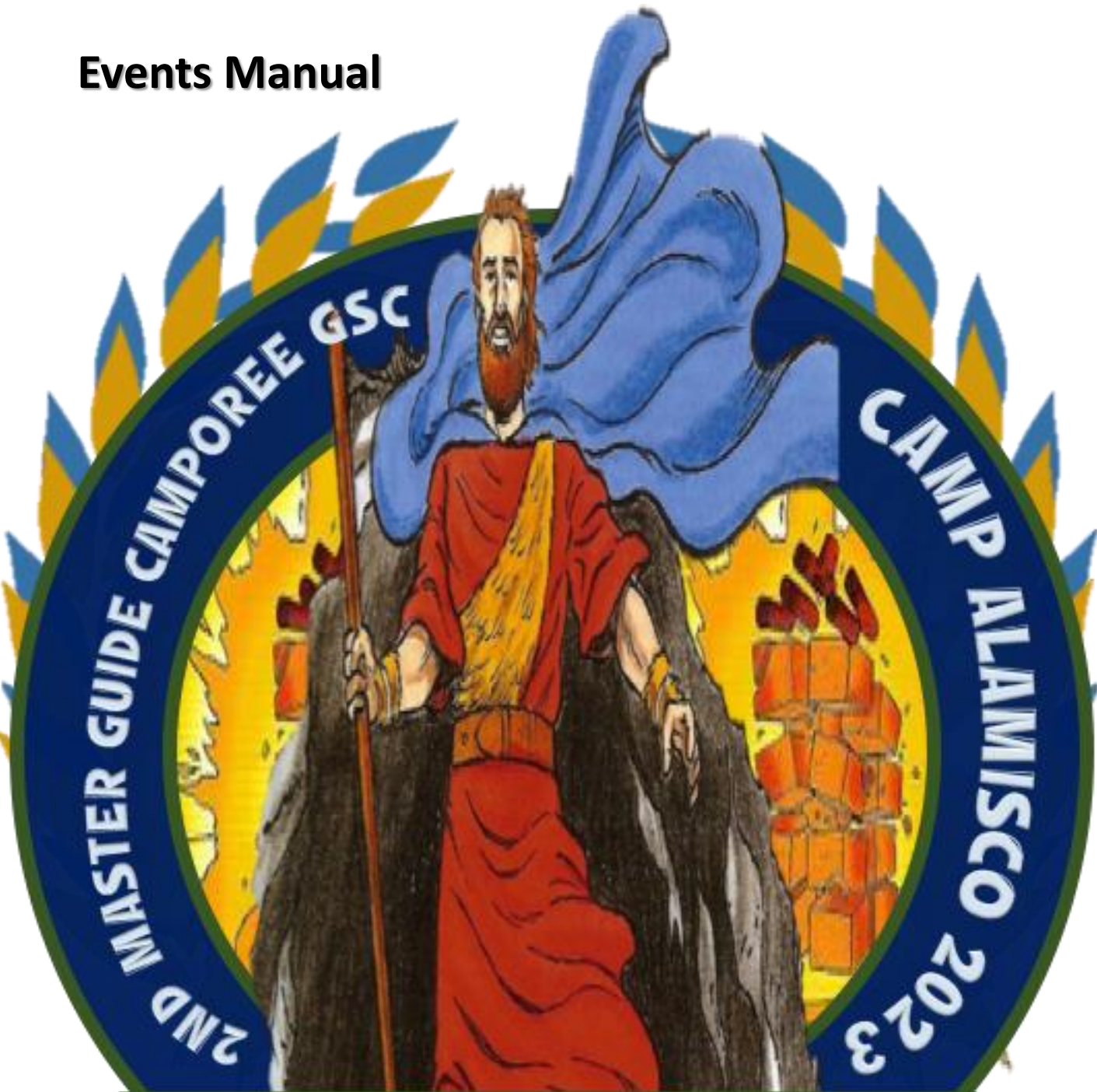


Events Manual



USE  ME

TO GUIDE AND SERVE IN THE MISSION

Instructions

The event starts at the pool. Make sure you leave the articles for pick up in the assigned spot. Ask the Camporee Marshal at directors meeting.

The purpose is that we work as a team and learn to help each other.

The events will follow this established order until they reach the outer chapel. The idea is to arrive together and participate helping us to achieve it.

In each area you must collect the items that you previously left arranged to be collected. (At directors meeting you will get the exact points to leave the materials for your pickup).

Each participant must carry their backpack on foot, with the necessary and required things according to the list that is granted, in the place of collection.

At each event, a time will be counted for each activity, and you should try to complete it before the time runs out.

Teams will be equal of 3-7 people. If there are clubs with many participants, you we can make another team from the same club. Consult the Game Coordinator. Mr. Cesar López or Mr. Ángel Guzmán.

Each team will need to bring some of the supplies listed for the events, read each event carefully. Tents, (2 tents with capacity of 4 people, remember must have provision for all the team) loading them from the beginning, until you reach the designated area to assemble.

For the stretcher event you should bring the poles approximately 6 feet long and bring shirts instead of t shirts. Ask for the spot for the poles and leave them there.

There will be events that will be taking place in the same place at the same time, be sure to participate in each one.

For the finish line please bring a small triangular flag to identify the final event and the logs that belong to your team. (Flag 5"x8"x8", be creative, flag must identify your club).

The events will have a time of 120 minutes. Then we will start with the closing of events and recognitions. Questions??? Call your Area Coordinator.

Guides that fill others



Directions

5 2-gallon buckets per team

And you'll have to try to fill the pot

From 44 gal for a time of 5 minutes

The bucket will have 5, $\frac{3}{8}$ holes at the bottom and 5 side holes of $\frac{3}{4}$.

The 44 gal. bucket will be at a defined distance. This event is time sensitive.

Participants will be in the water and one out of the pool filling the bucket.

Guides who fall 7 times and get up



Directions

Each participant will place a Bag as a dress, and they will have to slide on their chest with plastic bag on, until you reach the other side.

Plastic will have soap. Must provide your own bag for each participant.

The steps of the Guide



Directions
At this event
each club will have a space
to go through. Each
participant will climb the
steps until you get to the
other side
The height will be 8-10 ft,
each step will be 3'.

The Guide that does not let go



Directions
Here, the first team that gets
to this point will go first, and if
any participant falls, the whole
team needs to make the line
again to participate. If another
team reaches this point your
team will be next in line, and if
they fall again, will go back in
line again. The height will be
6'.5" (if taller, will need to
bend knees).

Guides prepared at all times



You will load your backpack with the items listed. Each participant must have their backpack ready for this event.

Items to carry in your backpack may include your asthma medication or if any emergency medication is needed.

- Water to drink or Gatorade or any electrolyte drink, banana, orange, etc. (No power bull or any of this kind)
- Rope for your knots
- First aid kit (Advantages, strips, pieces of rope, pieces of cloth for wounded ties, Band-Aids, slings, elastic bandages etc. Use your imagination).
- Shirts for the stretcher
- Pair of clean shoes/sneakers
- Plastic to cover your suitcase
- Bible
- Your personal items
- Change of clean shirt or clothes
- Your eating utensils.

In each station we will have a monitor making sure your equipment is complete for you to complete your journey. You will carry your backpack to the end. (Think light, be wise).

The Caring Guide



Directions
Here the team will demonstrate their skills to assemble a practical tent in the shortest time possible and pass inspection!

Guides that come together



Directions

This is one more opportunity to demonstrate skills learned at the club. The team will be assigned 10 basic knots which they will have to do in record time, each participant is responsible for bringing their own rope and work their own knots. These knots will need to be tied to a log which will be available. You will start with the double clove hitch knot, followed by other 8 and the last one is the Bowline. For the complete list of knots please call Your Area Coordinator. You Will need to tie the robe to Your waist with the last knot and pull the trunk to its final destination. An evaluator Will be at the specific point verifying the knots. Practice, practice makes perfection.

The Guide knows the exit



In this obstacle, they will have to go through a spider web in the shortest possible time to advance with the group, the whole group will pass but it will be 1 by 1 and they will not advance until everyone is at the other side. (more than one group will go at a time).

The Guides lift together



A starting point and a goal for this activity will be marked, The purpose is that competitors can reach the goal But at the same pace, they will walk on the boards with robes to hold on. Bring your own material for people participating. Think...Left, Right, Left....

The Samaritan Guides

Guides will carry a wounded person making their own stretcher. (The injured will be chosen from another club) you will receive a card with the delivery point called "ER". (Old shirts of the same size are recommended) You must bring your own materials. You must follow the instructions for that injured person on the card that will be given to you. Don't forget your First aid kit)



Guides at level eye



Directions

Here everyone will pass, with the wounded until the next point or the "ER". Work as a team, the most important is the wounded, then the healthy of the team. Think safety!!!
Bells will ring!!!

Leading Others to the Investiture



Directions

When you get here, you deliver the sick, you must set up your tent to receive the trunk, which you will need to carry until you complete the journey to the finish line, with backpack and log. This event ends in the outdoor chapel. The weight of the logs will be 20# to ladies and 30# gentlemen.

Guides who went out to win



If you arrived here, congratulations you are a Master Guide who does not give up. Place your log and flag at the saved space for you Now participate with us in the Closing Ceremony. Points are being tabulated.
Camp 2023 Team