! They've decided to hold a volleyball tournament (definitely not for marketing purposes), and as the prize, they're giving away tickets for the very first train ride on the new track. Put together your most skilled team to compete and win. Games will take place on the Polaris sponsored Airship-500. Defeat rival teams and make your way through the brackets to the final round for a chance to win the prize!	
<i>Event Details</i>	Troops will select teams of five players (minimum) to compete with one another in volleyball games to get to the final round and win. The games are structured as one elimination tournament. Brackets and game times will be posted outside the office. The winning team will get to play the staff (purely for egotistical gain).	
<i>Scoring</i>	Spirit	30
	Placement	70

Scoutlantis Steam Olympics

<i>Event Background</i>	The city of Scoutlantis has invited you to participate in their annual steam olympics. The reward is great, should you choose to accept the task.	
<i>Event Details</i> Required participants: see Event Details	<p>This event is a relay race. Troops will complete the relay race at different times (scheduled throughout the afternoon). There are five parts to the race:</p> <ol style="list-style-type: none"> 1. A three-legged race (2), 2. A tomahawks challenge (1), 3. A climbing route (1), 4. A balance challenge (walk with a beanbag balanced on your head) (1), and 5. A beanbag toss (1). 6. Eating the baton (which is a candy bar wrapped in duct tape) (1). <p>The relay will require a total of six competitors (as shown above), however troops with fewer than six members may have some competitors participate in multiple legs of the race. The Two-Liter Grail will start at the three-legged race and must be brought to each station in succession. In addition to the number of competitors required for each event, troops may choose to have dedicated runners to move the Grail between the stations. All competitors and runners should report to the starting line ten minutes before their scheduled time. Troop members not participating in the relay are encouraged to cheer on their representatives!</p>	
<i>Scoring</i>	Time	65
	Spirit	35
	Dropping/holding the beanbag	-5