

Arrowwood District Spring Camporee

Gladiator's Challenge

May 9-11, 2025

Camp Berry, Findlay, OH



## Gladiator's Challenge Camporee Schedule

### **Friday, May 9, 2025**

6:00 – 8:00pm – Check In – Back porch of Yammine  
8:45pm – SPL/Leader meeting – Back porch of Yammine  
11:00pm – Light's out

### **Saturday, May 10, 2025**

7:45am - Flag Raising – Parade field  
8:00 – 8:45am – Aqueduct Building – Parade field  
9:00 – 9:30am – Don't Kill the Messenger – Gardner Pavilion  
9:45 – 11:30am – Ranges open  
11:45am – 1:15pm – Lunch at campsites  
1:30 – 2:15pm – Matchless Fire Starting – Parade field  
2:30 – 3:30pm – Gladiator Robot War – Gardner Pavilion field  
3:45 – 4:30pm – Roman Machine – Gardner Pavilion  
4:45pm - Flag lowering – Parade field  
5:00 – 7:00pm – Dinner at campsites  
7:30pm – Campfire and Awards – Council Ring  
IF – SM/SPL meeting – Back porch of Yammine  
11:00pm - Light's out

### **Sunday, May 11, 2025**

Pack up and leave at your Troop's convenience using Leave No Trace.

## **The Gladiator's Challenges**

### **Event #1: Aqueduct Building**

The great and highly advanced Roman waterway system known as the Aqueducts is among the greatest achievements in the ancient world. The running water, indoor plumbing, and sewer system carrying away disease from the population within the Empire wasn't surpassed in capabilities until very modern times. The Aqueducts, being the most visible and glorious piece of the ancient water system, stand as a testament to Roman engineering. Some of these ancient structures are still in use today in various capacities.

Scouts will be provided (3) 10' sections of 2" PVC pipe cut in half, (12) 8' staves, (4) ropes, (1) gallon milk jug completely full of water, (1) bucket, and (1) 12" ruler. Scouts must construct four tripods at indicated points. With the tripods as stands, they must use the PVC pipe to construct an aqueduct to transfer the gallon of water in the milk jug to the bucket. The starting point of the aqueduct must be at least 6 feet high. Scoring will be based on time and the amount of water that ends up in the bucket as measured by the ruler.

### **Event #2: Don't Kill the Messenger**

The Romans had a postal service in the second century that might be called "letter perfect." Nothing, or almost nothing, could keep their postal carriers from completing their rounds. It was an easy task for messenger relay teams to deliver urgent messages and cover up to 170 miles a day on the well-engineered roads Romans were known for that covered the empire.

Six Scouts are required to compete in this relay race. The Scouts participating in this race will complete a quarter-mile leg of a one-and-a-half-mile run. The initial runner will be given an urgent oral message before the race begins. He then must relay that message to the second runner, the second runner relays it to the third, and so on. Upon completion of the race, the sixth runner will be required to orally deliver the message to the emperor, who will then compare it to the original message for authenticity. In order to be victorious, the Scouts must have the best race time and the fewest number of mistakes in the final delivery of the message. Be careful, many messengers of bad news were imprisoned or harshly punished during the ancient days!

### Event #3: Matchless Fire Starting

The infamous emperor Nero ruled Rome for less than two decades and there was no end to his ambition. One of his grandest plans was to tear down a third of Rome so that he could build an elaborate series of palaces that would be known as Neropolis. Exactly what happened next has remained a mystery for nearly 2,000 years. On the night of July 19, 64 A.D., a fire broke out among the shops lining the Circus Maximus. This was no ordinary fire, and the flames raged for six days before coming under control. When the smoke cleared, 10 of Rome's 14 districts were in ruin. History has blamed Nero for the disaster, implying that he started the fire so that he could rebuild Rome to his liking.

Scouts will be required to start a sustainable fire without matches (or lighters) and pop some kernels of corn. Any material may be used, but must not be artificially treated, such as liquid accelerant-soaked tinder. You can use flint and steel, fire bow drills, magnifying glasses, magnesium strikes, battery and steel wool, or of like sorts. Points will be given for accomplishments and time. The fire must be doused when complete or you may witness the "Burning of Rome." A frying pan must be provided by each Troop and can be returned to SM at the conclusion of event.

### Event #4: Gladiator Robot War

Equipment – Plastic buckets, compasses, Styrofoam noodles

A Scout from each Troop will have a bucket over their heads, a compass in one hand, and a Styrofoam noodle in the other. The other Scouts from each Troop are Controllers and they issue orders to their Scout. The Scout can move at one pace at a time, when they are ordered to do, and the Controllers must call out what direction (degrees on a compass) the pace is to be made in. The orders may vary, and the Scouts could be ordered to lunge with Styrofoam noodles or to step forward. A lunge consists of holding the noodle vertically, at arm's length, and lowering it so as to strike another Scout on the bucket. The first Scout that successfully knocks out all their opponents wins.

### Event #5: Roman Machine

The Romans put a great deal of effort into engineering. Roman engineering led to the building of some remarkable engineering feats that have survived to this day. Engineering was used as a way of improving the lifestyle of the Romans. Engineering was also institutionally ingrained in the Roman military, who constructed forts, camps, bridges, roads, ramps, palisades, and siege equipment amongst others.

Each Troop will bring a box containing the equipment listed below with their Troop number on it. This box of equipment will be turned in Friday night at check-in. The equipment will

be returned to them on Saturday when they show up for this event. They must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Scouts will be scored on teamwork, time, spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the Troop at the conclusion of this event.

#### Material List

- 3 sheets of paper
- Pencil
- Cardboard (12"x12")
- 48" of masking tape
- Plastic spoon
- 3 rubber bands
- 8 popsicle sticks
- 4 straws
- 1 paper plate
- 1 ping-pong ball

#### Challenge

The goal of this challenge is for a Troop to design and build a catapult out of the materials. The catapult must be able to launch a ping-pong ball with enough accuracy to land on a paper plate from as great a distance as possible.

#### Campfire

Each Troop will be asked to perform a skit/song/walk on. Please have this prepared and ready to go. You will be asked to fill in a time slot during the SPL/SM meeting Friday night.

Awards will be given for:

- Roman Machine
- Don't Kill the Messenger
- Aqueduct Building
- Matchless Fire Starting
- Gladiator Robot Wars
- Gladiator's Challenge (Overall Champion)

Any questions, comments, concerns, please reach out to Jenny Graham at [jennylgraham512@gmail.com](mailto:jennylgraham512@gmail.com) or text 419-934-0322.

Arrowwood District Gladiator's Challenge Camporee Registration

Scoutmaster/Crew Advisor – Please fill out and present this form to Camporee Admin at Camp Berry upon check in. Please print in ink.

Troop/Crew # \_\_\_\_\_ District \_\_\_\_\_ Town \_\_\_\_\_

Number of Patrols \_\_\_\_\_ Total Scouts Participating \_\_\_\_\_ Adults \_\_\_\_\_

(Please put emergency phone numbers after each Scout's name)

Patrol Name \_\_\_\_\_

- |          |          |
|----------|----------|
| 1. _____ | 2. _____ |
| 3. _____ | 4. _____ |
| 5. _____ | 6. _____ |
| 7. _____ | 8. _____ |

Patrol Name \_\_\_\_\_

- |          |          |
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| 1. _____ | 2. _____ |
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| 7. _____ | 8. _____ |

Patrol Name \_\_\_\_\_

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|----------|----------|
| 1. _____ | 2. _____ |
| 3. _____ | 4. _____ |
| 5. _____ | 6. _____ |
| 7. _____ | 8. _____ |

For Official use only: Pre-registration fees: \_\_\_\_\_ Walk-In fees: \_\_\_\_\_

Total Fees: \_\_\_\_\_ Check #: \_\_\_\_\_ Amount #: \_\_\_\_\_

Cash Payment #: \_\_\_\_\_

## Cancellation Policy

**GENERAL INFORMATION PERTAINING TO ALL REFUNDS** No refunds will be issued for activities where promotion literature states No refunds Deposits are non-refundable. All monies are refundable if the council or district cancels an event. Refund requests for rescheduled events due to weather conditions will be dealt with on an individual basis, partial refunds can be granted after incurred expenses for the event have been taken into consideration. Transferring fees from one person to another within the same unit for the same program is permissible. Fees are not transferable from one event to another. No refund request for any event or facility will be accepted more than 14 days after the conclusion of the event. For resident camps, each session or week is considered a separate event. Any refund granted will be credited back to the source of the original payment. i.e., Credit card back to credit card, check back to checking account, etc. Valid reasons for requesting a refund include: Illness Death in family, or Change in business plans. In no event shall any refund be made for any reason if the cost of the event has not been completely met. If substitution for participation in the event has been secured, then full refund may be made to the individual originally registered. Any refunds granted will be reduced by the cost of any deposit plus the cost of any materials already procured. Refunds will not be made for late arrivals or early departures. All requests for refunds of money must be made in writing to the Black Swamp Area Council, Scouting America. Supporting receipts must accompany the request.