

The Great Escape Fall Camporee 2020 Station Information

17-Apr-20

The 2020 Fall Camporee The Great Escape will feature five escape rooms and an Escape from the Temple of Doom. Four of the rooms will be in a huge tent connected by a maze. The Fifth room will be in the activities building. A description of the five rooms and the Escape from the Temple of Doom is below. There will also be other stations for scouts to compete in and earn clues to help them escape the rooms. Those stations are listed below.

Laboratory Escape Room	In this room Scouts will find a laboratory experiment gone wrong. Will they be able to solve the clues and escape before it is too late?
Scout Skills Escape Room	In this room Scouts will be challenged with using scout skills to escape.
Old Camporee Themes Escape Room	In this room Scouts will have to find clues among the remnants of Old Camporees. Will scouts be able to find Clues in the Big Games, Aliens, Space Wars, or 300 items left over from Camporees Past?
Super Hero Escape Room	This room will prove to be most challenging, scouts will have to solve clues to avoid the super villains and escape!
The Cave Escape	Scouts will have to escape the cave by traversing through it and gathering clues along the way.
Escape from the Temple of Doom	Just like that famous adventurer from the movies Scouts will have to enter the temple, borrow the idol and escape the giant boulder. For real a giant boulder!
Station	What is it
1. Obstacle Course	Scouts will Compete in a challenging Obstacle Course that will require all their physical skill.
2. Paint Ball/ Nerf Shooter/Bow and Arrows	Scouts BSA will get to shoot paint ball guns on a fun course. Cub Scouts will be able to shoot Nerf guns and Bows and Arrows.
3. Giant Corn Hole	Just like the game played at picnics and tailgates all over, except really gigantic.
4. Mystery Station	Yes you will have to show up to find out what this station is all about.
5. Jenga, Dominos, Tick Tack Toe	Play three classic games triple the size of the normal games.
6. Hammer Throw	Yep scout will throw hammers at targets, much like that super hero does.
7. Hungry Hippos	Are you Hungry? Well these hippos are.
8. Pick-up Sticks	You know this game, but try playing it with 4 foot long sticks.
9. Milk Crate Stack	Can you figure out the picture and stack the crates correctly?
10. Tennis Ball Sling Shots	Scouts have used sling shots before but have they used sling shots big enough to shoot tennis balls?
11. Tangle webs	Can scouts escape the tangled webs?
12. Wheeled Race	Race your favorite push car based on past camporee themes: Mario Kart, Space wars Speeders, The 300 Chariot, and Cowboys and Aliens Wagon. The race will be held right after opening flags on Saturday morning.
Friday Night Tron Games - Lighted	
On Friday night participate in the Tron Games, all of the games will be lighted. Plus there will be karaoke on the stage.	
1. Corn Hole	Lighted giant version of the classic game
2. Hula Hoop Challenge	Can you throw the spear through the lighted hula hoop?
3. Croquet	Giant lighted version of croquet.
4. Monkey Bridge	Cross the bridge only by the light available.
5. Tic Tac Toe	Yep it is light up also.
6. Frisbee Golf	Yeah they are light up also.
Individual Competitions	
All of these competitions are based on past themes: Mario goes to the Big Games, Space Wars, The 300, and Cowboys and Aliens. Scouts can also use the Temple of Doom as a theme. Competitions will include: Wheeled Race/Costume - Come dressed up with your push car based on one of the past themes. Patrol Flag - Bring your patrol flag designed based on the past themes. Gateway - Build or reuse a past themed gateway, include unit number and city.	
Cooking Competition	Youth: Make a Desert with escape item in it. (Think baking a key in a cake). Adult: make a complete meal without a desert

Note: All stations are subject to change.