



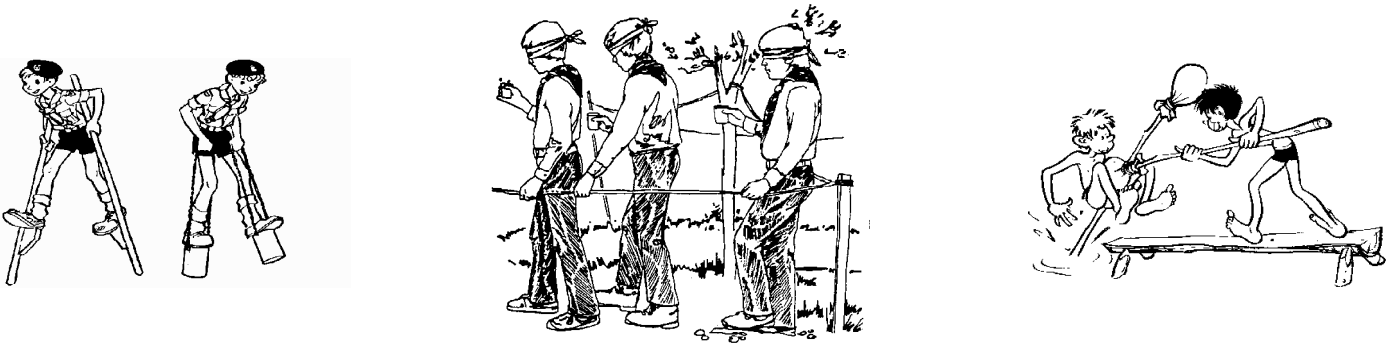
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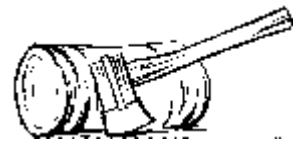
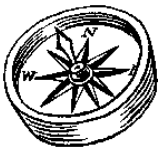
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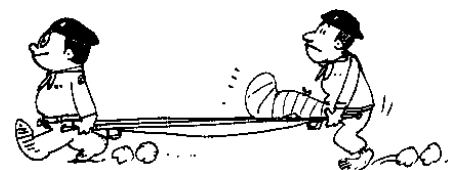
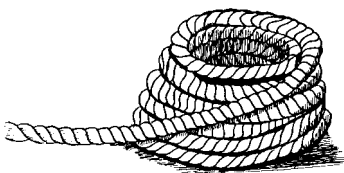
GAMES DOCUMENT



Official Explanations



This document contains a good portion of the official information which will help you to prepare for the activities. Read it attentively. If you have any questions, comments or suggestions, contact me via E-mail : heron@www.com.



Document created par Philippe Ribert



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Message of the Activities Grand Master



At last ! Here is the long awaited document regarding the activities. It gives me great pleasure to participate at this Camporee as organiser of the activities. I have also lived a Camporee: that of Caribou 1995. I remember very well the ambience and the atmosphere that reigned there. Everyone applied themselves in order for their Patrol to win the different Pennants that were in play. I have lived this frenzy and I wish this time that you will be able to live it.

The expectations during a Camporee are high. You must be adequately prepared, as you will face many Troops that want to excel and win a Pennant. This is a unique occasion to measure ourselves to others to know our worth and competencies in different techniques, games, briefly,

IN EVERYTHING !

To attain it, the Patrol must give the necessary efforts. One can not attain the summit simply by snapping one's fingers. At first sight, the ascent may seem hard, perilous, maybe even unfeasible. The key word in this phrase is **seem**. All is but an illusion. A guy which does some training for a 100 metre dash once a month will never win a competition. But a guy which exercises regularly has a much better chance of arriving first. It is the same thing when you prepare for an exam . We should not wait until the last minute in order to study (in theory)!



It is the same for a Camporee. The level of the activities is not for Cubs or Timber Wolves, but really for Explorers, or Woodsman. As our Motto, let's then be **PREPARED** to face it. How ? First of all, we must want to fully participate in this event. If we feel forced, we will not have the same energy and drive and will never be able to attain the summit. Secondly we must set our goal. And this must not be of the kind «We will squash them and win!»

Where is the Explorers Spirit in such a thought ?

We participate at the Camporee above all to **FRATERNISE**. It is true that the last two Camporees did not overly emphasise on this aspect, which is yet a must in our movement. Well then, this time, it is different. Personally, I want you to come to have fun, meet your brother Explorers, and Woodsman et to live together an unforgettable experience. I do not want you to arrive in a sports game with construction boots with the intention of hurting an opponent. I do not want you to arrive at the Camporee with the objective to Demolish the Troop with the X scarf. I do not want you to cheat in order to win a game at any price. I do not want you to scrutinise with a magnifying glass the rules in order to find weakness or omission and to use it to your advantage in order to win at any cost.



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All unwritten rules, but that derive from GCS¹ will be applied.



Come above all to learn the different tricks and mean that other Troops utilise for their camps. How is their table made? Comment does one do a mast which is not planted, nor anchored? What songs do they sing? Their technical knowledge? Their Patrol tactics? The scarf combats? You have so many things to learn and discover and it is within the activities that you will be able to realise that.

Have fun! Have a good time participating in the games, the campfires and the assemblies. Make it so that you will remember this memorable event because you will have given a 110% effort.

Be above all an Explorer which has a heart of an Explorer.

Do not forget the Explorers Law.

COME THEN IN GREAT NUMBERS : IT IS AN EVENT NOT TO BE MISSED!

The Activities

My team is composed principally of two people: myself and Laborious Wolf (Bruno Sylvestre). But there will be more than 40 volunteers on site so that you can participate in the different activities which are on the schedule.

Of course, all the games are emulated. But as I have said previously, the **brotherhood spirit** must be our primary focus. This is why in one of the games, your Patrol will be united to another and you will then have to work together in order to win the game.

In another activity, teams of 15 Explorers or Woodsman will be formed. Thus, if there are 15 troupes participating at the Camporee, the teams will have 15 members coming from 15 different Troops.

Of course, there will be some games which will be lived exclusively Patrols.



If you have visited the Camporee Web-site(www.angelfire.com/pq/camporee2001), you have probably noticed that there are 5 activity blocks within the schedule: 4 blocks of three hours and another one of 1h40. **There is no specialised game.** In other words, you will not do knots for three hours.

ALL THE GAMES ARE MULTI TECHNICAL.

¹ GCS = Great Common Sense (of course !)



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I describe below the games, and some rules and guidelines, but do not expect a long and exhaustive description of all that will happen. I will but give you the main guidelines in order to help you in your preparation. Nevertheless, you have a good idea of what to expect at the Camporee. And if worst comes to worst, do not hesitate to contact me to clarify some details that you find unclear or vague in the explanations.

How Things Will Unfold

Everyone plays the same game at the same time. It is in some sort a big hive with many honeycombs. It is **imperative** to be prompt to the gathering calls, or else, it is the duration of the activity that will suffer directly. We have a rigorous schedule to respect. I spoke earlier of the

implication of my volunteers. Please note that they come with joy to give a serious helping hand for the Camporee.

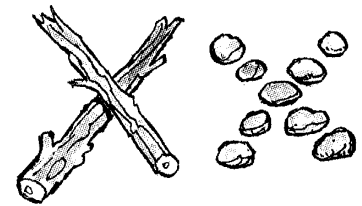
Any misplaced or disgraceful attitude towards them will be immediately sanctioned.

NO DOCUMENTATION OF ANY TYPE WILL BE AUTHORISED

This is a fundamental rule so that all can have an equal chance to win. If need be, you could be searched in order to verify if you respect this primary rule, but I will place my trust on the first article of the Explorer Law : **A Explorers honour is to be trusted.** An Explorer or Woodsman which gets lost in the wilderness does not always have all the books or gadgets on him. This will be the same thing for the games. This is a unique opportunity for you to know what you are really worth without always relying continuously on different means available. Only God will be able to help you.

I will now enumerate certain examples (I have maybe forgotten of the materials or equipment which is prohibited:

- Manuals of techniques or any pages with some techniques
- Manuals of progression (Azimuth **of Others**)
- Memory helper **of any type**
- Decoding grids for Secret Codes
- GPS and any other electronic equipment (cellular, etc.)
- Stretcher or folding shaft
- Grids that take co-ordinates on a map
- **etc...** (I insist on the "etc.")



Any Explorer or Woodsman can have at all times their Explorer Staff. **BUT PLEASE NOTE** : a Explorer Staff, is not a Christmas tree on which books and memory helpers hang! Also, a Explorer Staff SHOULD NOT be used to hit an opponent! However, on the staff itself, we could find different type of information **engraved** on it, such as Morse Code (this is but an example). There staff should be exactly 1,67 metres long. One last thing : a Explorer Staff is not a staff of the broom stick type or industrial type that we can buy from a *Canadian Tires* !



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You must be able to count on yourself. Your leaders will not be able to assist you during these games. Do not get worried, everything is doable. If by misfortune during a game you are stuck on a test of any type, there will be a system in place that will permit you to overcome this obstacle. Of course this will have repercussions on your evaluation: **you will not be able to obtain the Pennant in question.** Therefore you must be adequately prepared on all fronts.

Dress Code



You will not wear your uniform during the games. However, **at all times**, you must have your unit scarves around your neck, thus helping the organisers and the evaluators in identifying the unit to which you belong to.

Combat attire will not be permitted. You are not some *Rambos*. Avoid wearing flashy clothing, as it will be difficult for to hide in the bushes. Please forget the pants which has the waist-line falling below your knees (you get the picture) and the shirts that also fall below your knees !

All games are always preceded by a meal. After your meal, you will be called for a gathering and you **must be ready to then start the game.** Therefore, as soon as the gathering is over, the activity will start and it will be no longer time for you to go back to camp to change!

Scarf Combats

Possibly in two games, you will have Scarf Combats between Patrols. So that everything runs smoothly, we just need to religiously respect the following rules :

● The combats are **ROYAL-LOYAL**, in other words we can be 6 against 1, but no hits below the belt, we must let an adversary stand up if he has fallen, and we do not tear any clothing off the poor guy. Briefly, the hunt must be done in the respect of the adversary, but can have many people attacking one individual.

● In order to start a scarf combat, we only need to find an *enemy*. No need to touch him beforehand. No one is obligated to start a combat: if a retreat is possible, he can take it and if his attacker makes a pursuit and is successful is retrieving the scarf, well then... tough luck! Therefore, you may also tenders some ambushes, and at the perfect moment, take by surprise the scarves of your opponents.



● **THE LOCATION OF THE SCARF :** If it doesn't rain and that a raincoat is not required, the scarf must be worn in back. **The scarves will be given to you .** You must not place it in a belt handle or make a knot in it. One end must be **in** your pants. The length that is in play must be **at least de 50 cm.** If



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it rains, the scarf will be worn on your left arm, on top of the shoulder. This decision will be taken by the person in charge of activities (myself!).

● The Dress Code has its' importance during Scarf Combats. If a sweater is too long and falls below the belt, it then hides the scarf, this is unfair for the others. If this case, the sweater must be tucked **into** the pants prior to the game.

● When our scarf has been taken away from us, our adversary keeps it and will be able to use it as a supplementary life. The loser must also give to the winner the objects and **thematic** papers which he had on himself and that he had amassed during the game. If we do not have a scarf, we can not engage into a combat or have in our possession any objects or thematic papers.

IF THIS IS NOT RESPECTED , THIS WILL HAVE AN IMPACT ON YOUR TROOP EVALUATION .

Emulation

The activities team will not take care of the emulation as such. I can however divulge the different Pennants which are in play. The competition is done between Patrols and accounted for to the Troop to which the Patrol belongs to. Please note that a Troop will not be able to obtain more than one Pennant.

Explorer Spirit



Sport Games

Camp

Protocol

Discipline

Technical Games



Honour



During the activities, more than one Pennant is evaluated simultaneously . Therefore during a sports game, not only will the game itself counts for the Sport Games Pennant, but also, some points will be attributed to the Explorer Spirit, Discipline and Protocol Pennants. Of course, everything counts also for the Honour Pennant. Here are the games:

➤ The Toutacabit Race (3h)

As the name indicates, this is a great race: a race against other Patrols, but also against time. You will have a path to follow on which many obstacles and constraints will show up. Different techniques and Patrol tactics will have to be placed forward to succeed in this game. You will also have to realise these constructions:



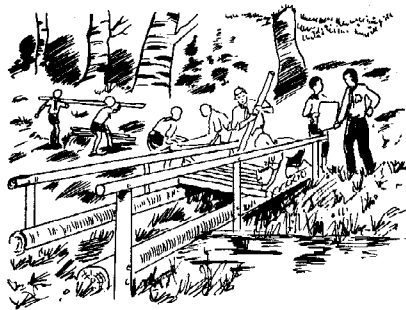
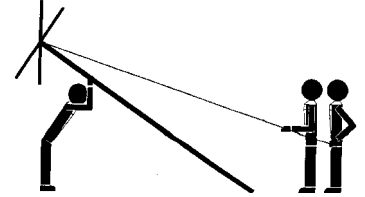
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Mast : Construct a mast of the highest height possible which will not be planted, neither anchored, simply, one that stands on its own. You will have at your disposal 6 Explorer staffs of six feet (183 cm) and a maximum of 75 feet (2286 cm) of rope. You are not allowed to sharpen the ends of the staffs and can not cut them in any way. Briefly, they must stay as they are. Wood-binding will not be permitted. No nails or screws permitted. Chose the type of rope that you are most comfortable with. However, if you take a strand rope, you are not permitted to unbraid it to obtain 3 X 75'. You are not allowed to make any bracing-wire or peg.



Bridge: Always with the same equipment (the six staffs and the 75 feet of rope) and the same constraint, you must make a bridge which will have a foundation of 10 feet (305 cm). It could serve to cross over, for example, a ditch. The bridge will have to be functional, as you will have to use it at a later time. It must be sufficiently solid to support at least one patrol member.

Skis : Always with the same equipment and the same restrictions, you must make a pair of skis. The entire Patrol will have to be attached to it and then will have to advance over a certain distance. The feet of all the guys must be attached to the skis.

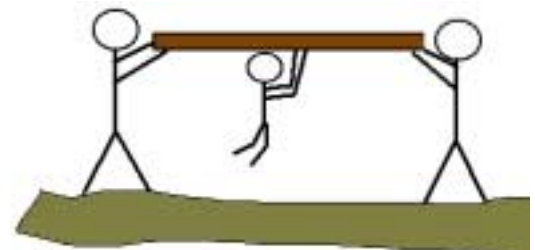
Important detail: You can only cut your rope at one occasion. You can arrive with pre-cut pieces, but the total must not exceed 75 feet.

The Yo-Man-Check-This-Out (3h)



This is a Patrol sports game when the strength, address, agility, ingenuity, endurance of each individual will be called upon. This is somewhat a tournament consisting of 10 events. One of them consists of throwing a 4 feet log (122 cm) backwards, with a flip, as far as possible. Each Patrol member will have a maximum of three tries. If after the first try a guy thinks he can do better, then he can do his second try. If the second attempt is not as good, he can make his last attempt. If the last attempt is worst than the first, it is still the last attempt which will count. This guy should have stopped immediately after his first attempt.

Another test will consist of making the most number of traction's (chin-ups) on a staff held by two people from the Patrol (no other support equipment allowed). All the guys must attempt these chin-ups and must hold the staff at least once. Under know circumstances must the feet of the person doing the chin-ups touch the ground. The total number of chin-ups performed will be calculated.





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Another test will consist of making a human and supporting a Patroller as long as possible. Taking turns, each person chair and be the person supported. No support equipment, and no supplementary aid will be permitted. The human chair will have to count on itself !

➤ The Machiavellian Twirl (3h)

For those who know of it, this is a « *beat the clock* » type game. In Patrol, you will have to penetrate an infernal spiral and your goal will be to attain the centre in order to... (you will find out in due time!). No one can attain the centre by chance ! 10 doors have to be cleared and at each one, a test will be demanded. You will have to attain the centre, or else... (you will know in due time !). Beware also of the guards of the infernal twirl ! !Once you have entered the spiral, there is no way to walk back out ; you must absolutely get to the centre !

➤ La Great Mare's Tail (3h)

United with another Patrol, you will have to assemble some clues that you will find on the Camporee site. These clues will permit you to... (to be discovered !) But beware : you will always be in enemy territory : the other Patrols also want to get their hands on these clues!

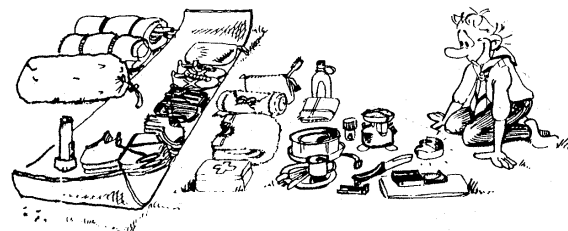
➤ The Empire (1h40)

A movement of co-operation is flowing within the community: we want to assemble to preserve the patrimony of the different nations. Some big teams are formed from different cultural backgrounds. Each team will have to protect their patrimony. Will you be expansionists or protectionists ?

Equipment

The equipment required for the games will be inspected upon your arrival at the Camporee site. Then, if your equipment does not fit the criterions you will have enough time to make adjustments, or else, you will not be able to participate in the game in question. You will be warned in advance as for what equipment to bring to each game. Here is the required equipment list for **each Patrol**. If items are added you will be notified.

- 6 staffs six feet tall(183 cm)
- 75 feet (2286 cm) of rope
- 2 shovels
- 1 note-pad with a clamp in order to write
- 1 hatchet
- 1 compass
- 2 triangular bandages





- 2 rope knots

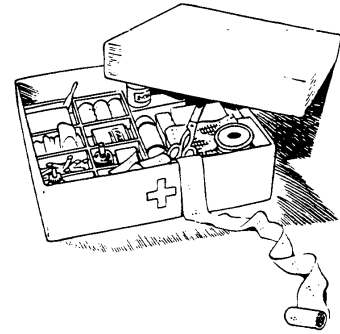
(please identify your material)

Techniques

Here are some of the techniques which could be used in the games:

First-Aid :

- bandages (arm-sling, hand, clavicle, head, knee, ...)
- signs et symptoms
- transport (stretcher, arm chairs, ...)
- A.B.C's
- splints
- ...



Signalling:

- Morse code
- semaphore
- secret codes
- track signs
- service calls
- ...

Orientation :

- compass
- magnetic variation
- topographic map
- topographical et geographical co-ordinates
- symbols
- sketches
- astronomy
- orienteering
- ...



Seamanship:

- knots
- lashings (square, diagonal, long, ...)
- splices
- utilities
- ...



Pioneering:

- constructions
- ...

Knowledge of the movement :

- B.-P.
- good citizenship
- uniform
- Cubs or Timber Wolves
- ...





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A good reference that can give you ideas of the technical requirements needed is your Requirements Handbook (Aspirant-Tenderpad, 2nd Class, First Class). Proficiency badges are also to be considered.

A complete rules listing will be given to you 2 hours prior to each activity

I repeat : if you have any questions, any interrogations, some comments or suggestions ? Please do not hesitate to contact me. I will give you different means to contact me, so please do not be shy to utilise them:

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It will be a pleasure to meet you at Cougar Camporee 2001.

Comprehensive Heron

Philippe Ribert
Activities Co-ordinator

Note: Everything written in this document is subject to change. You will be warned of changes in due time. This applies also to documents handed out before the games.

Only the Activities Co-ordinator can decide to modify a rule during a game.