

Theme 2010 - Time Travel:

Celebrating the Adventure  Continuing the Journey

ATTENTION Campers! "Jim" has slipped through a time portal sending him back in time.

Camp Henderson needs **YOU** to be prepared to travel back and use your **old scouting** knowledge to rescue him on **Thursday Night** or a paradox of epic proportions will ensue.

Sample Theme Night Ideas for Troop game/event:

- ❖ Time Portal Timber Hitch - be the fastest to *hitch* and save a fair maiden from the grasps of a black hole.
- ❖ Bi-pod walk - build the sturdiest stilts and escape into the unknown.
- ❖ Semaphore signals - encode and decode top secret messages.
- ❖ DeLorean Power Generator (right photo)
- ❖ Panning for Plutonium - use a tarp to toss a nugget over a horizontal rope 3ft above the ground.
- ❖ Time Threshold- a group is blindfolded and forms a designated shape with a 20 foot long rope.



Be the quickest to generate the 1.21 gigawatts needed for time travel as seen in the Universal film Back to the Future

CHECKLIST:

What troops should prepare for the 2010 **Thursday Night** Theme

- ❖ Competitive Event – bring a game/event-(above) based on an old scout skill for other troops to try.
- ❖ Comedic Closing Skit – a historical moment with a scouting spin. This can be based on **ANY** period in time. Judges are looking for the funniest 35-60 sec skit that ties scouting in with a historical moment.

Examples:

- Caveman invents the wheel... only its square! This would impact the future with a bumpy car ride and a hilarious conversation.
- Washington crossing the Delaware River - perhaps Washington falls out of the boat and is rescued by a Boy Scout, giving way to some comic relief.

Tip: Check out old comedy routines like Saturday Night Live and give them a Boy Scout spin.

- ❖ Petroglyph (drawing on a stone)– scouting images and symbols through time. Design on a 1 square foot natural or manmade rock.