

Camp Karankawa 80th Bash Program Guide



**CAMP KARANKAWA
SOUTH TEXAS COUNCIL**

September 20 – 22, 2024

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For 80 years, Camp Karankawa has served as the source and summit of scouting in the South Texas Council. The generations of young men and women who have hiked these hallowed trails have gone on to achieve nothing short of great things.

This year we are taking a moment to step back to celebrate the past, present, and future of Camp Karankawa. We invite you to celebrate Camp Karankawa's special 80th Anniversary with a Bash. The bash will have activities for all scouts, scouters and families. From taking a tour around Camp Karankawa to engaging in different hands-on activities. You will be busy enjoying everything that Camp Karankawa has to offer.

It is the hope of this committee that scouts and scouters, alumni, friends, and family join us this weekend to offer. It is the hope of this committee that scouts and scouters, alumni, friends, and family join us this weekend to celebrate our shared scouting home. See you at the Bash Camp Karankawa 80th Anniversary

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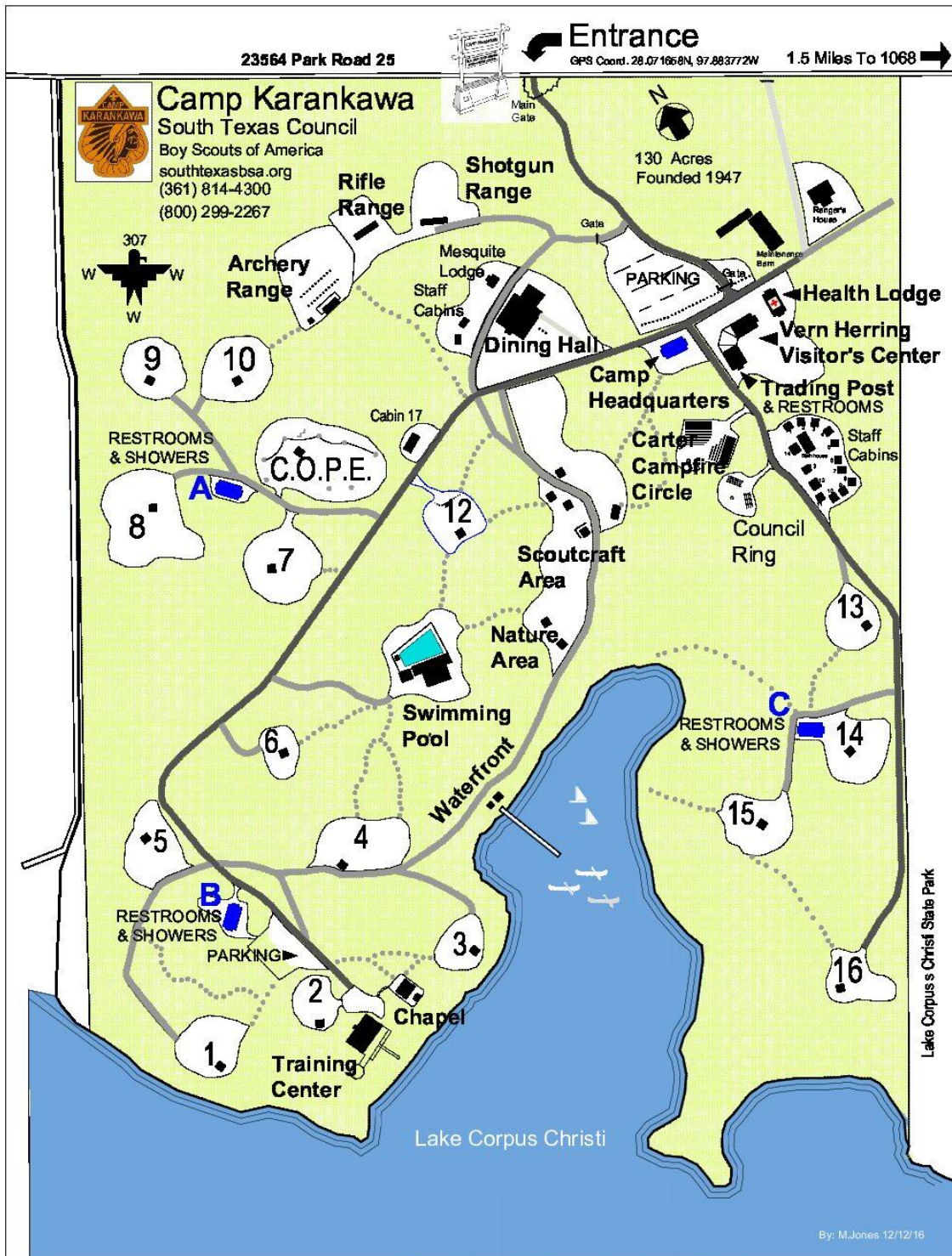
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Schedule Overview

Saturday	
Time	
7:30 AM	Check In
8:00 AM	Flags
8:15am-11:45am	Morning Camp Wide Activities
10:00 - 10:30am	Special Gathering - Camp Karankawa Staff
11:00 AM	Special Presentation - TBA
12:00 PM	Lunch Break
12:30 PM	Eagle Scout Gathering
1:30PM - 5pm	Camp Wide Activities Afternoon
2:00	Special Presentation - TBA
3:00 PM	OA Gathering
5:00 PM	Dinner
6:30	Closing Show
7:30pm	Scout- A- Palooza
8:30PM	Day Guest Departure
11:00 PM	Lights Out

Please be aware that this is just the Saturday schedule, if you are attending for the weekend please look at the Weekend guest section for the entire schedule.

Camp Map



Camp Wide Activities

Scoutcraft Area



Scout Craft provides the opportunity to learn the outdoor skills of camping, pioneering, orienteering, and other scout skills. The Scout Craft area aims to teach Scouts the importance of and how to enjoy the outdoors.

The Activities Include:

Cooking Demonstration

Leatherwork Projects

Art

Nature Area



The Ecology-Conservation area at Camp Karankawa offers an exciting, educational experience to all Scouts and unit leaders. The objective of the Nature area is to provide a better understanding of our environment and the importance of plant life and wildlife with which we share the world.

The Activities Included:

Nature Hike

Nature Craft

Aquatics



Check out our Pool and Waterfront Area. Whether a camper is new to swimming or is an excellent swimmer, it is the goal of the Aquatics staff to ensure that each camper has a quality experience at the pool and the waterfront of scenic Lake Corpus Christi. While we wish to open the areas to all, for the safety of visitors we will have limited activities.

The Activities Included:

Fishing

COPE



Project C.O.P.E. (Challenging Outdoor Personal Experience), is comprised of group initiative games that include 14 low and 7 high course activities. The C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and as a group. Look at the COPE area and take part in some of the activities. (The entire COPE course will not be open)

Obstacle Course, Team Building Activities

STEM



The STEM (Science, Technology, Engineering, Mathematics) area is the newest program we offer at camp. The STEM area provides experience in engineering projects, robotics and more. We hope to expand it as the interest in STEM grows.

Some of the activities in STEM include:

Robotics

Science Experiments

Heritage Center



The Heritage Center includes a covered patio and a scouting museum. Learn about scouting history and see pictures of historical Camp Karankawa.

Activities

Museum Tour Camp Tour

Living History



The cultures and customs of our great state's past come alive here. Learn, and more about life on the Texas Plains in the late 1800s with our US Cavalry Trooper Camp program and other time periods in Texas.

Branding Demonstrations

Range and Target Activities



The shooting sports program includes three ranges. These ranges are staffed and supervised by BSA National Camp School and NRA Instructors and USA Archery Instructors. Only for registered scouts.

Special Gatherings



Eagle Scout Reunion

Once an Eagle, Always an Eagle. Scouting's highest rank is an achievement unlike any other. During the birthday bash, the South Texas Council Eagle Scout Association welcomes all Eagle Scouts to join Camp Karankawa's birthday celebration. Been a while since you've been involved in Scouting? No worries, this will be a great opportunity to learn more about current events taking place here in South Texas!



Order of the Arrow Reunion

For more than 75 years, Karankawa Lodge 307 has provided cheerful service to fellow scouts and scouters here at Camp Karankawa. Join your fellow Arrowmen at the 80th birthday bash and celebrate the Order's part in the story of Camp Karankawa.



Camp Staff Reunion

Calling all former 8-ballers!

What would camp be without its staff? Generations of scouts and scouters have been the face of countless summer camps, and have helped shape the camp scouts and scouters in the South Texas Council enjoy each and every year. Join your fellow 8-ballers past and present during the Camp Karankawa Birthday Bash!

Scout- A- Palooza

The greatest way to cap off an amazing birthday weekend. Scout-A-Palooza will be a special event featuring music, games, and birthday cake of course! Scouting units are joining together to cap off Saturday festivities with the best birthday party camp has ever seen. Don't miss out and register for the 80th Anniversary Camp Karankawa Birthday Bash today!

Sign up to your unit to participate!



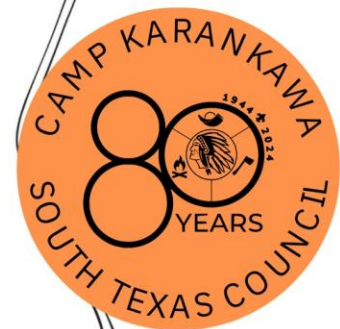
Special Merchandise

All participants attending will be given special camp Karankawa merchandise (while supplies last)

1. 80th Sling Bag
2. 80th Water Canteen
3. 80th Bash Patch
4. 80th Sticker

SWAG BAG

- WATER BOTTLE
- DRAW STRING BAG
- SPECIAL EDITION PATCH
- SPECIAL EDITION STICKER



Day Guest Guide

For our cub scouts, scouting alumni, and families. Come join the entire South Texas Council scouting family out at camp for the day and experience everything that camp has to offer. Open ranges, camp tours, a camp-wide scavenger hunt, and more await you when you come to celebrate at the birthday bash!

Check in: Saturday 7:30 am at the Heritage Center.

What to Bring: Closed Toe Shoes, Sunscreen, dress to the weather

What to Expect: Be prepared to explore Camp Karankawa and enjoy the different areas around Camp Karankawa. We will provide a guide for you to explore Camp Karankawa, its great facilities and enjoy some activities.

Food: If you would like to eat lunch and dinner at the dining hall, please register and choose the option online. It is an additional \$15 fee.

Other Activities being offered: Patch Trading, Branding, Camp Karankawa 80th Birthday Bash Group Photo

Specific Cub Scout Activities

Cub Scouts will have special activities throughout Camp Karankawa. On arrival, Cub Scouts will have a chance to do Range and Target Activities, Leatherwork, explore Camp Karankawa and make crafts.

Here are some specific cub scout activities to be aware of:

Range and Target Sports Activities – 8:45am to 11:45am

Leatherwork – 8:45 am to 11:45am

Bird Feeders – 1:30 -5pm

Fishing / Water Obstacle Course – 1:30 – 5pm

These activities are in addition to the other activities going on at camp.



Weekend Guest Guide

Reserved for troops, crews, and ships. Unit leaders can reserve a spot in the camp for the weekend. Weekend guests will get to spend the entire weekend partaking in special programs from the moment they arrive all the way to Sunday morning. It will be a weekend campout you will never forget and cherish for years to come!

Check In: Friday from 5 to 8pm

What to bring: Pack for the weekend, patches,

What to Expect: Be prepared to explore Camp Karankawa and enjoy the different areas around Camp Karankawa. You will have special activities on Friday evening, including

Opening Showing

After Party

Worship Service

Campsites: Campsites will be given a week ahead of the bash. The campsite assignments will be determined by how many programs (Scouts BSA, Venturing etc.) will be attending. Sharing may be necessary depending on the space of Camp Karankawa.

Meals: Units are expected to cook in their own campsites.

Scout- A- Palooza: We are looking to showcase some Camp Karankawa fun and highlight special scouting groups. The Scout – A – Palooza will include a carnival and some other booths outside the dinning hall. We are looking for units to help make it exciting by cooking some camp food, help run a scout game, or be creative and create a booth of your own. We are asking each unit to help by supplying adults leaders that can help or man a booth.

Other Activities being offered: Patch Trading, Branding, Camp Karankawa 80th Birthday Bash Group Photo

Weekend Schedule

Check-In.....	5:00 - 8:00p.m.
Opening Show.....	8:00 - 8:30p.m.
Afterparty.....	8:30 - 10:30p.m.
Lights Out.....	11:00p.m.
Saturday	
Day Guest Check-In.....	7:30a.m.
Flags.....	8:00 - 8:10a.m.
Morning Program.....	8:15 - 11:45a.m.
Lunch.....	12:00 p.m.
Afternoon Program.....	1:30 - 5:00p.m.
Dinner.....	5:00 - 6:00p.m.
Closing Show.....	6:30p.m.
Scout-A-Palooza.....	7:00 - 8:30p.m.
Day Guests Departure.....	8:30p.m.
Evening Program.....	9:00 - 10:30p.m.
Lights Out.....	1:00p.m.
Sunday	
Flags.....	8.30 - 8:40a.m.
Worship Service.....	8:40 - 9:00a.m.
Check-Out.....	9:00 a.m

80th Anniversary Games Program

AM Games and Skills:

1. BUCKET BRIGADE OBSTACLE COURSE: (Waterfront)

Each patrol (5 Scouts) will carry smaller water buckets over the obstacle course to fill a 5 gallon bucket at the end. Each Scout will traverse the obstacle course, empty their bucket, and return to the start point. Scouts 2-5 will repeat.

- Winners will fill the bucket in the fastest time.

2. BUOY RESCUE THROW: (Waterfront)

4 Scouts in a Patrol will each throw an 18" inch diameter buoy attached to a rope. The buoy will be thrown 20 feet toward a target in the water simulating a troubled swimmer. The buoy will be pulled back to shore and the next Scout repeats.

- Winners will have the fastest time with the most accurate throws.

3. SOCCER GOALS (Waterfront)

5 Scouts in a Patrol will kick 5 soccer balls each into a 12'x6' soccer goal. The goal will be guarded by a Goalie to deflect balls. Goals are scored 1 point each for a total of 25.

- Winners will have the most goals.
- If the Patrol scores 25 points, they get 5 tiebreaker goal attempts (1 per Scout).

4. WATERCRAFT RELAY: (Waterfront)

Patrols, using 5 Scouts, will race around a buoy and back. The canoe will have 2 Scouts, the kayak will have 2 Scouts, and the paddle board will have 1 Scout. As soon as the first watercraft touches the shoreline, the 2nd takes off, and then the 3rd repeats the process. Completion of Swimming Merit Badge or current Scouts USA Swim Check are recommended.

- Winners will have the fastest time.

5. FLYING SAUCERS OR PLUTO PLATTERS (Waterfront)

Each Patrol of 3-6 Scouts will throw a saucer/platter into fishnet goals. Each goal will have a par of predetermined throws. Each Scout throws a saucer/platter, and then, the next Scout throws until all Scouts have thrown or a goal is made. Then repeat the process for 3 more goals. The saucer/platters will be plastic and about 10.75" in diameter.

- Winners will have the most goals and fastest time.

6. KNOTTY CLOTHESLINE (Waterfront)

Each Patrol will tie 5 pieces of 6' rope together using square knots to make a 30' clothesline. One end of the clothesline is secured to one end of a tree or pole using the double-half hitch and the opposite end using a taught-line hitch.

- Winners will have the fastest time.
- 1 point for each correct knot (7 points possible)

7. RAISING A FLAGPOLE (Waterfront)

Each patrol will be provided with four 5-foot staves, six 6-foot rope lashings, two 1-foot cords, three 20-foot ropes for guy lines, three stakes, a mallet, and a Flag. If the Patrol is carrying a Patrol Flag on a staff already, they may use their Flag and staff in place of one of the 4 staves (recommended). The four staves will be connected using 6 round lashings. The Flag will be tied to the top staff with two cords. The three guy lines will be secured to the staves (about $\frac{3}{4}$ of the way up) with 3 double half-hitches (rolling hitches), and the other end of the guy lines will be connected to the ground stakes using taught line hitches.

Winners will have the best time.

➤ <https://scoutpioneering.com/oa-pioneering/#flag>

8. FIRST AID TRIAGE & RESCUE CARRIES (Waterfront)

The Patrol will demonstrate how to properly care for a bleeding head injury using gauze and bandage to wrap the wound. The Patrol will demonstrate the backstrap carry, 2-handed carry, and 4-handed seat carry. Finally, the Patrol will rescue an injured person using the improvised stretcher carry with the provided poles and blanket. The Judge will ask a series of basic first aid questions about treating an injured Scout (IE. Splints, bandages, dehydration, first aid kit, etc.).

- Winners will properly demonstrate the carries and stretcher carry.
- Bonus points for the number of questions answered correctly. (10 possible)

PM Games and Skills:

9. FAST COMPASS: (Scoutcraft)

Four Scouts per Patrol will be given compasses; judged on the number of correct readings in three minutes. Lay out a circle with about 20 numbered pegs around its perimeter. In turn, each Scout goes to the center of the circle and is given a compass reading. Scout writes down the number of the peg in the direction he has been given.

- Winners will have the fastest time.

10. SLOPPY CAMP : (Scoutcraft)

Campsite set up with 20+ items wrong. Patrol has 5 minutes to observe(silently). Then 5 minutes to list all they saw.

Set up a tent and simple fireplace and scatter mistakes on site: a carelessly dropped ax; a glass jar next to the fireplace; poorly set tent pegs and badly tied guy lines; etc. Include, as well, some personal items like sleeping bags, patrol scarves, shirts with identification on them, name tags, etc.

Give patrols five minutes to study the site. They are not to talk, but they can touch what they see if they leave an item exactly as they found it. Patrols then huddle to prepare a list of all the things they found

wrong in the camp. As patrols hand in their lists, add to the contest by giving each a card of questions asking, for example, How many boys were camping? What troops or patrols do they belong to? etc.

- Most accurate list wins.
- Bonus points for answering questions accurately.

11. LOG HOIST: (Scoutcraft)

Scout Patrol judged on time. Throw a 30 foot coiled rope over a 6-8 foot high crossbar 15 feet away. 2 Scouts Run up and tie a timber hitch to a log (18-24 inches long). Scouts hoist the log free of the ground and hitch the rope to a peg at your starting point using a clove hitch. A sheep shank knot is used to shorten the rope to hold the log off the ground. The log must remain clear of the ground.

- Winners will have the fastest time.
- 1 point for each correct knot.

12. SCOUT'S NOSE: (Scoutcraft)

Prepare several paper-bags, all alike, and put in each a different smelling article, such as chopped onion in one, coffee in another, rose-leaves, leather, aniseed, violet powder, orange peel and so on. Put these packets in a row a couple of feet apart, and let each competitor walk down the line and have five seconds' sniff at each. At the end he has one minute in which to write down or to state to the umpire the names of the different objects smelled, from memory, in their correct order.

- Winners will have the most correct answers.

13. PANCAKE FLIP: (Scoutcraft)

One Scout in a Patrol will cook a pancake on a skillet/pan and then toss the pancake over a rope 4-6 feet off the ground. A total of 4 Scouts in the Patrol will toss the pancake over the rope and catch it in the same skillet/pan. Pancake batter is supplied as well as stoves, pans, spatulas.

- Winners will have the fastest time with the most catches.

14. BACKPACK CHALLENGE (Scoutcraft)

A Patrol will be provided with an internal frame backpack and numerous camping items (clothing, gear, food, water, tent, etc.). The Patrol will pack the backpack in 3 zones (bottom, core, and top zones) and accessory pockets. References can be found on REI and Scouting links.

- Winners will have the best time with the most items correctly packed.

15. SCOUT LAW (Rifle Range Area)

Patrols will match the 12 Scout Law codes with numbers 1-12 (Trustworthy-1, Kind-6, Clean-11, etc. Each Scout will be given a card with the code and must match the corresponding number correctly.

- Winners will have the best time with correct matches.

16. ARCHERY RANGE

A Patrol of 4 Scouts will shoot 5 arrows each at a fixed target. The Rangemaster will score targets according to accuracy.

- Winners will have the best score.

17. RIFLE RANGE

A Patrol of 4 Scouts will shoot 5 shots each. The Rangemaster will score according to accuracy.

- Winners will have the best score.

18. SHOTGUN RANGE

2 Scouts from a Patrol shoot 5 rounds each. The Rangemaster will score for accuracy.

- Winners will have the best score