

**17th CORNWALL PATHFINDERS
SURVIVOR CAMP
JUNE 2012**



HANDBOOK

RULES AND REGULATIONS

- **All safety rules must be followed exactly.** Tokens will be lost if they are not. If in doubt, ask. No token charge for safety advice. Guiders must be present during all fire activities.
- No tribe has to complete ANY challenges. You can all vote to sit under a tree and do nothing all day. However, the entire tribe must agree to this. The tribe collecting the most tokens by camp end will win.
- There will be three (3) tribes; each tribe will select a leader. Any leader may be removed by a majority vote of the tribe. Leaders may be rotated throughout the day if the tribe chooses.
- There are tents available for the tribes. You may decide among yourselves how to arrange sleeping. Tribes do not have to stay together for sleeping. Everyone must agree on the final arrangements.
- Tribes are free to trade, barter and share information, skills and supplies amongst themselves as they desire for the betterment of all tribes. Be creative and work together and you will accomplish much more. Majority tribal vote rules.
- The items in the Ziploc bags (except those used up) must be returned at the end of the camp in the same condition you received them. There are bonus tokens for this.
- At all times every member of every tribe must follow all parts of the Girl Guide Law. Any violations could cause your tribe to lose tokens.
- Any arguing, fighting, cheating, stealing, threats, or violations of the Girl Guide Law will be grounds to call a Tribal Council. The vote of 3 people is required to call a Tribal Council. They do not need to be on the same tribe. If a tribal council is called, all challenge activities cease and **EVERYONE** in every tribe reports to the Tribal Center. Members of Tribal council will hear the complaint and decide the punishment. Tie votes will be broken by a Guider vote. Guiders retain final veto power over any punishment given out. Those who witness any of the above actions will present their case and the accused will have an opportunity to defend herself. Decision of Tribal council is final, no appeals. **Word to the wise: avoid tribal council being called at all costs.**
- Report to the Guiders for any first aid issues or illness.
- Each tribe must stay together at all times & can only work on one challenge at a time. They can NOT split up and work on several at once. If someone must use the lats they must take a buddy. Anyone found by themselves, without Guider permission forfeits tribe tokens.
- Have FUN!!!

RULES FOR CHALLENGES

- Each completed challenge must be brought to the Guiders to be approved, or the Guiders must be brought to the area where the challenge was done, or the Guiders must witness the challenge being completed in order for the tribe to receive tokens.
- Instructions are available for many of the challenges; if you already know how to do it, save your tokens and don't buy them. Buying instructions also entitles you to ask any questions of the Guiders. They will not complete a challenge for you, but may give you some hints or answer your questions.
- Use the resources you have wisely. This includes the skills and abilities of all your tribe. The youngest girl may have the most expertise and experience in the area you are working in. Do not overlook her; she may help to earn more tokens.
- Token management is important. The final count may be very close, choose carefully what to spend your tokens on and try not to lose them for not following rules. One tribe member may want to be responsible for handling the tokens.
- Special credit and possibly extra tokens await those that use creativity and imagination, great teamwork and good leadership & planning skills. Try to think outside the box for ways to do things. If the rules don't say you can't do it that way, AND it is within safety rules, go for it!
- Please consider daylight hours & threat of rain when planning which challenges you will do and when. Challenges may be completed in any order, except #5 Tent Challenge which must be completed after arrival at camp. Those challenges that require all tribes to work together will require all tribes to agree on timing.

SURVIVOR CHALLENGES FOR TRIBES

<u>#</u>	<u>Challenge Description</u>	<u>Cost for Hints</u>	<u>Tokens</u>
1.	<u>Knot Challenge</u> : Each tribe will produce 4 correctly completed knots: Reef, Clove Hitch, Bowline and one of your choice.	1 Token	0- 4
2.	<u>Raft Challenge</u> : Each tribe will create a small raft of string and twigs (found on-site). Raft must hold up a _____ for 1 minute in water. The _____ cannot be tied to the raft.	1 Token	0- 4
3.	<u>Fire Challenge</u> : Each tribe will properly build & light a fire in the fire area, using nature, tools provided, following fire safety rules. A Guider must be present. The fire must burn >10 min.	1 Token	0- 4
4.	<u>First Aid Challenge</u> : Each tribe will correctly do an ankle bandage, head bandage, arm sling and leg splint.	2 Tokens	0- 4
5.	<u>Tent Challenge</u> : Each tribe will correctly put up the tent provided. <u>(COMPULSORY)</u>	2 Tokens	4
6.	<u>Gross Food Challenge</u> : Each tribe will have a snack at mid-afternoon. Each tribe member will take at least one bite!	N/A	0- 4
7.	<u>Shelter Challenge</u> : Each tribe using the garbage bags, rope and items found in nature will produce a shelter that will keep a piece of paper dry when water is thrown at it by the Guiders.	1 Token	0- 4
8.	<u>Know Your Tribe Challenge</u> : Each tribe member will tell the Guiders the full name of everyone in the tribe and 3 things about them from memory.	N/A	0- 3
9.	<u>Sports Challenge</u> : Each tribe will invent a sport using items available at the tribal center or found in nature. They will decide how to score, make a set of rules & challenge another tribe to play the sport with them. Must play at least one game with another tribe.	2 Tokens	2- 4




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| 10. | <u>Fashion Challenge</u> : Each tribe will make one tribal outfit including a hat with only newspapers, masking tape & markers. This will be worn over clothing and should be removable so that it can be modeled/judged at the Guide Talent Show. | 1 Token | 2- 4 |
| 11. | <u>Distress/Survival Challenge</u> : Each tribe will pretend that they are lost in the woods. Using only the materials on them or found in nature, make a distress signal that could be viewed by a search plane flying overhead. Tell 2 things you would or wouldn't do when lost. | N/A | 4 |
| 12. | <u>Survivor Simulation Challenge</u> : Complete as per instructions. | N/A | 0-10 |
| 13. | <u>PB & J Challenge</u> : Each tribe will determine ALL the steps in preparing a peanut butter & jelly sandwich. Ingredients provided. Use the cards and write 1 step on each card (you may or may not use all the cards). Put the cards in order. One tribe member will follow each step exactly to make the sandwich. | N/A | 0- 3 |
| 14. | <u>Arts Challenge</u> : Each tribe will create a nature collage using only white glue and poster board. | N/A | 0- 3 |
| 15. | <u>Meal Challenge</u> : Using only the food items provided, all tribes will work together to make dinner for everyone including the Guiders (who will be served). The group will determine jobs, divide the work (including cleanup) and have a plan for having the meal ready on time. | 1 Token | 5 |
| 16. | <u>Compass Challenge</u> : Each tribe will prepare a map/instruction sheet for another tribe to use to find a specific item/landmark. Choose a starting point & provide a minimum of 10 instructions with the compass (example: 20° - take 10 steps) to lead to a specific item/landmark. | 3 Tokens | 3 (set-up)
1(solving) |
| 17. | <u>Ceremonial Challenge</u> : Each tribe will prepare a Guides' Own Ceremony for camp closing. | 1 Token | 3 |
| 18. | <u>Dare & Double Dare Challenge</u> : Each tribe will challenge other tribes to a dare (must be safe!) | 1 Token | 2 or 4 |

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| 19. | <u>Singing Challenge</u> : Each tribe will learn the melody and lyrics to a song which will be taught by Comet. Tokens awarded for 1. Learning the song and singing to the Guiders as a tribe; 2. Learning the song and singing as a round with the other tribes; 3. Performing the song as a round at the Guide Talent Show. | 0 Tokens | 0- 6 |
| 20. | <u>Rebus Puzzle Challenge</u> : Each tribe will attempt to solve the puzzles. Tokens will be awarded for correct answers placing 1 st , 2 nd or 3 rd . | 1 Token | 0- 3 |
| 21. | <u>Tree ID Challenge</u> : Using the Tree Identification document, tribe members will hike the guided trail and record the location/species of trees observed. | 0 Tokens | 1- 4 |
| 22. | <u>Entertainment Challenge</u> : Using only shadows, perform a song/skit for the Guiders.
Hint: best done at night! | 1 Token | 1-3 |
| 23. | <u>Night Eyes Challenge</u> : (COMPULSORY): All Tribes will participate in setting up Night Eyes for the other groups. Night Eyes is a Wide Game played after dusk and with flashlights. A number of pictures, laminated and with reflective tape on the front, are hidden around and about a large outdoor area. The girls are set loose to retrieve these and return to a designated location. Sometimes there are letters of the alphabet on each picture that spell out a message when put in the proper order; this also ensures that all of the pictures have been found. | 0 Tokens | 3 |
| 24. | <u>Camp Gadget Challenge</u> : Each tribe will construct a useful camp gadget using only rope/string and items found in nature. | 2 Tokens | 5 |
| 25. | <u>Shoe Kick Challenge</u> : Each member of each tribe will attempt to kick a shoe off of their foot as far as possible. Practicing in advance is encouraged! | 0 Tokens | 1-3 |

BONUS CHALLENGES

1. Helping any new camper or younger Pathfinder
(May be earned more than once) 1 Token
2. Picking up 10 pieces of trash from the camp
(May be earned more than once; no placing litter!!) 1 Token
3. Doing something especially nice for the Guiders
(May do more than once) 1 Token
4. Turn in all items from Ziploc bags (that have not been used) in
the same condition they were received. 2 Tokens
5. Two tokens to each person in tribe if packed up, tent cleaned
and struck by 10:00 a.m. sharp. 6 Tokens
6. No member of the tribe argues or is upset about anything! 0-5 Tokens

Rebus Puzzle CHALLENGE

1	CCCCCCC	2	LE / VEL	3	GIVE GET GIVE GET GIVE GET GIVE GET	4	ABCDEFGHIJKLMNOPQRSTUVWXYZ	5	T O W N
6	LU CKY	7	HE'S / HIMSELF	8	BLOUSE	9	AID ← AID AID	10	W D E S T
11	GROUND FEET FEET FEET FEET FEET FEET	12	ECNALG	13	CYCLE CYCLE CYCLE	14	R E A D I N G	15	R O A D S
16	0 — M.D. Ph.D. B.Sc.	17	KNEE LIGHTS	18	YOU JUST ME	19	MILONELION	20	PRO / MISE
21	TO CH U	22	1,2,3,...,38 39,40 LIFE	23	JACK	24	economy	25	UP 8
26		27		28	G N I K A M LOST LOST LOST 	29	NOHTAVO	30	STAND TAKE MINE TAKING 1 YOU 2 MY

17th CORNWALL PATHFINDERS SURVIVOR CAMP JUNE 2012 AWARDS

- To be presented during the Guides' Own at camp closing.
- Guiders can not be nominated for awards!
- Cut the ballot off of the bottom of this page and submit completed ballots to the Guiders.
- Each Pathfinder will vote for any other Pathfinder (including herself, if she feels she is deserving) for each of the awards:
 1. I Survived Camp Award
 2. Tidy Camper Award
 3. Super Leader Award
 4. Oops! Award

I Survived Camp Award _____

Tidy Camper Award _____

Super Leader Award _____

Oops! Award _____