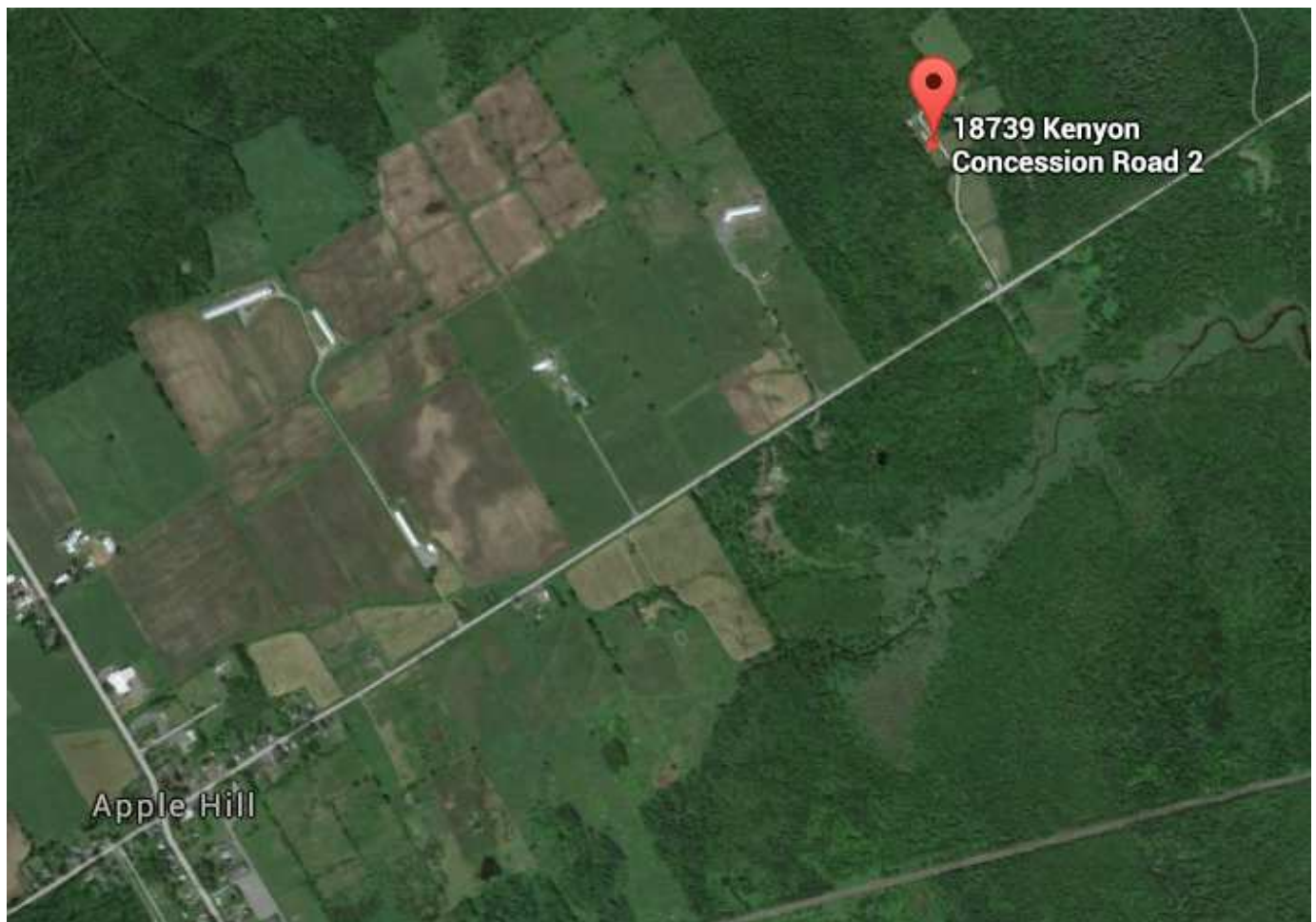




# Odawa Area Night Owl Challenge 2017

## Detailed Event Instructions

The night Owl challenge will be held at the Apple Hill Scout Reserve 22 - 23 April 2017 (Saturday noon to Sunday morning) at Apple Hill Scout Reserve using the South Side of the Camp as base camp.



Groups may arrive any time after 1200 hrs (noon) Saturday April 22<sup>th</sup> (Groups wishing to arrive Friday night and make a weekend of it are to contact AHSR Ranger Staff directly to undertake such arrangements). Camp closing ceremonies will be at 0730 hrs (7:30 AM) Sunday morning with pick-up anytime afterwards (ie about 8:00 AM or so) at the South Side of Camp.

The youth should bring the necessary gear and tents to stay the night, as well as their personal survival and first aid kits as they see fit (equipment list excluding camping equipment is provided below).

Provision of meals, snacks, hot chocolate, coffee and Sunday breakfast is a group responsibility.

Please fill out the REGISTRATION FORM attached below and submit on Saturday 22 April with payment at the Registration site at the main cabin.

A forecast of likely participant numbers would be appreciated by **19 April** via email to Scouter Steve Bellefleur at [DiveBuddy@rogers.com](mailto:DiveBuddy@rogers.com) indicating name of Group, number of hikers and number of volunteers (Adult Leaders and/or senior Youth) – this will ensure any last minute email communications are received by the adult Leader in charge for the group and allow for completing preparations by the organizers for this activity.

**Note: there is no cut-off for participation in this event – we will accept all participants/volunteers up to and including the start of Night Owl on 22 April, even if there was no heads up in advance of probable numbers attending.**

**The cost for this activity is:**

**\$15.00 per youth doing the hike,**

**\$7 for everyone else (ie Leaders and Youth volunteers assisting in running stations and/or roving safety patrols etc).**

Please note: Payment collected for this event is used to cover the cost of the Camp Fee, materials and badges). The fee for this activity will be collected the day of the event. Please make all cheques out to **Scouts Canada – Odawa Area**, with **Night Owl 2017** in the memo.

## **Additional Night Owl Challenge Information**

Night Owl Challenge is an exciting all night event, open to Scouting and Guiding members, that focuses on developing teamwork while having a good time and enjoying the outdoors. This year, the event will again be coordinated by 3<sup>rd</sup> Orleans Scout Group with assistance from other Odawa Scouters and Guiders and Venturers/Rovers/ Pathfinders/senior Scouts running various stations and or conducting roving safety patrols.

Throughout the night, Patrols of 4-7 youth will compete in a series of interesting challenges and activities scattered throughout the northern part of the Camp in order to score points (sketch maps with points will be provided to all on the day of the event). Whichever Patrol has the most points by the end of the night is the winner – if there is a tie for First Place, an additional challenge will be undertaken in the morning to break the tie. Youth from Groups with insufficient numbers to form a Patrol onto themselves may join up with existing formed Patrols or form a composite Patrol the day of the event.

Groups should arrive at Apple Hill Scout Reserve between 1200 (noon) and 1700 hrs (5:00 PM) to setup their camping area and prepare their teams – groups are to ensure they have Adult supervision (ie Scouters/Guiders) onsite to look after their Youth arriving onsite. Information on where groups may set up their tents will be available at the registration at the main cabin.

- Check in/registrations of Groups and Patrols will run from 1700 hrs (5:00 PM) to 1845 hrs (6:45 PM) at the main cabin. All Groups must register prior to their Patrols registering. Personnel running stations need to check into registration prior to departing to setup their stations. Opening ceremony will be in the northern part of the Camp in front of the main cabin at 1900 hrs (7:00 PM).
- Stations will be open at 19h30 (7:30 PM) and events will run through the night until completion at about 0100 hrs (1 AM) – Youth are to be at their designated start station no earlier than 1930 hrs (7:30 PM) to allow Rovers/Venturers/Pathfinders/Senior Scouts/Guiders/Scouters time to setup their stations.
- Departure will be early Sunday morning after the winners are announced at the Closing Ceremony at 0730 hrs (7:30 AM) – thus departure will likely sometime after 8:30 AM depending on Groups packing up and cleaning their camp sites – please check out with staff at the main cabin .

## **SUGGESTED EQUIPMENT LIST TO DO THE OVERNIGHT HIKING ACTIVITY**

(separate from any equipment required to sleep overnight in the bivouac area in the South side of the Camp.)

### **PER MEMBER (in their backpack on person/worn)**

- Mug, spoon
- Change of clothes including spare dry socks
- Appropriate warm outdoor attire including water resistant foot wear – youth and adults should be prepared for snow (and potentially frozen ice) along the trails
- Rain Gear (include small garbage bags to wear as footwear inserts if necessary)
- Tuque, gloves/mitts
- Flashlight/head lamps and spare batteries
- Pocket knife/multi tool
- Whistle
- Water bottle with water
- Snacks (nut free)
- Personal first aid/survival kit /fire starter kit
- Bug repellent/mosquito netting as they see fit
- Scout Staff/hiking staff if available

### **PER TEAM**

- Compasses (min 1)
- Group First Aid Kit
- GPS (optional)
- Cell phone (handy in case of emergency/tracking of misplaced teams) – highly desirable

There will be approximately 13 to 15 challenges, **but the number will ultimately depend on the number of registered senior Youth volunteers/Scouters/Guiders willing to run a station** and the two deep Scouting rule for Adults will apply throughout the Camp (isolated stations not run by Venturers/Pathfinders/Senior Scouts will require min two Scouters/Guiders onsite while some stations with visibility with each other may have one Adult Scouter/Guider – roving safety/security patrol are to have two registered Scouters/Guiders and/or be composed of senior Youth). Some simple stations can be grouped together if need be.

Like last year, we have decided to not run the challenges in a particular order - this way the kids can roam to whatever station they wish to complete after they start at their assigned station at the start of the night. They may not get to/complete every station, but they should be able to do most of them done. Teams may stop and return anytime to base camp – all teams must report into registration upon return to the main bivouac in the North West field.

There should be a "Patrol Leader" per team appointed prior to arriving at registration. This patrol leader will be required to sign in at the registration point to receive information on where to set up their tents and any last minute details.

There is ample parking in the South side of Apple Hill Scout Reserve.

**Night Owl's success is due to the efforts of the volunteers stepping up to run fun stations and/or providing safety patrols throughout the night.**

**Groups that would like to run a station(s) using Senior Scouts/Rovers, Venturers, Pathfinders, Guiders, Scouters from their Group will be given an opportunity to sign up to run a station or act as a roving safety patrol by contacting Scouter Steve via email at [DiveBuddy@rogers.com](mailto:DiveBuddy@rogers.com) or on arrival onsite Saturday – a copy of the current status of station manning (along with the draft map for location of the activities) can be found at the separate document that includes the activity map.**

To run a station, you will be provided with a full explanation of how your station(s) should run along with the required basic material. If you choose to run a challenge, and we urge each group to consider doing so, please bring a tarp and some rope (or light kitchen shelter) to make a shelter for yourselves at your station to avoid getting soaked if it is rainy. As well, you may wish to bring on site additional material to ensure your comfort while awaiting the arrival of Youth (ie folding chair, coleman lantern for light/heat, perhaps a stove if you wish to make hot soup/hot chocolate onsite for your team running the station).

If you have any additional questions, please feel free to contact Scouter Steve Bellefleur via email ([DiveBuddy@Rogers.com](mailto:DiveBuddy@Rogers.com)) or by phone at (613) 834-3129.



# Odawa Area Night Owl 2017

22 - 23 April 2017

## REGISTRATION FORM

Troop Name: \_\_\_\_\_

Scouter in Charge: \_\_\_\_\_

Cell Phone number: \_\_\_\_\_

e-mail address: \_\_\_\_\_

	Qty	Cost	Total Cost
Number of Youth doing Hike		@ \$15 each	
Number Of Members volunteering to run stations/act as roving safety patrols (ie Rovers, Venturers, Pathfinders, senior Scouts)		@ \$7 each	
Number of Adult Volunteers not necessarily running stations/doing roving patrol but on site with the Group anyway		@ \$7 each	
Total Group Cost			



# Odawa Area Night Owl 2017

22 - 23 April 2017

## Team Registration Sheet

(To be handed in when registering Saturday afternoon/night 22 April)

Team Name: \_\_\_\_\_

Group: \_\_\_\_\_

(Group name – ie: 8th Orleans/1st Maxville etc)

Group Leader: \_\_\_\_\_

(Name of adult Leader attending camp and responsible for Group)

Cell No: \_\_\_\_\_

Team Member Names (4- 7 members per team)

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**Patrol Leader:**

**To be handed in upon registration Saturday afternoon/night along with copies of registration/physical fitness forms for all participants (Youth and Adults) sealed in a freezer zip loc bag – these forms will be returned to the Scouter in charge at the close of the activity Sunday morning.**

# **Night Owl 2017 Station Details**

## **Station 1 – Mine Field**

**Location:** Main Road, Intersection of Orange Trail and the Main Road  
GPS \_\_\_\_\_

**Given:** Fake mine field (using card board or some other representation of mines)

**Action:** Patrols are divided in half , one half to be blind folded and guided verbally guided by the other half of the patrol with the members crossing the mine field doing so all together (simultaneously). If someone hits a mine, they all must go back to the beginning and start over.

**Scoring:** Timed

20 Points Crossing done within 3 minutes

15 Points Crossing done within 6 minutes

10 Points Crossing done within 9 minutes

5 Points Crossing attempted, not completed or not within 9 minutes

Up to 5 Points Bonus Good team work

Up to 5 Points Bonus Good attitude/no foul language

Maximum: 20 + 10 = 30 Points

## **Station 2 – Spider Web**

**Location:** Yellow Trail, at about intersection of Yellow Trail and Red-Yellow Trail  
GPS N 45° 14.307' W 074° 45.270'

**Given:** A spider web (must be construct in advance by the people running the station using a structure already onsite, using twine).

**Action:** Successfully traverse the spider web in accordance with instructions given on-site by the operators of the station.

**Scoring:**

20 Points All members of the Patrol crossed

15 Points 3/4 of Patrol crossed

10 Points 1/2 of Patrol crossed

5 Points Less than 1/2 crossed



Up to 10 Points Bonus      Good attitude/no foul language/no pushing/followed instructions

Maximum: 20 + 10 = 30 Points

### **Station 3 – Map Grid Code**

**Location:** Northern Intersection of Yellow Trail and Main Road

GPS \_\_\_\_\_

**Given:** Fake map grid containing letters

**Action:** Each patrol given basic instruction on how to locate something using map grid coordinates (in the how, up the stairs) and then they are given a set of five grid references from which they are to find the applicable letters to spell out a word

#### **Scoring:**

20 Points      Word found on their own based on initial instructions

10 Points      Word found with help

5 Points      For trying

Up to 5 Points Bonus      Good team work

Up to 5 Points Bonus      Good attitude/no foul language

Maximum: 20 + 10 = 30 Points

### **Station 4 – Tarp Toss**

**Location:** At intersection of the short cut to Red Trail from Main Road

GPS \_\_\_\_\_

**Given:** A tarpaulin with different size slots cut into it and different size balls.

**Action:** Given ten balls, Patrol members take turns trying to toss different size balls through holes in a tarpaulin.

#### **Scoring:**

2 Points      for each ball that makes it through a hole in the tarpaulin

5 Points      For trying but not getting any balls through holes

Up to 5 Points Bonus      Good team work

Up to 5 Points Bonus      Good attitude/no foul language

Maximum 30 Points

### Station 5 – Knot Grid-Scouts/Guides are Knotty

**Location:** Adirondack by Main Road near Intersection of Mian Road and Pink Trail  
GPS N 45° 14.520' W 074° 45.376'

**Given:** Bag of over sixteen (16) already prepared knots and a grid to hold sixteen (16) knots – this grid is made by aligning four 4X4 grid segments

**Action:** Patrol has to identify knots within five minutes by placing them correctly on a grid (note: there will be extra knots that do not go on the grid)

**Scoring:** Timed

20 Points All sixteen knots properly identified  
15 Points Up to ten knots properly identified  
10 Points Up to five knots properly identified  
5 Points Tried

Up to 5 Points Bonus Good team work  
Up to 5 Points Bonus Good attitude/no foul language

Maximum: 20 + 10 = 30 Points

### Station 6 – Rope Bridge

**Location:** Rope Bridge  
West Side GPS N 45° 14.647' W 074° 45.489'  
East Side GPS N 45° 14.6567' W 074° 45.471'

**Given:** The rope bridge

**Action:** Cross from the East side (side nearest the main road) to the West side

**Scoring:** No time limit (within reason)

20 Points All members of the Patrol crossed  
15 Points 3/4 of Patrol crossed  
10 Points 1/2 of Patrol crossed  
5 Points Less than 1/2 crossed

Up to 5 Points Bonus Good team work  
Up to 5 Points Bonus Good attitude/no foul language/no pushing/only one person on bridge

at a time

Maximum:  $20 + 10 = 30$  Points

Caution: Only one person to be on the bridge at a time – next youth to start only after previous Youth has completely gotten off the rope bridge

### Station 7 – Lock Box

**Location:** On Red Trail GPS N 45° 14.401' W 074° 45.390'

**Given:** Two lock boxes with two different combination locks, one on each box.

**Action:** Upon arrival on site, using the lock box whose number has been assigned to them at Registration, follow the instructions on the box:

- on the outside will be a bearing and distance that they are to follow to find a tree with part of the combination to the lock along with a new bearing and distance to follow from the lock box to a new destination where the second part of the combo is to be found
- return to the box, unlock it and obtain a new bearing and distance that they are to follow to find another tree with a page of letters – immediately re-lock the box and, using the template that they were given at registration, place the template mask over the letters and determine secret word – write the word on the Patrol Score Sheet.

### Scoring:

20 Points      Correctly solve the puzzle  
15 Points      Open the Box  
10 Points      Find second set of combo numbers  
5 Points        Find first set of combo numbers

Up to 5 Points Bonus                      Good team work  
Up to 5 Points Bonus                      Good attitude/no foul language

Maximum:  $20 + 10 = 30$  Points

### Station 8 – Fire Making Challenge

**Location:** Red Trail before entering Forest again  
GPS \_\_\_\_\_

**Given:** A mini fire pan with a string suspended

**Action:** Make a small fire and burn the string

**Scoring:** as follows

10 Points     Fire made  
5 Points      Completed within 5 minutes  
5 Points      Suspended string burned

Up to 5 Points Bonus     Good team work  
Up to 5 Points Bonus     Good attitude/no foul language  
5 Points Bonus             Started fire without using matches nor lighter/torch (ie fire rod, flint block)

Maximum:  $20 + 15 = 35$  Points

### **Station 9 – Trivia Quiz**

**Location:** On Red Trail, Intersection Of Red and Red/Yellow    GPS N 45° 14.306' W 074° 45.343'

**Given:** Pack of trivia questions if unmanned or 15 Trivia Questions drawn from a grab bag.

**Action:** If unmanned, take a copy of the trivia quiz and sign in on the Station Register. Can be completed on site or along the hiking route. Must be handed in at the end of the hike at the Registration Desk.

If manned, 15 trivia questions are picked from a grab bag, 2 points for each correct answer.

**Scoring:**

Unmanned:  
2 Points        For each correct answer.  
10 Points Bonus     Signed in on Station register  
Maximum:  $20 + 10 = 30$  Points

If manned: 2 points for every correct answer for a maximum of 30 points – up to five points may be deducted for bad language/poor attitude

### **Station 10 – Morse Code**

**Location:** Along Red Trail midway between Red-Yellow Trail and Orange Trail  
GPS \_\_\_\_\_

**Given:**

If unmanned, get a sheet for decoding using Morse code and, working together, decode the sheet and hand in results at the end of the hike at the Registration Desk.

If manned, have the Patrol decode onsite site and score accordingly.

Scoring:

5 Points For trying

20 Points Correctly decoding message

Up to 5 Points Bonus Good team work – every one participated

Up to 5 Points Bonus Good attitude/no foul language

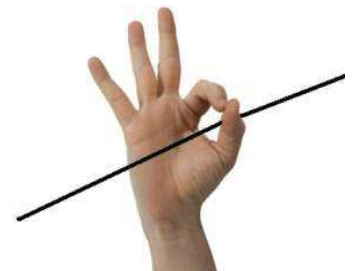
Maximum 30 points

### Station 11 – Rope Maze

**Location:** Intersection of Red and Orange Trails (GPS N 45° 14.203' W 074° 45.314' is location of intersection)

**Given:** Blind folds, twine, rope, guide lines, caribiners

**Action:** In silence, the entire Patrol is to go one at a time with spacing of fifteen seconds between members, blind folding themselves at the start point and follow a guideline that is intersected with other guidelines with the goal of exiting on the right guideline – if one exits on the wrong guideline, they are eliminated. Physical contact with the guidelines (whether they are correct or not) is to be maintained at all time. They have seven minutes to complete the course with as many patrol members as possible.



**Scoring:**

20 Points All members of Patrol manages to exit on the correct guideline

10 Points 3/4 the members of Patrol manages to exit on the correct guideline

10 Points 1/2 the members of Patrol manages to exit on the correct guideline

5 Points 1/4 of the members of Patrol manages to exit on the correct guideline

Up to 5 Points Bonus Good team work – every one participated

Up to 5 Points Bonus Good attitude/no foul language

Up to 5 Point Bonus Everyone who finished correctly maintained correct contact with the guides line at all time

Maximum: 20 + 15 = 35 Points

## Station 12 – Kim’s Game

**Location:** On red trail halfway between Intersection Red and Orange Trails and the Main Camp GPS \_\_\_\_\_

**Given:** Contents of an emergency kit, with an exposure of one minute

**Action:** Working together, Patrol members must identify items that were seen – three minutes given to make list.

### **Scoring:**

20 Points All items remembered

One point less than 20 for every item missed, max 5 points to be given for trying

Up to 5 Points Bonus Good team work

Up to 5 Points Bonus Good attitude/no foul language

Maximum:  $20 + 10 = 30$  Points

## Station 13 – Lashing

**Location:** Near Registration/Safety tent at Main cabin GPS \_\_\_\_\_

**Given:** Three staves/poles, twine/rope, coffee can and clothes hanger

**Action:** Using rope/twine provided and, lash a three legged tripod from which a can of water can be hung over a fictitious fire

### **Scoring:** Timed

20 Points Up to three minutes

15 Points More than three minutes, up to six minutes

10 Points More than six minutes, up to nine minutes

5 Points Tried

Up to 5 Points Bonus Good team work

Up to 5 Points Bonus Good attitude/no foul language

Maximum:  $20 + 10 = 30$  Points

Wear appropriate footwear for wet/mushy terrain and have spare socks. Each patrol encouraged to bring at least one cell phone for safety communications. GPSs may be used – all Patrols need at least one compass.

# Night Owl 2017



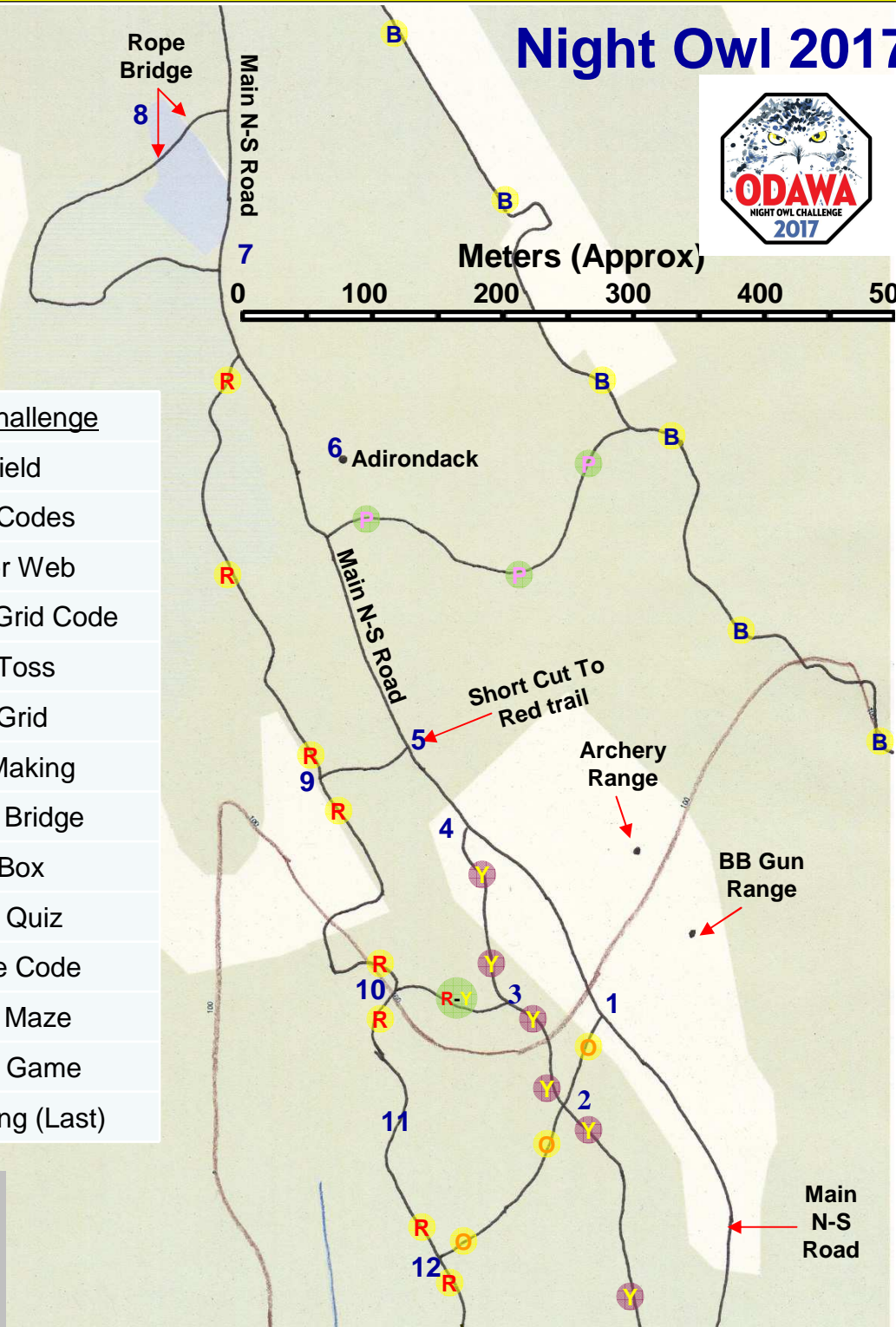
Meters (Approx)



Station	Challenge
1	Minefield
2	Knot Codes
3	Spider Web
4	Map Grid Code
5	Tarp Toss
6	Knot Grid
7	Fire Making
8	Rope Bridge
9	Lock Box
10	Trivia Quiz
11	Morse Code
12	Rope Maze
13	Kim's Game
14	Lashing (Last)

## Trails

- R Red
- R-Y Red-Yellow
- Y Yellow
- O Orange
- P Pink
- B Blue



In case of emergency, contact Night Owl Base Camp safety staff on cell phone **613-858-2302**

R  
13



Note: Not necessarily Drawn To Scale

18739 Kenyon Con #2 (Hughie Munro Rd)  
N 45° 13.792' W 74° 45.037'



# Night Owl 2017 Station Locations & Manning

As of: 2 April 2017

Station	Challenge	Location & GPS	Operated By
0	Registration	Main Cabin South Side of camp GPS N 45° 13.932' W 074° 45.129'	Scouter Charlene and Scouter Stan
1	Minefield	Intersection of Main Road and Orange Trail GPS _____	
2	Knot Codes	Intersection of Orange Trail and Yellow Trail GPS N 45° 14.266' W 074° 45.241'	
3	Spider Web	Yellow Trail, near intersection of Yellow Trail and Red-Yellow Trail GPS N 45° 14.307' W 074° 45.270'	
4	Map Grid Code	Yellow Trail and Main Road GPS N 45° 14.372' W 074° 45.298'	
5	Tarp Toss	Shortcut To Red Trail to Lock Box Station GPS N 45° 14.403' W 074° 45.339'	
6	Knot Grid	Adirondack by Main Road GPS N 45° 14.520' W 074° 45.376'	
7	Fire Making	Main Road at intersection of trail to South side of NW Field GPS: N 45° 14.598' W 074° 45.456'	4/3rd Venturer Company Youth
8	Rope Bridge	West Side GPS N 45° 14.647' W 074° 45.489' East Side GPS N 45° 14.656' W 074° 45.471'	4/3 Orleans Venturer Company Advisers 4/3rd Venturer Company Youth
9	Lock Box	On Red Trail GPS N 45° 14.401' W 074° 45.390'	
		Former Site for Fire making On Red Trail GPS N 45° 14.339' W 074° 45.390'	
10	Trivia Quiz	On Red Trail, Intersection Of Red and Red/Yellow GPS N 45° 14.306' W 074° 45.343'	
11	Morse Code	Midway along red Trail between Red-Yellow and Orange Trails GPS N 45° 14.273' W 074° 45.336'	
12	Rope Maze	Intersection of Red and Orange Trails GPS N 45° 14.203' W 074° 45.314'	
13	Kim's Game	Along Red Trails midway between Red and Orange Trails and the Main Camp GPS N 45° 14.085' W 074° 45.267'	
14	Lashing (Last)	On the side/back of the Main Cabin back in Main camp (where registration of teams occurred). GPS N 45° 13.932' W 074° 45.129'	