

Event Volunteers - Run the events as per the instructions. You may improvise to make things more interesting or fun. If you have damaged or missing equipment please write this on the EVENT AREA SHEET & place it in the PAPER TOTE.

PLEASE READ THE INFO BELOW. THANKS

Youth are to be encouraged to complete the event on their own. They are not to be awarded the points for the event unless they complete it. The only exception will be if they truly tried their best. We must make exceptions for the age of the youth in the patrol, physical limitations, size of the patrol, and experience of the youth. If they truly tried their best but can't do the event, award points.

Set up: As per the instructions on the back

Inventory: PLEASE conduct an inventory and let us know what needs fixing

End of Day- Dismantle: As per the Event Area Coordinator.

The youth must complete the event before any points can be awarded. After the event has been completed, **punch** the SQUARE beside the "event name" score earned. **DO NOT PUNCH THE NUMBER ITSELF, just the square.** If you do not have a punch, sign your name in the description column, and "X" the square.

Challenge Trophy Camporee - General Info

- ~ We request that all adults volunteer for 1/2 day to help run events assigned to each respective Sub-camp. Please see your Youth Sub-camp Staff.
- ~ This ensures that all events are open for the attending youth to enjoy.
- ~ Equipment and written instructions are provided

We need adults to run Events for 1/2 Day

TYPES OF EVENTS:

- ~ **Educational** events are designed to teach not to see what the youth already knows. If you have a youth that seems to already know the material, have them teach the rest of the patrol.
- ~ **Outdoor & Nature Skills** events are part of the educational events. These events are designated with an "O" on the Event Card.

Special Awards? Top patrols in each subcamp will receive "Outdoor and Nature Skill" patches.

~ **Teamwork** events are designed to teach the patrol to work as a team using the seven teamwork principles. Have the patrol refer to their event card and go to Event # 235 Teamwork. Filling in the Blanks will complete the key words of the Teamwork principles on each Event Card.



- 1) Leadership
- 2) Work Towards a Common Goal
- 3) Clearly Define Tasks or Roles
- 4) Wise Use of Resources
- 5) United and Enthusiastic Effort
- 6) Effective Communication
- 7) Suppression (control) of the Ego

Each Teamwork event is designated on the Event Card with a "T". After completing the event, if time is available, ask them how can you do it better? Complete the required # of Team Work Events & EARN Teamwork Patches. Where possible we ask the adult or senior youth in charge to make the event challenging. For example, time the teamwork event and provide a target to beat.

- ~ **Craft** events provide the youth with crafts they personally make. These are great souvenirs and the materials are included in the registration fees.
- ~ **Fun** events are just that. Some are pretty silly while others will require physical skills. These include archery, air rifles, most sporting events, etc. Where possible we ask the adult or senior youth in charge to make the event challenging. For example, time the event, most accurate, longest throw, games, activities, **sports**, etc.

TEAMWORK -

- ~ When the troops arrive they have an opportunity to unload, carry and assemble their respective Campsites using the Teamwork principles and guidelines included in the Camporee Leader Package.
- ~ The events are designed to teach and practice Leadership and Teamwork while developing character in a team / patrol environment.
- ~ At troop campsites the patrol(s) have an opportunity to practice team skills while trying to improve their Campsite Inspection scores.
- ~ We also provide the opportunity for youth to become Staff at our Youth Run Camporee. Training is provided before or at the Camporee on Friday night.

Volunteer 1/2 day for events & earn 100 points for your Troop!

We offer several levels of leadership positions.

Youth Staff helpers in Sub-camps or Event Areas as Future Leaders.

12 Youth Event Area Coordinators

12 Youth Sub-camp Chiefs

4 to 6 Youth Camporee Chiefs

Venturer Crews running program and/or helping Service team

~ Staff souvenirs include,

A Camporee patch

A Staff patch

A Camporee Staff Cap

A Subcamp Patch

~ Please work with the troop's youth leadership team to keep the troop on schedule at the Camporee. The schedule was included in the Leader's Package and moves forward unannounced.

~ We have **12 special patches** included in the Program.

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|------------------------------|-------------------------------|
| 1) Outdoor and Nature Skills | 2) Subcamp Chariot Racer |
| 3) Demolition Drag Derby | 4) Teamwork |
| 5) Scouting Excellence | 6) Perfect Inspection Score |
| 7) Craft Events | 8) Educational Events |
| 9) Educational Events | 10) Sports Events |
| 11) Fun Events | 12) Event / Program Volunteer |

We have received several suggestions over the years to improve the Challenge Trophy Camporee. Should you have a good idea you would like to share, please see Doug Reynolds at the Camporee, or email scouterdoug@hotmail.com

Summary: Thank you for stepping forward to provide excellent memories for the scouting youth at the Challenge Trophy Camporee.... & other Scouting activities.

Adult in Charge

Please ensure that

all Adults that attend the CTC read this sheet and sign up to help run events.

Please Make a copy of this sheet for All Adults

Exemptions may be made for special needs, or other VERY important reasons.

Thank you for helping to make the CTC Program a GREAT success.

Yours truly; Scouterdoug

**To: ALL Adults
in all Troops...**

We need all adults at the CTC to help run **EVENTS** for only 1/2 Day = 3 hours.

We run over 600 Events at the CTC but without **ALL** of the adults we cannot run the entire Program.

Please "sign up" in your subcamp

... & be part of the Events Team. See other side for additional info.