

Duck Commander Camporee



The Camporee theme is "Scout Commander" and is based on the popular Duck Dynasty TV show. The events will reflect this. The wearing of camo is highly recommended and may play in to scout spirit bonus points. Each Scout will receive a silkscreened camo bandana.

Duck Blind Building Competition

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage.

The Hubcap Hurl

Each patrol member will hurl a regulation type and size hubcap on a designated hubcap range. The hub cap hurl will be judged by average distance. The patrol score will be based on the total distance divided by the number of patrol members.

Fishin' in the Pond

The object of this event is to retrieve objects from a distant location (the pond). Patrol members will lash together a number of poles to retrieve the objects from the pond.

A Mountain Man Machine

Patrols will be provided with a box of equipment. They will use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem, other items may be useless, or maybe not. Patrols will be scored on teamwork, time, patrol spirit, creativity, and if the problem is solved.

A Bloody Mess

Patrols will make an improvised stretcher and haul a gallon jug of what looks like blood. A score will be given on a 100 point scale based on the amount of liquid left in the jug after it is placed on the ground at the finish line. Four scouts will carry the stretcher. They will need to use care while carry this vessel. That thing may spill or splash as you are going along.

Far Buildin'

The hike has taken longer than planned and your patrol will not get back to the base camp before dark. It will be a cool night and you will need heat to keep warm. Being prepared, you have

carried with you the needed items to start a fire but soon find out that all you have to start a fire are non-flame type of starters.

Your patrol will build a fire to burn a string but can only place your fuel up the height of the wire that is parallel to but lower than the string. The largest sticks should be no larger in diameter than your finger (1/2"). Patrols will bring their own fuel along with flint and steel to start the fire. Fires cannot be started by any match, flame, lighter, or magnesium. Charred cloth, lint and other natural materials are acceptable but may not contain petroleum jelly, paraffin, or other types of flammable accelerants. Timing will begin when the patrol starts setting up the fire in the fire pit.

All Tied Up and Batty Jack!

This will be a timed event. The patrol will line up as a patrol and stay in order. On Scout Command each member will spin around 5 times with their head on a bat. Then they will take said bat and run to the tying point. There they will be given a knot to tie. If the scout cannot tie the knot he will return to the patrol and the next scout will spin around the bat and then attempt the knot. When the knot is tied correctly the patrol member will return to his patrol, hand the bat to the next scout, and go to the end of the line. Each scout will bat spin prior to tying a knot. Patrol members will cycle through until all 7 knots are tied correctly. Knots will be; square knot, timber hitch, clove hitch, two half hitches, bowline, taut line, sheet bend.

Obstacle Course

All patrol members will run the obstacle course and the average time will be used to score the event. Obstacle may include tires, straw bales, drainage pipes, rope swings, etc.

Frisbee Golf

Garbage cans will be spaced out around the field as the hole targets. The course will have 9 holes. Each hole has a par number that is decided by how many obstacles (trees, hills etc.) or how far the target is from the "tee-off" point (where you start the hole). It's usually 3 to 5 shots that you are allowed to hit the target. Patrols will play a scramble format (everyone tosses a Frisbee and the next throw is played from the best throw). An adult will accompany each patrol to keep score. Best overall score wins. In the event of a tie, there will be a sudden death playoff between the tying patrols.

Duck Call Competition

Arkansas Style - Judging shall be based upon contestant's ability to bring in a simulated flight of ducks using all of the following calls: 1) "Hail or long distance" call; 2) "Mating or lonesome duck" call; 3) "Feed or chatter" call; 4) "Comeback" call. Callers may use any legal pneumatic call, voice, or mechanical calls. You may want to research these calls on YouTube and then practice them prior to the competition.

Scoring for contests is by a 10 point system. There are five judges and the contestants high and low scores are thrown. The remaining three are used for scoring each round. The patrol that receives the highest score each round moves on to the next round. Decisions of the judges shall be final.