

## Overall Rules of Camporee

### How to lose points:

- Bring excessive cars to the Camporee! Each Patrol will be allowed one (1) and only 1 car! This is due to the very tight parking at Camp Chesbrough.
  - Each car will be checked into the parking lot.
  - Each Patrol will be issued 1 and only 1 parking permit.
  - Any cars remaining in the parking lot after 11:00 AM will be “charged” against the Troop.
  - The penalty for extra cars will be 50 point deduction per car.
- Verbal and physical abuse will not be tolerated. This includes cursing, taunting and whining/complaining. A minimum subtraction of 10 points will occur for minor infractions.
- Intentionally destroying any portion of the games will result in a zero for that game. Intentionally destroying is defined as obvious willful destruction.
- Intentionally sabotaging another Patrol will result in a minimum subtraction of 50 points, and may be considered a Major infraction.
- Major infractions will be discussed with the OA Advisor, Scoutmaster, OA Chapter Chief, and SPL, and may result in extra points being subtracted, up to all points scored. The judgment of the OA Advisor is final.
- If the infraction is deemed severe enough, the Patrol may be told to leave the Camporee, and will forfeit all points.
- Cursed Doubloons – any significant un-Scoutlike behavior that is noticed by designated OA Staff members will result in penalties varying from 5 points to 50 points, depending on the severity of the infraction.
- Cursed Doubloons will be discussed with the OA Chief and Chapter Advisor or designee.

### How to gain points:

- Supply OA Staff for Camporee!!
  - Each Troop is required to provide a minimum of 1 OA Staff member per Patrol participating. This OA Staff member will not be allowed to participate as a member of the Patrol
  - If less than the required number of OA Staff are provided, 20 points will be deducted from every Patrol in the Troop for each missing OA Staff member.
    - Example: a Troop has 4 Patrols and provides only 3 OA Staff Members.
    - Each of the 4 Patrols will have 20 points deducted (1 less OA Staff member than the requirement).
  - Supplying extra OA Staff is good for 20 points per OA Staff member for each Patrol in the Troop, up to 3 OA Staff members!
    - Example: a Troop has 4 Patrols and provides 5 OA Staff members.

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- Each of the 4 Patrols will receive 20 additional points (1 more OA Staff member than the requirement).
- Play the game fair and square.
- Show Scout Spirit by ensuring the entire camp area is clean and tidy.
- Extra points can be earned by picking up trash from around the camp. 1 point per handful of trash will be awarded. Don't even think about raiding a trash can to increase your score!
- Pay attention to the Scout Sign. Immediate quiet will be rewarded by up to 2 bonus points per occurrence.
- Lucky Doubloons – any exemplary behavior “above and beyond the norm” that is noticed by designated OA Staff members will be rewarded by between 10 and 50 points.
- Lucky Doubloons will be discussed with the OA Chief and Chapter Advisor or designee
- Bring your Eagle Scouts to Camporee!! Each Eagle Scout attending who is under 18 years old will earn the Troop 5 points added to the Troop's score, up to a maximum of 25 points.

### Leadership Points

- A good leader does the following:
  - Takes input from their patrol and convert it to action
  - Motivates their patrol
  - Sets a good example of Scout Spirit
  - Encourages all members of the Patrol to participate and cheers them on.
  - Leads the Patrol in an organized fashion, i.e. keeps the Patrol together while traveling between events as well as during the events
  - The Patrol Leader clearly delegates or takes charge of the roles of the Patrol members.

### Scout Spirit Points

- Scout Spirit is demonstrated by:
  - Being respectful to staff, adult leaders, other participants, and members of your own patrol
  - Positive attitude
  - Adherence to the Scout Oath and Law
  - Pays attention to Patrol Leader, event staff, etc when requested.
  - Knowledge and demonstration of Scouting Skills.
  - Maintaining a positive outlook no matter the outcome of the event.
  - Patrols should do their Patrol yell when asked “who are you?” without further prompting.
  - Patrols should do their Patrol yell at the end of each event.

### Teamwork Points:

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- Teamwork points are earned by:
  - The Patrol follows the Patrol Leader's instructions.
  - Patrol is respectful to all members of the Patrol
  - Patrol does not engage in teasing, taunting, or rudeness, either within the Patrol or to others.
  - Patrol functions as a unit; coordination of the Patrols activities is evident.
  - The Patrol looks out for all members of the Patrol, ensuring all participate in each activity in some manner.

All Participants will be wrist-banded into their Patrol upon check-in.

Uniform inspection will be held upon check-in. The "Boy Scout\Varsity Scout Uniform Inspection Sheet", form 34283A will be utilized. Scores from all members of the Patrol will be averaged.

Top 8 events are scored. Lower scoring events may be dropped if the Patrol has completed more than 8 events. If the Patrol completes less than 8 events, zero point values will be awarded for events not completed.

### **Silver Axe Award Rules**

The Silver Axe is awarded to the Troop with the highest average score among it's Patrols.

- In order to equalize the size disparity between large Troops and small Troops, one-half the percentage of the Troop attending will be added to the Troop's score.
  - Both Patrol attendance and OA Staff participation will be counted as attending.
  - Troop size is based on the size of the Troop at Re-charter time.
  - Example:
    - 10% of the Troop attends – 5 points will be added to the average score.
    - 50% of the Troop attends – 25 points will be added to the average score.
  - No more than 50 points will be added for attendance.

**Name of the Game: Sharks in the Water**

Objective: Evade the sharks as you navigate across the bay. You need to move fast before a feeding frenzy ensues. Try to get from one end of the bay to the other without getting “bitten” by a shark.

Overall Rules: No jumping. All participants must walk. All participants must wear closed toe shoes.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Clear and concise instructions from the Captain to the swimmer.
- Teamwork – 20 points maximum
  - If a Patrol attempts to disrupt another Patrol’s game, they will lose their Teamwork points.
- Scout Spirit – 20 points
  - The Patrol should be quiet (to allow their leader to give directions) and encouraging.

Game Play

- The bay is a 15 foot by 5 foot rectangle laid out on flat ground. Rope is used to mark the edge of the bay, held in place with nails.
- The sharks are 60 mousetraps set randomly around the bay, with more at the end than at the beginning.
- The “swimmer” is blindfolded.
- The “swimmer” is spun around one complete revolution after being blindfolded.
- The swimmer is verbally guided by the Patrol through the bay, swimming around the sharks.
- 50 points is the baseline point value.
- 2 points are deducted for every shark bite suffered.
- 5 points are deducted for every 5 seconds over 60 seconds.
- 50 points are deducted if the bay is crossed in less than 10 seconds.
- 1 foot on the line or out of bounds deducts 5 points.
- Both feet out of bounds deducts an additional 20 points.
- Patrol members other than the swimmer stepping on the line or in the bay deducts 5 points per occurrence. If they are catching a falling swimmer, no points are deducted.

### **Name of the Game: Lifeboat**

Objective: As a result of a shipwreck, you must construct a raft and use it to rescue your Patrol. Construct a triangle and seat (A-frame with cross piece) from 4 poles lashed together. Then carry the raft rider from the starting point to the other end of the course, pick up the Patrol flag, and return to the start with the flag held high.

Overall Rules: Rolls of the dice will determine the raft rider.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - The Leader clearly coordinates the assembly of the raft.
  - Leader clearly directs the movement of the raft.
  - Leader clearly delegates tasks to be performed.
- Teamwork – 20 points maximum
  - The raft carriers move smoothly and do not jostle the rider.
  - Assembly of raft is efficient.
- Scout Spirit – 20 points
  - All members of the Patrol display positive attitude throughout the game.

### Game Play

- Start with the poles lined up and the ropes neatly coiled on top of the poles.
- Upon the start signal, gather the materials and construct the raft.
- All 4 poles must be used in the raft.
- All 5 ropes must be used to lash the poles together.
- All lashing must be neat and snug.
- Upon finishing the raft, the raft rider takes his seat on the raft.
- The Patrol members then carry the raft rider approximately 50 yards to the Patrol flag, turn around past the flag, and return to the start/finish line with the rider carrying the Patrol flag.
- Event is timed from start (go signal) to crossing the finish line.
- Base scoring is 50 points.
- If lashings come apart before crossing the finish line. 5 point deduction for each loose lashing.
- If rider touches the ground at any point, 5 point deduction per contact with the ground.
- Timing will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc). A minimum of 20 points will be awarded if the Patrol finishes within 10 minutes

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- Any Patrol taking longer than 10 minutes will receive 10 points for time if the raft has been completed.
- .Any Patrol which has not completed constructing the raft within 10 minutes receives 0 points for time.
- 10 Point deduction if poles are not neatly lined up and ropes are not neatly coiled at the end of the game.

**Name of the Game: Ship Battle**

Objective: See rules for the Milton-Bradley game Battleship.

Overall Rules: The grid will be smaller with fewer ships than the standard Battleship.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Patrol leader takes charge or appoints an Admiral to take charge.
- Scout Spirit – 20 points
  - Scouts do not try to see the opponent's game grid.

Game Play

- Patrols will battle another Patrol 1 on 1.
- Patrols will have 10 seconds per move.
- Winning Patrol will receive 50 points, losing Patrol will receive 25 points..

### **Name of the Game: Broadside to Broadside**

Objective: Your crew (Patrol) is pitted against another crew of scurvy dogs. Aim your cannonballs and send them to Davey Jones!

Overall Rules: The basic rules of Dodgeball apply. The only people who can throw the ball are the cannons. The only people who can retrieve the cannonballs are the gunners. Begin with 3 cannons and 2 gunners.

How to score points, in addition to the General rules. Winning Patrol of the match gets 40 points, losing Patrol gets 20 points:

- Leadership – 10 points
  - Coordinated attacks and defense with clear leadership.
- Teamwork – 20 points maximum
  - Clear coordination of a plan.
  - A plan of attack is apparent, and the Patrol attempts to follow the plan.
  - Every member of the Patrol should be rotated into the game as the opportunity arises.
- Scout Spirit – 30 points
  - The Patrol is positive about the outcome, win or lose
  - The Patrol is positive throughout the match.
  - The Patrol demonstrates a good attitude.
  - The Patrol members not currently a part of the game should be cheering and supporting their Patrol.

### Game Play

- Game is 8 minutes in length.
- Cannonballs are evenly divided between the teams at the start of the game.
- Cannons can throw cannonballs but cannot catch or retrieve cannonballs.
- Gunners can retrieve or catch cannonballs but cannot throw cannonballs.
- No less than 1 gunner at a time.
- No more than 3 cannons at a time.
- No more than 5 total players on a side.
- The Patrol with the most number remaining at the end of the time is the winning patrol.
- In case of a tie, both teams are awarded 30 points.
- If a gunner catches a cannonball thrown by the opposing team, they are allowed to bring a player back into play (this needs to be a Patrol member who hasn't played yet, if applicable).
- If a gunner is hit by a cannonball, they are out of play.
- If a cannon catches a cannonball or is hit by a cannonball, they are out of play.
- Team captain can notify the Staff that a cannon is being turned into a gunner or a gunner is being turned into a cannon.

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- If a Patrol has less than 5 members, the opposing Patrol will use an equal number.
- When only one player is left on a side, they become a “berserker” and can throw, catch and retrieve cannonballs.
- Minus 5 points for non-Pirate related heckling of the other team.
- Intentionally Moving barricades results in 5 point deduction. Barricades are not moved during the game.
- Barricades moved forward of the 5 foot line are removed by the OA Staff.
- Decisions by the Staff are final.

### **Name of the Game: Rat Lines**

Objective: The ship's mast has been dropped by a chain shot. Your Patrol is stuck in the tangle of rigging and must find a way out. You must find your way from bow to stern through the tangle.

Overall Rules:

How to score points, in addition to the General rules.

- Leadership – 10 points
  - The Patrol Leader directs/manages the rest of the Patrol through the tangle.
- Teamwork – 20 points maximum
  - Patrol members assist each other through the tangle as needed.
- Scout Spirit – 20 points
  - Positive attitude
  - Patrol cheering on their team members.

Game Play

- 3 Patrol members must cross the tangle.
- 1 minute is allowed for planning, before the game time starts.
- Results are time-based.
- Timing will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc). A minimum of 20 points will be awarded if the Patrol finishes within 5 minutes.
- Any Patrol taking longer than 5 minutes will receive 10 points for the attempt.
- Every rope touched is 2 point deduction.
- Every pole touched is 3 point deduction.
- Stepping outside the tangle will result in a 5 point deduction.

**Name of the Game: Pyro Pirates**

Objective: Start a fire and boil a cup of water in the quickest time.

Overall Rules: Using the supplied materials, build a fire and boil a cup of water.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Patrol Leader guides the Patrol in laying the fire and lighting the fire.
- Teamwork – 20 points maximum
  - Patrol cooperates to follow the Patrol Leader's guidance.
- Scout Spirit – 20 points
  - The Patrol is encouraging the entire time.
  - No negative comments.

**Game Play**

- This is a timed event.
- Timing will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc). A minimum of 20 points will be awarded if the Patrol boils their water within 10 minutes
- Any Patrol taking longer than 10 minutes will receive 10 points for time if a fire has been ignited for more than 30 seconds.
- If a fire is not sustained longer than 30 seconds, no fire points are awarded. The Patrol can still receive the Leadership, Teamwork, and Scout Spirit points.
- Igniting the fire without matches adds 10 points.
- One match is permitted without penalty.
- If a 2<sup>nd</sup> match is required, 5 points will be deducted.
- If a 3<sup>rd</sup> match is required, 5 points will be deducted.
- If more than 3 matches are required, 10 points will be deducted for each additional match used.
- All firebuilding materials will be supplied.
- Any alteration of firebuilding materials must follow Scout Safety. This means "Safety Circle" if knives are used.

## **Name of the Game: Powder Monkeys**

Objective: Transfer 1 gallon of powder and 25 cannonballs from the magazine to the gun deck, and 100 coins from the enemy ship back to the hold. This is accomplished by using powder measures to transfer the powder and coins, and hand-to-hand transfers for the cannonballs.

Overall Rules: Only 5 powder measures per team, no replacement of powder measures during the game.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - A Leader is clearly coordinating the Patrol.
  - There is one clear leader for the Patrol.
  - The Leader is clearly in charge and directing the rest of the Patrol.
- Teamwork – 20 points maximum
  - The Patrol operates smoothly and efficiently.
  - Members of the Patrol demonstrate understanding of their roles in the game.
- Scout Spirit – 20 points
  - Participants and other Patrol members are positive in their words and behaviors.

### Game Play

- Cannonballs and powder will be stockpiled at the hold.
- Coins will be stockpiled at the gun deck.
- Powder must be transferred using powder measures only.
- Coins must be transferred in powder measures only.
- Cannonballs will be transferred by hand, one cannonball at a time.
- No throwing or tossing of cannonballs, powder or coins at any time. All object must be held by at least one hand at all times during transfer.
- Timing will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc). Minimum of 20 points will be awarded for any Patrol participating.
- After 10 minutes the game will be stopped.
- The hold is 30 feet from the gun deck.
- Each Patrol member must have no more than one object in their hands at any time.
- Only 4 Patrol members will participate as Powder Monkeys. The rest of the Patrol should cheer on their comrades.

### **Name of the Game: Learn the Ropes**

Objective: Demonstrate the correct way to tie a variety of knots. Different point values for different knots.

Overall Rules: Knots will be drawn from the requirements in the Scout Handbook and the Pioneering Merit Badge.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Knots are distributed among the Patrol members.
- Teamwork – 20 points maximum
  - Patrol members work with each other to ensure knots are tied correctly, but each Patrol Member must complete their assigned knot without another Patrol Member touching their rope.
- Scout Spirit – 20 points
  - Patrols are positive, especially if members of their Patrol have difficulties tying their assigned knots.
  - No put-downs or disparaging remarks.

#### Game Play

- Knots are tied one at a time.
- Every Patrol Member must participate by tying at least one knot.
- The Patrol Leader is allowed to designate which Patrol Member will tie which knot, as long as each Patrol member ties at least one knot.
- A Maximum of 5 minutes is permitted.
- Points are awarded for each completed knot.
- The point value for each knot will be displayed at the game.
- Correctly tied knots will be available at the game, but will not be shown to participants unless there is a question about the correctness of a particular knot, and only after the attempt to tie the knot has been made.
- Other team members are allowed to explain the knots, but 5 points are deducted if explanation is needed.

### **Name of the Game: Cannon Hoist**

Objective: Hoist up a heavy cannon, swing it on board, and lower it into place. The Patrol must throw the rope over the yard arm, fasten the cannon using a sheet bend through the eyes plus a timber hitch and a clovehitch to stabilize the canon, hoist the cannon until the knot in the rope touches the yard arm, then lower the cannon onto the cannon carriage.

Overall Rules: No one is allowed under the cannon at any time.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - The Patrol Leader assigns and coordinates rope work.
  - The Patrol Leader directs the cannon onto the carriage.
- Teamwork – 20 points maximum
  - The Patrol is coordinated in their efforts to ready the ropes.
  - The Patrol moves in a synchronized manner.
- Scout Spirit – 20 points
  - The Patrol is positive, encouraging to it's members, and enthusiastic.

### Game Play

- No touching the cannon once it is in the air. Any guiding of the cannon must be done by done by ropes.
- Any Patrol member under the cannon will cause immediate disqualification.
- Timing will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc).
- Maximum time allowed is 8 minutes. After 8 minutes, the event is stopped and the Patrol receives 20 participation points.
- 5 points off for touching the cannon
- 2 points off for each failed attempt to throw the rope over the yardarm.
- 5 points off for incorrect knot usage or tying, as determined by the OA Staff.
- If the cannon touches the ground after being lifted, 5 points off.
- If the cannon is dropped, 20 points off.
- If the cannon breaks after being dropped, immediate disqualification.

## **Name of the Game: Flying Dutchman Racing**

Objective: Take your craft and race against another Pirate crew. The ship channel is a raingutter filled with water. Your Patrol supplies the wind.

Overall Rules:.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Patrol Leader coordinates the Patrol
- Teamwork – 20 points maximum
  - Patrol takes turns providing the wind.
- Scout Spirit – 20 points
  - The Patrol encourages their Patrol members if not providing wind in the sails.
  - No negative comments against the other Patrol

Game Play

- Races are timed from start to finish.
- Each Patrol will participate in 4 races
  - One race down the course and one race up the course with 1 ship.
  - One race down the course and one race up the course with a 2<sup>nd</sup> ship.
- Only one person per race provides the wind in the sails.
- Total times of the 4 races will be compared among all patrols completing the event. The fastest Patrol will be awarded 50 points, 2<sup>nd</sup> place is 48 points, 3<sup>rd</sup> place is 46 points, 4<sup>th</sup> place is 44 points, 5<sup>th</sup> place is 42, 6<sup>th</sup> place is 40 points. The remaining patrols will be scored starting at 39 points and decreasing 1 point for each decreasing place (7<sup>th</sup> is 39, 8<sup>th</sup> is 38, 9<sup>th</sup> is 37, etc). A minimum of 20 points will be awarded for participating.
- Any touching of your patrol's ship during a race will result in a 5 point deduction.
- Any touching of your opponent's ship during a race will result in a 10 point deduction.

**Name of the Game: Shanties and Tall Tales**

Objective: Your Crew will audition Skits and songs for Campfire.

Overall Rules: Patrols will report to the designated location for auditions.

How to score points, in addition to the General rules.

- Leadership – 10 points
  - Patrol Leader can tell his patrol what skit they are doing without argument.
  - The skit or song should be decided before coming to the audition area.
- Teamwork – 20 points maximum
  - Patrol members follow Patrol Leader's direction
  - Patrol successfully does a good job/effort with the skit.
- Scout Spirit – 20 points
  - Participating with Scout Oath and Law in mind.
  - Skit is Scout appropriate

**Game Play**

- Minus 10 Points if the Patrol Leader does not tell the Patrol what skit they are doing.
- Minus 10 points for not following the Patrol Leader's directions.
- Minus 10 points for lack of spirit and effort.
- Minus 10 points for lack of active participation in the skit.
- 50 points for being selected for Campfire.
- 25 points for having a better than average skit (in the opinion of the OA Staff)
- 10 Points for auditioning.
- If the skit performed at the Campfire is substantially different than was performed for the Audition, ALL points for this game will be deducted. The decision of the Camporee staff is final.

**Name of the Game: Treasure Hunt**

Objective: Find as much treasure as possible. There will be numerous pieces of Treasure around the camp, in locations known only to certain members of the staff. The camp area is Shingle Mill to Redwood, and from the Corporate Yard to the campsite behind the Trading Post. Each piece of treasure will count for between 5 and 25 points.

Scoring: Each item will be clearly marked as Treasure. The point value of each item will be predetermined and will be noted in Captain Wesley's log book. When a Treasure item is presented to Captain Wesley, he will note the points for the patrol in his log book.

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**Name of the Game: Staff Surprise**

Objectives, Rules, and scoring will be distributed at the game.

### Bronze Hatchet Scoring

A committee consisting of 6 selected Adult OA Members will review each Troop's campsite.

Points will be awarded based on:

- 2 points per required item present
- 4 points per "excellent" received.
- 2 points per "average" received.
- 2 point deduction per "needs improvement" received.

### CAMPSITE INSPECTION SCORESHEET

#### Equipment

- Shovel
- Rake
- Tripod
- Trash bag
- Menu posted
- Duty roster posted
- Patrol Identification

#### Fire prevention

- "No fire in tent" signs on each tent
- Water bucket
- Dirt bucket
- "Fire ring" marked and Area around fire ring raked

#### Tents

- Inside of tent visible
- Clean and orderly
- Orderly formation

	Excellent	Average	Needs Improvement
<b>Food Storage</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Overall Neatness</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Safety Awareness</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>First Aid Station</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>Pirate Theme Decorations</b>	Max 30 points
<b>Pirate Theme Costuming</b>	Max 20 points
<b>Overall Spirit</b>	Max 8 points

The Overall Spirit Score will be the cumulative score of the individual event Spirit Scores.

The top 5 overall scores will receive 8 points, 6 through 10 will receive 6 points, 11 through 15 will receive 4 points, and 16 through 20 will receive 2 points.

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In case of ties, the highest score will be given to all at that level, and the next levels will be adjusted accordingly. (Example: if there are 3 tied for 5<sup>th</sup>, all 3 will receive 8 points, and there will be no 6<sup>th</sup> or 7<sup>th</sup> place.)

Tie scores will be broken by agreement of the committee.