

Invite parents to visit your camporee and see what good campers their young hopefuls are. Get the parents together for a short session to talk about summer camp.

The camporee is an excellent way to help spruce up the uniforming of your gang. You can use shorts and T-shirts for the rougher activities, but for flag ceremonies, inspections, dinner, and campfire get the gang in full uniform. It will do wonders for the appearance of the troop and they'll look and feel like Scouts.

### Winding it Up

Wind up your day's activities with an evening campfire that includes songs, campfire games, a good campfire story, recognition of patrols for their performance in the camporee, and some inspiration that will send them home saying, "Boy, haven't we had fun! There's nothing like being a Scout!"

## SUGGESTED GAMES

### Knot-Tying Relay

**Equipment:** One 6½-foot rope and Scout staff or long stick for each patrol.

**Method:** Patrols line up in relay formation, with the first Scout about 10 feet from the staff, which is held horizontally 30 inches off the ground. On signal, "Bowline! (or other knot)—Go," the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it okayed by the judge, unties it, runs back, and gives the rope to the second Scout, who runs up, repeats the performance with a different knot, and so on until eight knots have been tied.

**Scoring:** The first patrol to score 100 points wins.

**Note:** Square knot, sheet bend, fisherman's knot—for these, join ends of the rope with a taut knot, with the staff running through the loop. Clove hitch, two half-hitches, timber hitch—tie rope to staff, pull taut. Taut-line hitch, bowline—tie knots so that staff runs through loop.

### Rescue Race

**Equipment:** A four-foot piece of rope for each Scout.

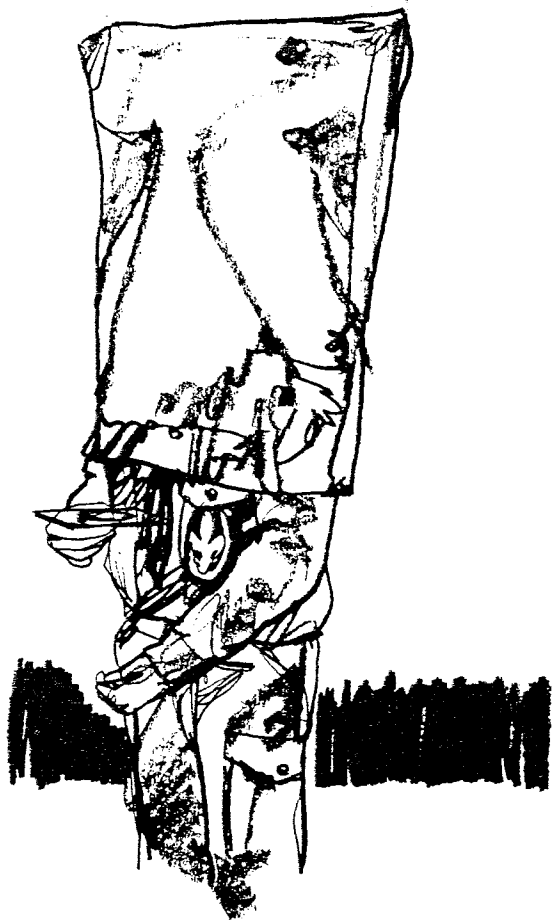
**Method:** Patrols line up, relay fashion. Patrol leaders are 20 feet in front of the first Scout. The patrol leader is supposedly drowning and must be rescued by a thrown line. On signal, all patrol members tie their ropes together to make a long line. The first Scout in line then coils the rope and throws it to the patrol leader, and the whole patrol pulls him to "shore." (It is best to trade patrol leaders around so that no leader is rescued by his own patrol.)

**Scoring:** The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader "ashore," 80 points to second, and 60 points to third patrol. Check knots for correct tying. Deduct 10 points for every incorrect knot.

### Direction-Finding Relay

**Equipment:** For each patrol, a map, compass, and eight 3 × 5-inch cards. The names of two towns (or other points) appearing on the map are written on each card.

**Method:** Patrols line up in relay formation. The map and cards are 15 feet in front of each patrol. At the signal "Go," the first Scout runs, selects a card, and determines the compass bearing from the first point mentioned on card to the second point.



The Scout writes this bearing on his card and hands it to the leader-judge assigned to his patrol. He then runs back to his patrol and touches off the next Scout, who repeats the action, and so on until all have run.

**Scoring:** 10 points within 5 degrees of being correct; 5 points if within 10 degrees.

**Map Orienting Variation:** First Scout runs up to map and orients it, using compass. He returns to touch off second Scout. Meanwhile, leader checks orientation, and spins map around for the second Scout.

### String-Burning Race

**Equipment:** For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

**Method:** Before the race, a fire area is cleared, and the two sticks are pushed perpendicular into the ground, 24 inches apart; one piece of string is tied between sticks 12 inches off the ground; the other, 18 inches above ground. The patrol gathers native tinder and firewood. Each patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After lighting, the fire must not be touched, nor may more wood be added.

**Scoring:** The team whose fire burns through the top string first wins.