

Pacifica District CAMPERALL 2026

Event 1: Scouting 101 (DENNER INSTRUCTIONS)

Welcome to the Scouting 101!

This event will test your knowledge of Scouting and over 100 years of Scouting history.

1. This event will be run Relay-Style. One at a time, your Patrol members will run from the start line to the question station and be asked a Scouting 101 question.
2. If the Patrol member answers the question correctly, he/she will run back to the end of the Patrol line and the next Patrol member will race to the question station.
3. If the Patrol member answers incorrectly, the scout will be asked to perform the "bat twist" (put their forehead on a bat and turn around three times) and then run back to the end of the line.
4. When one Patrol member finishes the course, the next member will begin racing.
5. Each Patrol will randomly be asked a set number of questions.
6. After the last question is asked and the last member of the Patrol has returned back to the Patrol, the entire Patrol will be asked one bonus question worth extra points for the event. The Patrol will be given 30 seconds to discuss and then the answer must be given.
7. The total number of correct answers will be tallied along (plus extra points for the bonus question) with the total time required to run the event.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge.

Event 2: Fire Building (DENNER INSTRUCTIONS)

Welcome to Fire Building!

You and your Patrol will demonstrate your skill in building a proper and effective fire.

1. You and your Patrol will be provided kindling, tinder and 3 stick matches.
2. You and your Patrol will build a proper fire from the materials provided and burn through a string at a height of 24 inches above the base of the fire building area.
3. This event is scored on Skill and Time. Proper fire building technique is required to obtain a good Skill score.
4. Only the bottom of the fire may be lit with the matches provided.
5. ONLY the kindling wood/paper provided may be used.
6. NO pocket knives or tools of any kind may be used and NO fire starter may be used.
7. Only one Patrol member may hold or light a match at a time.
8. The clock will start after you have read these instructions to your Patrol.
9. You have completed this event when you have successfully either burned through the string with your fire, when (12) minutes have passed, or when the rotation buzzer sounds, whichever comes first.
10. After reading the Denner Instructions, the Troop Competition Judge will give you instructions.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge. We can't help you learn how to build a fire now but would be happy to help you after your turn.

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Competitive Events List Continued

Event 3: First Aid (DENNER INSTRUCTIONS)

Welcome to First Aid!

You and your Patrol will demonstrate your knowledge of First Aid. The First Aid competitive event consists of 2 different parts, a scenario challenge and a stretcher course challenge.

During the First Aid challenge, your Patrol will be presented with one of five different First Aid scenarios dealing with any of the following First Aid situations:

- Stopped Breathing
 - Internal Poisoning
 - Burns
 - Hypothermia
1. Your Patrol will need to tell the Competition Judge what First Aid is required based on the scenario and whether or not the scenario is one of the hurry cases.
 2. The scenario challenge is a timed event.
 3. After completing the scenario challenge, your Patrol will tackle the stretcher challenge.
 4. The stretcher challenge will include constructing a stretcher from two six-foot poles and a large tarp and transporting a patrol member over a designated distance.
 5. The stretcher challenge will be timed.
 6. Please listen and follow directions The Troop Competition Judge will give to the Patrol.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge. We can't help you learn First Aid now but would be happy to help you after your turn.

Event 4: Kim's Game (DENNER INSTRUCTIONS)

Welcome to Kim's Game!

This Age-old game tests Memory and Teamwork Skills.

Please Note: NO Cameras, cell phones, or writing instruments of any kind are permitted for this event.

1. The Kim's Game tarp/blanket will be lifted to reveal a number of objects.
2. It's your Patrol's job to remember as many of the objects as possible.
3. You cannot write anything down and you cannot take pictures of items.
4. You'll have 60 seconds to look at the objects. After 60 seconds, the cover will be placed back over the objects.
5. You'll then have 3 minutes to tell the Competition Judge as many of the objects that you and your patrol can remember.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge. Good Luck!!!

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Competitive Events List Continued

Event 5: Flag Ceremony (DENNER INSTRUCTIONS)

Welcome to Flag Ceremony!

You and your Patrol must conduct a Scouting America Flag Ceremony. Please read the requirements:

1. You must obtain the folded American flag from a competition judge.
2. You must cover all of the following ceremony fundamentals:
 - a. Call your Patrol to attention.
 - b. Your Patrol must unfold and display the flag.
 - c. Call for the Scout Salute and lead your Patrol in the Pledge of Allegiance.
 - d. You must call for the Scout salute to be lowered.
 - e. Your Patrol must properly fold the flag.
 - f. Your patrol must retire the flag back to the starting point.
 - g. You must dismiss your Patrol.
3. You have completed this event when the flag ceremony is complete.
4. You will be graded on how well you complete all of the fundamentals and your RESPECT for our Nations flag.
5. The event is not timed but your flag ceremony should be completed within 10 minutes.
6. After handing back these instructions to the competition judge, your patrol will begin their Flag Ceremony.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge.

Event 6: Knots (DENNER INSTRUCTIONS)

Welcome to Knot Tying! This is one of Scouting's oldest traditions. Your Patrol will be tested on five knots:

Square Knot, Two Half Hitches, Taut-Line Hitch, Overhand knot and Bowline.

1. This is a timed event and the maximum time allowed for this event is 12 minutes.
2. The event will be run Relay-Style. Your Patrol will line up behind the start line. When given the signal, one member will run across to the station.
3. The Patrol member will be shown a card with the name of a knot on it.
4. Using the rope provided at check-in, the Patrol member must then tie it on the crossbar and run back to the start.
5. If the Patrol members cannot tie the knot, they may say, "PASS." Patrol members may say, "Pass," as many times as they choose.
6. If the Patrol member cannot tie any of the knots, he/she must run back to the start.
7. Once a Patrol member runs back to the start, the next member in line may begin running to the knot station.
8. This process will continue until ALL knots have been tied or the clock has reached ZERO.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge. We can't help you learn any of the knots now but would be happy to help you after your turn.

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Competitive Events List Continued

Event 7: Obstacle Course (DENNER INSTRUCTIONS)

Welcome to the Obstacle Course!

1. You will demonstrate your speed and determination by running, balancing, jumping, wriggling, rolling, crawling and whatever type of physical test the Obstacle Course may present.
2. This is a timed event and may have point deductions applied depending upon the type of obstacle being performed.
3. Intentionally skipping an obstacle will result in a 20 second deduction for each obstacle intentionally skipped.
4. The event will be run Relay-Style. Patrol members will line up behind the start line. When given the signal one member will run through the obstacle course.
5. When one Patrol member finishes the course, the next member will begin racing.
6. Every Patrol member will be required to run the course.
7. Scores will be calculated by the average of all Patrol members' scores.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge.

After reading and handing back the Denner Instructions, the Troop Competition Judge will give you instructions.

Event 8: Tent Building (DENNER INSTRUCTIONS)

Welcome to Tent Building!

1. You and Your Patrol will demonstrate your skill in pitching a tent.
2. You and your Patrol will be given a tarp and some ropes.
3. Four Tent pegs will be placed in the ground for your use.
4. A rope will already be strung between two poles and rope will already be tied to the tarp at each of the four corners.
5. You must construct a tent from these materials.
6. Start by placing the tarp over the rope that is strung between the two poles.
7. Next, tie the ends of the ropes on the tarp to the four tent pegs, using a Taut-Line Hitch knot.
8. Your Patrol will have completed this event upon successful construction of the tent using the proper knots, or when (12) minutes have passed, whichever comes first.
9. The clock will start once you hand in these instructions to the Troop Competition Judge.
10. After reading and handing back the Denner Instructions, the Troop Competition Judge will give you instructions.

Ask any questions that you may have BEFORE you hand back the Denner Instructions to the Troop Competition Judge. We can't help you learn the taut-line knot now but would be happy to help you after your turn.

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ULTIMATE FRISBEE TOURNAMENT

Webelos/Arrow of Light Cub Scouts will compete in a single elimination Ultimate Frisbee Tournament between 9:00am-12:00pm and 1:15pm — 4:30pm. The top Patrol in the Ultimate Frisbee Tournament will receive a Champion Award.

We have a limited number of spots open.

Time Slots for the tournament are first come first serve.

To reserve a Time Slot, send an email to: kmc3rt24@gmail.com

With the following information:

- Leader's contact info. with cell number
- Pack #
- Patrol Name
- Number of Scouts in Patrol
- How many Webelos
- How many AOLs

Game rules will be provided to Patrol Members at the START of the game.

Leaders may visit Rules online: <https://usaultimate.org/rules/>

RACE TO THE MYNION

Welcome to Race to the Mynion!

Station 1: Gru's Blindfolded Laser Maze

This station is an inverted leadership test where youth act as the navigators and adults perform the physical challenge. It builds clear communication skills under pressure while keeping the tone light and humorous.

Station 2: Minion Knot Master & Despicable Rescue

Leader Briefing: This station tests adult proficiency in basic Scout craft (Square Knot and Bowline) under a timed relay constraint. It reinforces the importance of knot-tying as a practical rescue technique rather than a classroom exercise.

Station 3: Bob's Hydro-Relay

Leader Briefing: This is a classic, high-energy Minute to Win It water relay. It creates physical chaos and tests quick physical pacing while accommodating both adults and youth in a single line.

Station 4: The Great State & Capital Minion Puzzle

Leader Briefing: This is a mental teamwork challenge designed specifically for Webelos. It links local Scout knowledge and USA250 geography skills to solve an encrypted decipher code.

Station 5: Banana Spoon Speed Run

Leader Briefing: This is a pure physical agility and balance course for youth Scouts. It emphasizes precision and emotional composure over raw running speed.