



Camp Roosevelt February 22-24, 2019

The High Adventure Chill Out is a chance to join in one of the oldest traditions in Boy Scout history. It's a wonderful opportunity for units to come together as a Council and participate in Scouting competitions. Council gatherings provide an opportunity to match skills against others within our Council. There will be fun and fellowship. Please use this guide to help your unit prepare for the fun and excitement of this year's Chill

Out. The cost is \$10 per person. That includes the event patch.

The Scout Oath and Law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. LNT coffee and hot cocoa will be provided during the Saturday morning and afternoon activities to any Scout or Scouter **that has their** own cup.

Don't be surprised if you get asked LNT questions before you get your hot drink.

All events for our High Adventure Themed Chill Out will be based on basic Scouting skills and High Adventure hiking skills for all levels of scouting. They will also include fun challenge events that will require effective communication, leadership and teamwork to successfully complete. Passports will be given to each Patrol, Den, Crew, Post, or Ship listing the order of activities to visit. The score for each event will be recorded on the passport. All Patrol, Den, Crew, Post, or Ship must turn in their passport to the High Adventure Chill Out staff as they finish in order to be eligible for any awards.

All event activities will be staffed by High Adventure Chill Out staff. The Penobscot District Committee feels that adult leaders should be able to follow their scouts or socialize with other adult leaders.

All Scouters are invited to participate in the High Adventure Chill Out events and stay for lunch. Adult leaders of **Dens** should accompany their scouts around the course. Other parents are encouraged to also go out on the course, but maintain a reasonable distance from the Patrol, Den, Crew, Post, or Ship and not to interfere with any scouters or event.

Group lunch will be served in the Pamola Lodge. All scouters will be required to bring one can of chicken noodle soup. For example, troop has 20 registered for the High Adventure Chill Out. The troop would be required to bring 20 cans of soup. It will be served with hot dog on a bun and chips.

Attention:

- * Campsites will be assigned to each unit; **it will not be a first come first serve basis.**
- * One major change to the Chill Out this year is that troops **will need** patrols to have **backpacks** to carry their equipment as well as Cub Scout Dens. Smaller Patrol, Den, Crew, Post, or Ship can work together.

Required Equipment to Carry in the

Backpacks for patrols

- * **First aid kit**
- * **Water bottles**
- * **Rain gear**
- * **Scout Handbook(cubs)**
- * **Compass**
- * **Flint and Steel**
- * **Fire starter**
- * **Blanket**
- * **Ground Pad**
- * **Set of Warm Clothes**
- * **Mystery Chill Out Item**

Required Equipment to Carry in the **Backpacks for Cub Scouts**

CUB SCOUT SIX ESSENTIALS FOR HIKING QUICK LIST

- ***First Aid Kit***
- ***Water Bottle**
- ***Flashlight**
- ***Trail Food**
- * **Sun Protection**
- ***Whistle**

High Adventure Chill Out Schedule

Friday- February 22, 2019

**5:00 PM to 8 PM Registration and
Check-in**

**8:30 PM Scoutmaster/SPL Meeting and
Cracker Barrel at Pomala Lodge.**

Saturday- February 23, 2019

7:00 AM – 8:40 AM Day Registration

8:45 AM Flag Ceremony

9:00 AM- 11:45 AM Morning Events

11:45AM- 1:00 PM Lunch

1:15 PM- 4:30 PM Afternoon Events

4:30 PM Flag Lowering Ceremony

**4:45 PM Leader's Chili Cook Off
Judging**

5:00 PM- 6:30 PM Dinner

6:30PM – 7:30PM Religious Service

**8:00 PM- 10 PM Awards Ceremony and
Movie**

11:00 PM Taps/ Lights Out

Sunday- February 24, 2019

8:30 AM- 10 AM “Leave No Trace”

Check-out

High Adventure Morning Events

Event #1 -First Aid Challenge

In this event, Scouts are given a first aid scenario in which a person has been injured during a hike. Scouts must render first aid, and then prepare to evacuate the victim. Scouts are encouraged to prepare in advance by doing first aid scenarios during Troop meetings. Patrols will have to furnish all first aid supplies such as neckerchiefs, poles and blankets for stretchers, extra coats/blankets to keep victim warm, etc. Each patrol will have to provide its own victim.

Cub Scouts will be given a First Aid scenarios and what should they do for victim.

Event #2 - Bear Bag Challenge -

Patrols will sort through camping equipment and supplies. They must choose the correct items to be filled in a bear bag and then hang the bear bag. This will be a timed event.

Cub Scouts- Will be explain what a Bear Bag is, why it's used and how to hang it. Cub scouts will have the opportunity to hang a bear bag.

Event #3 Lashings Challenge

Patrols will be trying to snap a mousetrap with a washer tied to the end of a string. The Scouts must attach the washer and string to the end of a pole. Then they must correctly lash together 3 poles to make a long enough pole to snap the mousetrap. This will be a timed event.

Cub Scouts- There will be poles all lashed together for scouts to snap the mousetrap. Cub Scouts will have opportunity to learn how to lash poles together if time allows.

Event #4 Fire Building Challenge

Patrols will need to build and start a fire in order to cook~Jiffy Pop popcorn. Patrols will then get to eat the popcorn. Patrols must have fire starters and will use flint and steel to start their fires. Wood will be provided. This will be timed event.

Cub Scouts- Only Webelos will be allowed to light fires. All other ranks can build the fire, but not light the fire.

Event #5 Backpack Challenge

Patrols will need to pack a backpack with the correct equipment for hiking. The goal is to choose items that will keep the pack weight to 25 lbs. After the Scouts load the pack, the pack will be weighed.

Cub Scouts- Will pack a backpack with the 6 Cub Scout Essential and guess what the weight is to earn points.

Event #6 Compass Challenge

In a large outdoor area, the marker is placed on the ground. Standing where the marker lies, the Scout sets his compass at 3600, faces north, and walks for 50 paces following that bearing. Next, he sets his compass for 1200, faces that bearing and takes another 50 paces. Finally, he sets his compass for 2400, faces that bearing, and again takes 50 paces. When he's done, if he's five feet from marker, he succeeded.

Cub Scouts- Will be given a brief compass lesson and will Play the Human Compass Game.

Event #7 Rain Fly Set-Up Challenge

Patrols and Dens will be provided with hiking poles, rain fly, stakes and rope. They must set the rain fly up and store their gear and themselves in the fastest time.

Cub Scouts will shown how to setup up the rain fly. Then they will do it themselves. Den Leaders can help with knots if needed.

Event #8 Scout Rescue Challenge

Patrols will need to rescue some of their patrol members who are stuck down a hill. They will toss a rope to the Scout, then the Scout will tie a bowline knot around them. The patrol will pull up their friend. This will be a timed event.

Cub Scouts – Will play the Heave Ho Game.

High Adventure Afternoon Events

Scout Competition with Packs and Snow Shoe Competition

Scouts will have opportunity based off age to compete in a shooting challenge. Scouts will need to have their snow shoe and backpack to compete. Scouts will start from a predetermined starting point. They will race with snowshoe with a backpack on. Then shoot targets for score. Based off age they will either shoot rifle or bee-by guns.

High Adventure Camporee Additional Activities

"Crew Chief" Challenge

Be prepared if you meet up with the Chill Out "Crew Chief" by demonstrating knowledge of Scouting values and history. The Crew Chief will ask Scouting related questions. If a question is missed, the Crew Chief may steal points from your passport. You will be given a token by the Crew Chief so you will not be jumped again. No patrol will be stopped more than once. Examples of possible questions:

1. How many merit badges do you need to earn for Eagle Rank?
2. What does SPL mean?
3. What is LNT?
4. What is the Scout Oath?
5. What is the Scout Law?
6. What is the Scout Motto?
7. What is the Scout Slogan?
8. What is the Outdoor Code?
9. What do the two stars on the Scout emblem signify?
10. Who was the founder of Scouting?

Akela Challenge

- Who is Akela
- What are the levels of Cub Scouting
- Scout sign
- Hand shack
- What is Leave No Trace

Theater - Movie and Popcorn will follow awards and closing

Scouting for Food

Scouts and Scouters are requested to bring at least one non-perishable food item that is within its expiration date to Saturday's lunch. All donations collected will be distributed to a local food bank as part of the Scouting for Food program. Collections will be counted and an award will be presented at the campfire to the troop with the highest average collection.

Leader's Chili Cook Off

Troop leaders are encouraged to enter their best chili recipes. Judging will take place Saturday afternoon. Participating troops must provide all food needed to make their chili recipe.

Awards

*High Adventure Champion – Awards will be given to the top Patrol and Den combined events points.

- * High Adventure Troop Champion - Award for winning the Backpack Relay
- * Scouting for Food Award
- * High Adventure Participation Ribbon
- * Leader's Chili Cook Off Winner