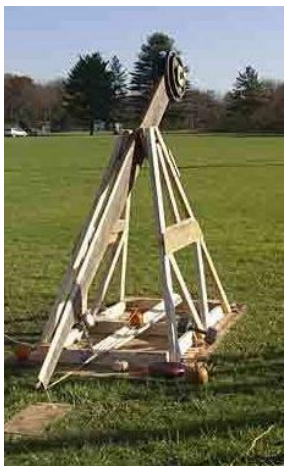


2017 Narragansett Council
Fall Cranboree



Pumpkins Strike Back!

November 17-19, 2017
Camp Norse
Kingston, MA



When: November 17-19, 2017

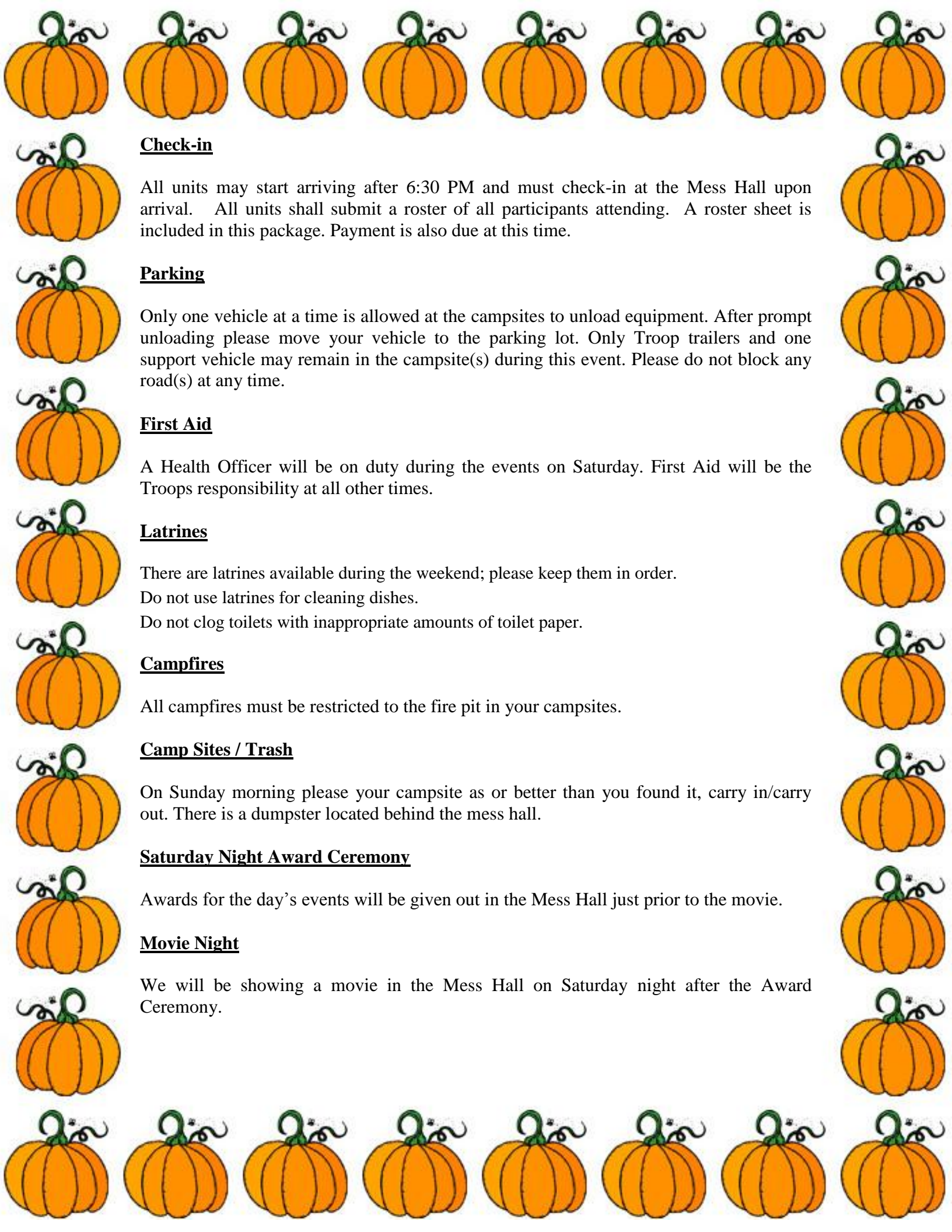
Where: Camp Norse
Kingston, MA
Directions can be found at Narragansettbsa.org

Cost: **\$10.00** per Scout or Scout Leader

Competitions: Punkin' Chunkin' Accuracy and Distance Competition, GPS Scavenger Hunt, & Thanksgiving Dutch Oven Cook-Off Competition

NOTE: These specifications and rules which follow are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons.

Any questions may be directed to Troop 26 Lakeville, Jonathan Ashley at jashley@cott.com or Scott Santangelo at sjsd@comcast.net



Check-in

All units may start arriving after 6:30 PM and must check-in at the Mess Hall upon arrival. All units shall submit a roster of all participants attending. A roster sheet is included in this package. Payment is also due at this time.

Parking

Only one vehicle at a time is allowed at the campsites to unload equipment. After prompt unloading please move your vehicle to the parking lot. Only Troop trailers and one support vehicle may remain in the campsite(s) during this event. Please do not block any road(s) at any time.

First Aid

A Health Officer will be on duty during the events on Saturday. First Aid will be the Troops responsibility at all other times.

Latrines

There are latrines available during the weekend; please keep them in order. Do not use latrines for cleaning dishes. Do not clog toilets with inappropriate amounts of toilet paper.

Campfires

All campfires must be restricted to the fire pit in your campsites.

Camp Sites / Trash

On Sunday morning please your campsite as or better than you found it, carry in/carry out. There is a dumpster located behind the mess hall.

Saturday Night Award Ceremony

Awards for the day's events will be given out in the Mess Hall just prior to the movie.

Movie Night

We will be showing a movie in the Mess Hall on Saturday night after the Award Ceremony.



Trebuchet / Catapult Competition

A trebuchet was a type of machine that was used during medieval times to destroy castle walls during a siege. Using principles of gravity and levers, they were capable of hurling large stones a great distance. Your unit is challenged to design and build a trebuchet and hurl pumpkins at our castle. Competitions will be held for accuracy and distance.

Please read the following specifications and rules carefully when planning your trebuchet/catapult design. All trebuchets will be inspected prior to competing.

Each Troop may enter 2 trebuchets

Specifications and Rules

- All trebuchets must arrive to the ball field by 11:30 am, ready for inspection. Judges will be watching to be sure the Scouts are doing the bulk of the work, with guidance from adults, for safety only. No Scouts can use power tools; adults can, if needed.
- Maximum frame height – 7 feet from the ground to the pivot rod; maximum frame length – 8 feet; maximum frame width – 6 feet. Your trebuchet may be smaller than the maximums. Note: all trebuchets will be measured 11:30 am, during inspections.
- The trebuchet throwing arm may not exceed ten feet in total length. The length will include all mechanisms and adhered weights, but will not include the sling. This will be a tip to tip measurement.
- The trebuchet must be made of wood and must be assembled on site by Scouts. Metal fasteners are acceptable especially regarding the safety of the trebuchet. Wooden pins, lashings, may be used to help secure the machine parts, but it is the judge's discretion to not allow a unit to compete if there is a safety concern regarding the integrity of the trebuchet. Units will have the opportunity to make adjustments to the trebuchet to make it safe in order to enter the event. After the allowed time to make a trebuchet safe has passed and the judges feel the trebuchet is still unsafe, the unit will not be allowed to compete. This is for the safety of all at the campground, no exceptions. The use of metal bolts, screws and nails is acceptable.
- All trebuchets must have a safety mechanism.



❖ The following parts may be made of metal:

- ❖ The pivot rod
- ❖ Sling release mechanism on the tip of the throwing arm
- ❖ The safety mechanism
- ❖ Attachments such as U-bolts for attaching the throwing arm to the pivot rod.
- ❖ The firing mechanism
- ❖ Chains connecting the counterweight to the throwing arm

❖ The sling can be made of any material.

❖ The trebuchet must be powered by counterweights. No mechanical devices, such as, but not limited to, hydraulics, air rams or cylinders, springs, bungee cords, or slingshots will be allowed. The power of the trebuchet must be produced by a counterweight.

❖ For safety reasons, the firing mechanism must be a remote firing mechanism. The firing mechanism must allow the Scout firing it to be at least ten feet away from the trebuchet when it is fired.

❖ Counterweights must be fixed to the device in a manner that will keep them from coming loose upon firing. Plastic buckets are not acceptable to hold counterweight material. This is purely a safety concern; judges will evaluate the counterweight setup for safety.

❖ If the trebuchet breaks during a competition, it can be repaired during the competition, but the remaining throws for the given rounds will be forfeited. The repairs must be completed prior to the next round for the given unit or the team is disqualified. Judges will be standing by to evaluate the safety of the repair or modification and authorize the team if they can compete or not.

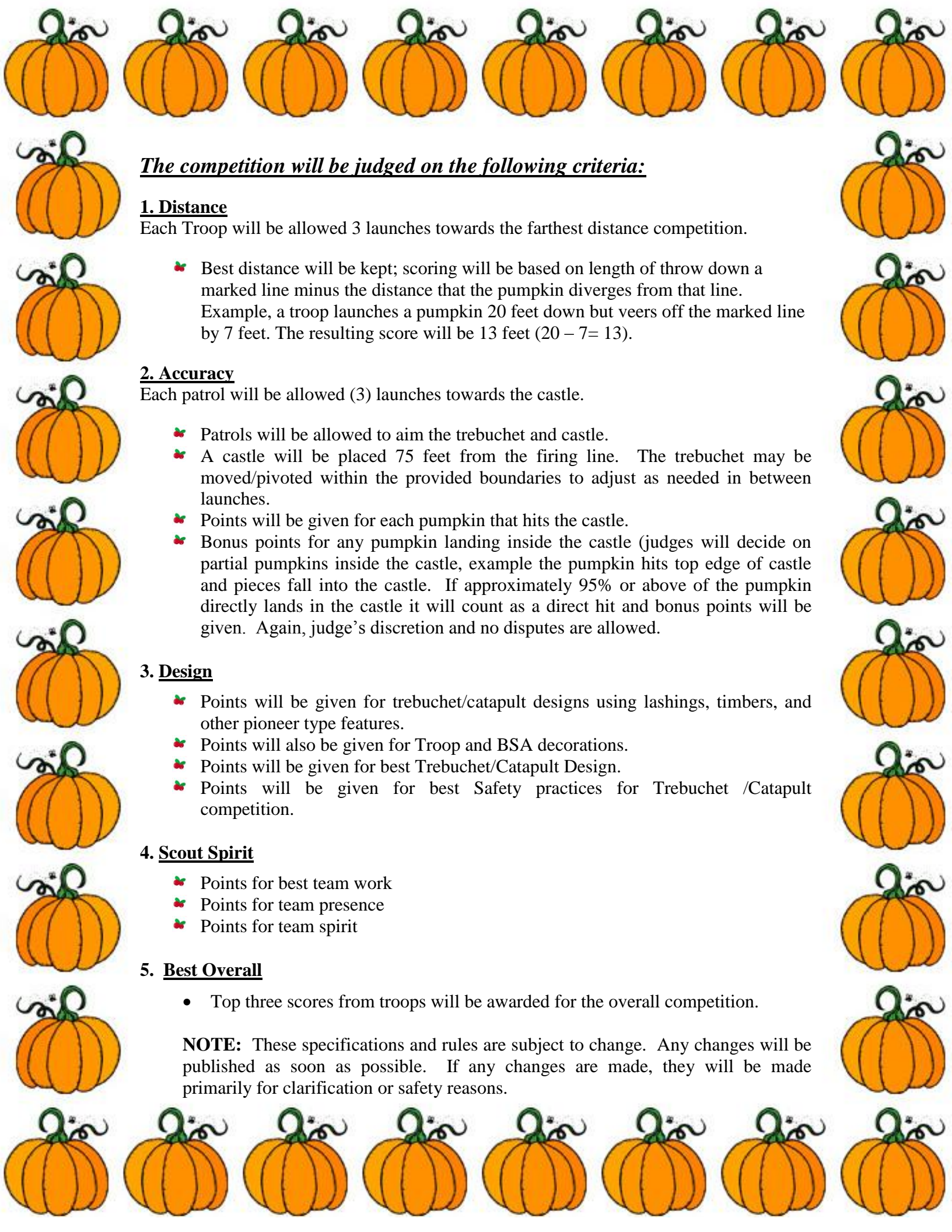
❖ Each unit must provide no fewer than 6 pumpkins in the less than 5lb range for the competition. You will need 6 of them for the competition/trebuchet.

❖ At any time that the trebuchet is being set to fire and during firing, there must be two unit adults at the trebuchet. Scouts, however, must do all operating of the trebuchet.

❖ At no time shall anyone be in the firing range without permission of the range officer.

Failure to comply with these specifications will result in disqualification from the competition.





The competition will be judged on the following criteria:

1. Distance

Each Troop will be allowed 3 launches towards the farthest distance competition.

- Best distance will be kept; scoring will be based on length of throw down a marked line minus the distance that the pumpkin diverges from that line. Example, a troop launches a pumpkin 20 feet down but veers off the marked line by 7 feet. The resulting score will be 13 feet (20 – 7 = 13).

2. Accuracy

Each patrol will be allowed (3) launches towards the castle.

- Patrols will be allowed to aim the trebuchet and castle.
- A castle will be placed 75 feet from the firing line. The trebuchet may be moved/pivoted within the provided boundaries to adjust as needed in between launches.
- Points will be given for each pumpkin that hits the castle.
- Bonus points for any pumpkin landing inside the castle (judges will decide on partial pumpkins inside the castle, example the pumpkin hits top edge of castle and pieces fall into the castle. If approximately 95% or above of the pumpkin directly lands in the castle it will count as a direct hit and bonus points will be given. Again, judge's discretion and no disputes are allowed.

3. Design

- Points will be given for trebuchet/catapult designs using lashings, timbers, and other pioneer type features.
- Points will also be given for Troop and BSA decorations.
- Points will be given for best Trebuchet/Catapult Design.
- Points will be given for best Safety practices for Trebuchet /Catapult competition.

4. Scout Spirit

- Points for best team work
- Points for team presence
- Points for team spirit

5. Best Overall

- Top three scores from troops will be awarded for the overall competition.

NOTE: These specifications and rules are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons.



GPS Scavenger Hunt

Each Troop competing in the GPS Scavenger Hunt must use a cell phone with GPS or hand held GPS device to compete. A GPS device is required to compete, no exceptions.

The challenge will build upon each hidden location, failure to find a location will prohibit a troop from getting to the next location. Points will be given for each location found.

Each location will contain a marker and a Selfie must be taken featuring at least two members of your Troop and the marker to assure the troop located it.

One representative from each troop will turn in the information to the judges. The time turned in will be recorded with 1st, 2nd and 3rd place being awarded and will aid in the overall competition awards.

Troops need to pick-up their first clue from the judges following the Opening Ceremonies on Saturday morning.

Thanksgiving Dutch Oven Cook-Off

One Item per Troop may be entered.

All of the secret ingredientst handed out at the Cracker Barrel must be used in your recipe.

The dessert must be cooked/baked in a Dutch Oven using only Charcoal and/or a Campfire as your heat source.

At judging all desserts must be submitted with an ingredients list and how the secret ingredients were incorporated in the dessert.

Scoring will be based on the following:

1. Presentation
2. Overall flavor and edibility
3. Effective use of the secret ingredients

1st, 2nd and 3rd place will be awarded for this event and will aid in the overall competition awards.

Adult Leaders

You can enter as well using the guidelines above but not limited to just desserts.

1st, 2nd and 3rd will be awarded for this event but will not count towards the overall competition awards.





Friday, November 17th

6:30 PM Registration / Check-In Begins at the Mess Hall
Troop's set-up at their campsites

9:00 PM Cracker Barrel / Leader Meeting (SPL's, ASPL's and SM's)

10:00 PM Taps

Saturday, November 18th

7:00-8:00 AM - Saturday Arrivals Registration

9:00 AM - Opening Ceremony

9:30 - 11:00 AM - Trebuchet/Catapult Assembly

Scouts with adult supervision only, points deducted for adults not allowing the boys to assemble alone. Supervision is for safety of the Scouts and spectators only.

9:30 - 12:00 AM - GPS Scavenger Hunt

Turn in your findings as soon as your Troop has completed the challenge, partial completions do count!

11:00 - 12:00 PM - Trebuchet Inspections Begin

All assembly stops. Any modifications beyond safety modifications identified and approved by the judges will disqualify a troop. This includes decorations, lashings, improvements, etc..... no modifications after the time ends unless authorized by the judges.

12:15 - 1:15 PM - Lunch at the Campsites

1:15 - 1:45 PM - Safety Repairs

Safety repairs to trebuchets allowed - REPAIRS AND RE-INSPECTION MUST BE COMPLETED BT 1:30PM. NO Exceptions to this safety rule.





2:00 PM – The Competition Begins

Troops load their trebuchet only when judges indicate the field is ready. No preloading of pumpkins, this is not a timed competition. Any violations will result in significant point reduction or disqualification. The competition will continue until all qualified troops have competed.

5:00 PM - Dutch Oven Cook Off Judging

6:00 PM - Dinner at the Campsites

8:00 PM - Award Ceremony at the Mess Hall

8:30 PM - Movie at the Mess Hall

8:30 PM – Phase 10 Tournament in the Mess Hall
If you have a deck of Phase 10 cards please bring them

?:00PM - Taps

Sunday, November 19th

Overnight units break down camp and leave camp.

Remember... Leave No Trace



Troop Roster

Troop :		Campsite:	
---------	--	-----------	--

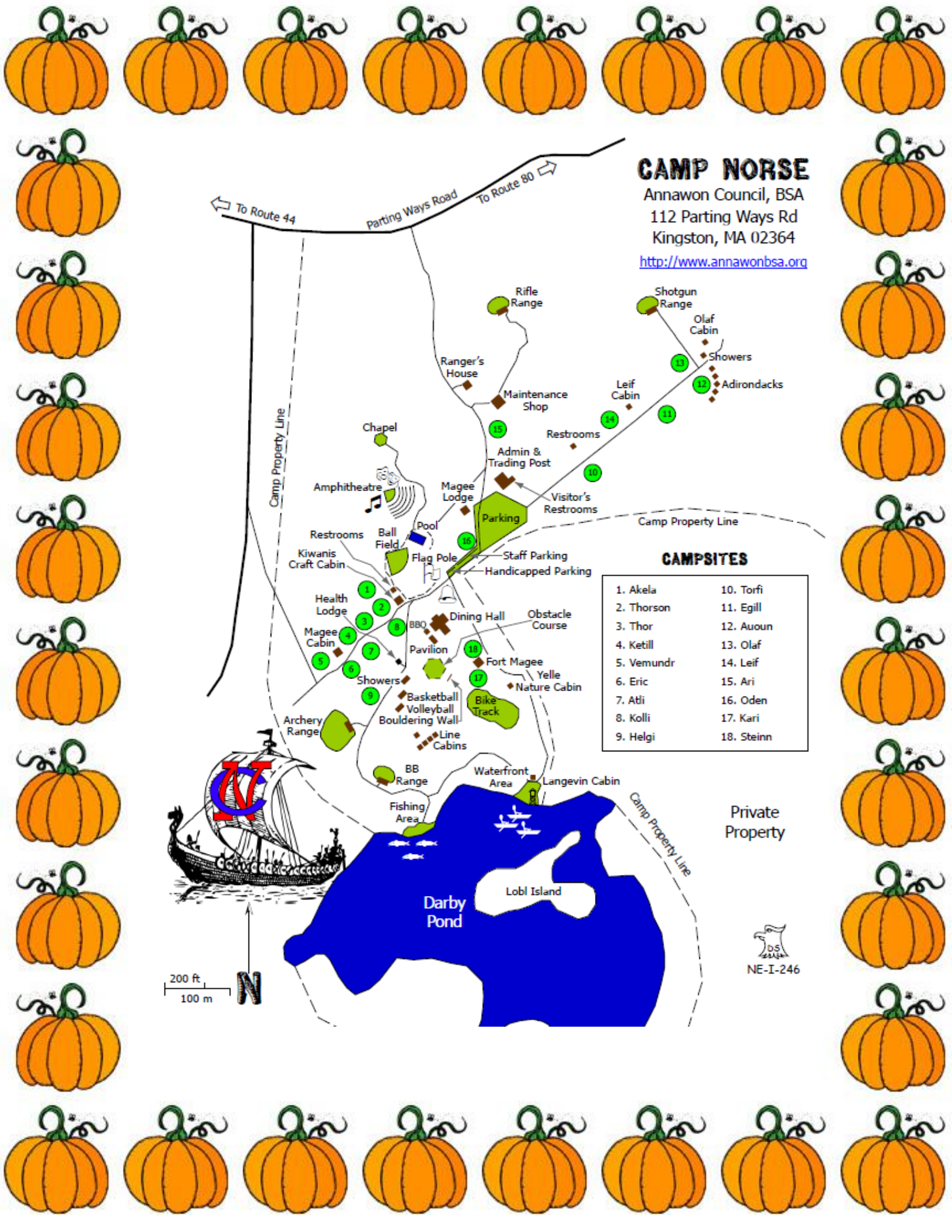
Scouts

Adults Leaders

Name	Troop Position and Cell Phone Number	

Total Attending and Payment Information

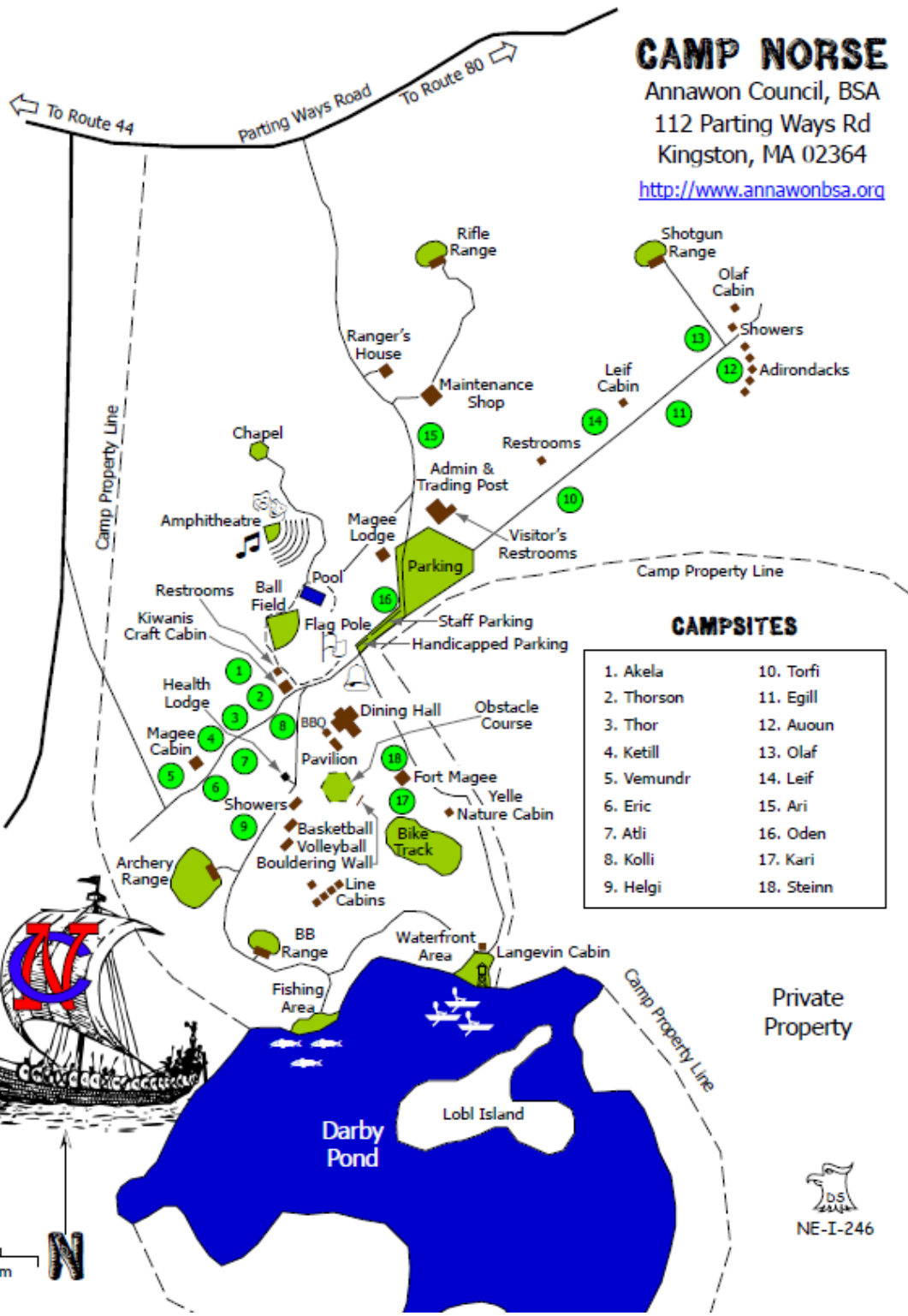
Scouts			
Adult Leaders			
Total Attending		X \$10.00	
Extra Patches		X \$.00	
Troop Check #			
		Grand Total =	\$



CAMP NORSE

Annawon Council, BSA
 112 Parting Ways Rd
 Kingston, MA 02364

<http://www.annawonbsa.org>



CAMPSITES

1. Akela	10. Torfi
2. Thorson	11. Egill
3. Thor	12. Auoun
4. Ketill	13. Olaf
5. Vemundur	14. Leif
6. Eric	15. Ari
7. Atli	16. Oden
8. Kolli	17. Kari
9. Helgi	18. Steinn

Private
 Property

