

Grand Ole Adventure Events & Rules

In 1992, Camp Bud Schiele introduced a unit competition program called the "Grand Ole Adventure!" For more than 30 years, this program has been very successful and has offered Scouts the opportunity for a fun-filled afternoon of competitive events.

The Grand Ole Adventure will begin on Friday afternoon at 1:30. With the exception of the Marathon (time TBA,) the events can be visited in any order. We encourage each troop to enter into each event, but it is understood that smaller troops may not have the time to complete each one. In order not to put these smaller units at a disadvantage, **troops who compete in at least five events will be awarded five points towards Bud Schiele's Best. At the Friday night campfire, troops placing first through third place in each event will be recognized.** It would also be acceptable for smaller troops to join together to increase the available "scoutpower." The Grand Ole Adventure will conclude Friday afternoon at 4:00 with the Mario Cart Race in the activity field.

Marathon Relay Race

This event will start and end at the leaders' lodge. The runners will start running along the main camp road towards the dining hall. Then they'll take the gravel road loop towards campsite one and pass by the entrances of campsites 2, 3, 6, and 7 before returning to the main road and finishing at the leaders' lodge. This event is for five scouts.

First Aid Scenario

This event is for a maximum of four scouts plus one "subject." Scouts will be presented with a scenario that will require first aid to be administered. After being presented with the scenario, the scouts must assess their subject and render or describe first aid appropriate to his/her "injuries." The scouts may also be asked to answer first aid-related questions about the scenario.

Kim's Game

This is a memory game for up to six scouts from the troop. A collection of many objects will be spread across a picnic table and covered with a sheet. The competitors will be given a period of time during which the sheet will be lifted to observe the objects. At the end of the time period, the table will be recovered, and the scouts will create a list of the items that they can remember. Points will be awarded or deducted for the number of items correctly or incorrectly remembered.

Swimming Relay

This event is for four scouts, at least two of whom must be classified as "Swimmers." It is a timed relay race starting on land. The first scout will run into the beginners' area to tag a second scout. This scout will wade/swim/run through the beginners' area and tag a scout on the T-dock. The third scout will swim to the diving platform to tag the fourth scout who will swim back to the T-dock, completing the race.

Knot-Tying Relay

This event is for three to seven scouts. At the beginning of the timer, the first scout will run to the “rope” and tie a randomly selected knot. He will run back to tag the next scout. The event continues until each of the basic scout knots (square knot, sheet bend, bowline, two half hitches, taut line hitch, timber hitch, and clove hitch) has been tied. The scoring is based on time, with penalties for incorrectly tied knots.

Bear Bagging

This event is for one to three scouts. They will be provided with a “food bag,” a rock sack, a toggle stick, and 50’ of paracord. For this event, scouts should hang the “food” 10-12’ off the ground and at least 6’ from the base of the tree using the PCT Bear Hang method. The rope should be tossed over an appropriate tree limb and be secured properly to the food bag. The food should be hoisted and the toggle attached to the rope using a clove hitch. Then the food should be lowered until the toggle catches the carabiner on the bag. It is a timed event. Deductions will be applied if the finished hang doesn’t meet the 10-12’ and 6’ guidelines or if the toggle is improperly secured.

Packing the Ten Essentials

This event is for two scouts. A variety of camping/outdoor equipment will be laid on a table a distance away from the scouts. At the start, they will run to the table, select the BSA Ten Essentials, and place them in a backpack. They’ll run back to the start-finish line to end the event. Time penalties will be assessed for any missing or extra items in the pack.

Tree ID

This event is for the entire troop. A collection of leaves from trees around camp will be available. The scouts will be given a period of time to make a list identifying as many of these trees as possible. Scoring will be based on the number of trees identified correctly.

Mario Kart Race

This event is for three scouts, one to ride/steer the cart, and two to propel it. Prior to camp, the troop should construct their Mario Cart in compliance with the complete list of rules on <https://cambudschiele.org>. Two scouts will power the cart through the course with the goal of getting the fastest time. The cart should be built by the scouts as much as possible, in accordance with the Guide to Safe Scouting policies on tool use by youth. The driver of the cart must wear an appropriate helmet which is to be provided by the troop.