

The Great American Adventure – Monday Camp-Wide Competition

Overview

The Great American Adventure is a **camp-wide activity** where each troop visits **seven program areas** to complete themed tasks. The goal is to complete all tasks as a **team** and return to the **Program Director at the Dining Hall** with all collected coins.

Time Limit: 60 minutes

Objective

- Complete each task at the program area.
- Collect proof of completion at each area (coin + signed unit marker).
- Return all coins and the unit marker to the Program Director to finish the scavenger hunt.
- All troops that complete the scavenger hunt receive a **prize**.
- The **fastest troop** to finish with all coins earns points toward **Bud Schiele's Best**.

Proof of Completion

At each program area, the **SPL or delegate** must:

1. Present the **unit marker**.
2. Complete the **task**.
3. Receive a **wooden coin**.
4. Have the **unit marker signed** by the staff member at that area.

Both the coin and the signed unit marker are required to verify that the troop completed the task.

Rules for Scouts

SPL/Delegate Responsibility

- Must carry the **unit marker** throughout the scavenger hunt.
- Must present the **unit marker** at each location to receive the coin.

Task Completion

- Each area has a specific task that must be completed to earn the coin.
- Only after completing the task can the coin be collected.

Teamwork

- Troops may split tasks among members, but the **SPL/delegate must remain with the team or group.**
- Scouts may **not send individuals alone** to multiple areas; coins are only awarded for **group completion.**

Timing

- SPLs/delegates will **meet the Program Director at the Dining Hall** for a brief meeting and to **receive the unit marker** with instructions.
- The **60-minute timer starts at the end of this meeting.**
- Troops must complete all tasks and return to the Dining Hall **within 60 minutes.**
- **Once 60 minutes are up, the scavenger hunt is over.** An announcement will be made.
- Troops that do not finish within the time limit **cannot receive coins or prizes** for tasks completed after the time expires.

Safety

- Follow all **Guide to Safe Scouting rules.**
- Physical tasks (Archery, Waterfront) require **proper supervision and equipment.**
- No running off designated paths; **obey staff instructions** at all locations.