

2024 Apilachi District Fall Camporee & Soapbox Derby Leader Guide



October 25-27, 2024

Registration

Registration must be completed via the unit leader on the Council website through Tentaroo. The Camporee fee per Scout and Leader is \$12. Registration opens up Friday September 20, 2024 and will run through Wednesday October 23, 2024. No individual registrations will be accepted.

The Soapbox Car

The car can not be more than 5 ft long or more than 2 ft wide. We will get the wheels and steering kit from GOKIT (which will be provided by the District as a part of the registration fee.)

The remaining parts of the car, frame, and enclosure will be purchased by the Unit depending on how advanced or simple they want their car design to be. Suggested designs are included in the GOKIT. This is meant to be fun and allow our scouts to design and build their own cars. Let their imaginations and engineering skills see what they can come up with. Adults, if power tools are used to build the car, please refer to the Guide to Safe Scouting.

The legs of the scout must not be able to fall out of the car. This can be done by enclosing the legs or side high enough to not allow legs to fall off the car. The car must have at least 6" in sides in the seat area and seat belts along with brakes. The bottom and side must be built so that no body parts can fall out of the car. You are allowed to grease the wheels.

The Driver will have to wear a full helmet that covers face and chin (a football helmet will work). The driver will also be required to wear gloves, knee and elbow pads. Not only will we race to see whose car is the fastest, but also whose car is best looking.



For a YouTube video tutorial, see the link above. For all questions related to Soapbox Car assembly and design, please contact Robert Blake at 662-255-8336.

Camping

Facilities

The event is being held at IAHS - Hwy 25 South, Fulton, MS. We will camp out in the trees near the school.

Parking:

No Vehicles or trailers are allowed on the grass.

Fires:

You are allowed to have above ground fire pits but must carry all ashes away.

Program/ Advancement Component

This year's camporee will feature both a competition and advancement component. The competition component is meant for units to have fun while creating a healthy competition with each other. The Activities/Events for the troops are:

- 1) Kim's Game: 5 scouts of a patrol will come up and study a group of items on a table then go back and write them down.
- 2) Pit Stop: 5 scouts of a patrol will take a jack and jack up a car and change the tire for time.
- 3) Race Track: 4 scouts will carry a small model car with one scout as a driver. They will make a pit stop where the driver will get out and do a task. Then change with one of the other 4 scouts and continue around a track to another pit stop where the driver will get out and do a task. All 5 scouts will take turns being the driver and caring the car.
- 4) What This: We will have a list of car parts. The patrol will take turns taking the name of car parts and putting them where they go on a car. Scouts will be scored on the time it takes and on the number they get right.
- 5) Tire rally: The patrol will have to move tires from one location to another.
- 6) Fill the gas tank: The patrol will have to take a cup and fill a container with water.

7) Blind Driver: Each member of the patrol will take turns riding a tricycle around a course. The scout will be blindfolded. One of the patrol members will have to tell them where to go.

8) Best Looking Car: Each patrol, troop will present their car to be judged on best looking.

9) Test the Car: Before the race each patrol or troop will have to show that they can steer and stop the car.

10) The Race: Each member of a 5 scout patrol or troop will race the car and the winner of the race will be the one with the fastest average time.

Scoring

Each Event is set up for a patrol of 5 scouts. After all 5 scouts compete in the event their score will be averaged for a total score for the patrol in that event. For first place, a patrol will get 15 points, 2nd - 10 and 3rd - 5. If a patrol has more than 5 and no more than 10, each member of the patrol must compete evenly among the events.

Advancement

On Sunday, after the Scout's Own Service, Scouts will have an opportunity to earn one of three merit badges of their choosing. Scouts may choose between Fire Safety, Truck Transportation, and Scouting Heritage Merit Badges. There is no need for registration for these merit badges as this will be handled separately on Sunday.

Campfire

Each unit is responsible for a skit or song at campfire. All skits and songs must be submitted to Robert Blake at rblake@itawambacountyschools.com for approval.

Schedule

Friday

6pm- 8:30 pm Check-in

Saturday

8:30 – 12:00 Event rotation. Each troop will rotate every 30 min between events

12:00 -1:00 Lunch

1:00 – 2:00 Get car ready

2:00 – 5:30 The Great Race

6:00- 8:00 Dinner

9:00-9:30 Campfire.

11:00 Taps

Sunday

8:30 Scouts Own Service

9:00 Merit Badge Classes

Noon Depart