

ROVENT 2018!

Come join us in this years' Medieval Journey

*Open to all Rovers, Venturers, Rangers,
and 3rd year Pathfinders.*

*Senior Scouts must linkup with a
Company/ Crew*

**October 12th-14th
Camp Opemikon
Maberly, Ontario**

*Rumpelstiltskin is up to his old tricks
again.*

*He got his hands on a book of fairy tales
and has thrown the enchanted forest into
chaos. The village folk need your help to
set themselves to rights.*

Be prepared for:

A faire filled with new and fun activities

Waging war with your own siege equipment

A filling feast to celebrate the battle

A thrilling armourer

An engaging Quest

And a dance of course!

Participation fee: \$42.50

Online Registration is available at:

https://coscscouts.formstack.com/forms/rovent_2018_registration

For more information please look at our Facebook page

<http://www.facebook.com/groups/168688989861532/>

or email us at rovent.voyageur@gmail.com

RoVent Tidings

Parking

- Upon arrival each vehicle will be given mandatory assistance when unloading gear and bringing it to their unloading/drop off area. Each vehicle will be given a time limit of 5 minutes in the drop off area to ensure an efficient flow of traffic. Drivers are to remain with their vehicles. PLEASE INFORM ALL DRIVERS GOING TO ROVENT.

Quest

- The quest is an interactive event that will take the participants all over the camp. It will take place throughout the afternoon of Saturday. They will follow clues and interact with characters. Finally, they will present the story of their travels for the right to be declared the best questing group.

Feast

- The feast on Saturday is included in your registration fee. All other meals are YOUR responsibility. Please note: that Camp Opemikon is a nut free camp.

SafeGuide Template Forms

- SafeGuide preapproved template forms will be available on the Girl Guides of Ontario Events Page and upon request.

Camp Rules

1. **All the standard Scouts Canada and Girl Guides of Canada rules apply.** Each group is responsible for their paperwork forms. **NO DRUGS OR ALCOHOL ARE PERMITTED.** Committee members reserve the right to expel participants for a minimum of two years from RoVent, should they be breaking any rules. A shell emergency plan is available at <http://voy.scouts.ca/sites/default/files/Emergency%20Plan%20for%20Users.pdf>
2. We allow symbols that are not offensive in their modern context. We reserve the right to ban symbols that we deem inappropriate.
3. Each group is invited to bring your **Tastiest Treat entry** (see list of awards) to mug up to be presented to the Committee at the Tee-Pee around 9:50pm FRIDAY
4. Rain or shine the weekend agenda continues. Please be prepared for the weather. Accommodation for emergency purposes are limited. Those requiring assistance should report to Clements Lodge.
5. Groups will not be permitted on Camp property until AFTER 4pm. Any groups arriving before 4pm will be asked to leave site until 4pm.
6. Tabins will be reserved for the first 8 groups who pay and register before the deadline. It is expected that tabins are used for sleeping accommodations only. **TABIN ASSIGNMENTS WILL BE DONE AT CAMP. BRING TENTS BECAUSE THERE IS NO GUARANTEE THAT YOU WILL GET A TABIN!**
7. **Parking:** Very limited, currently only the upper parking lot is available. **PLEASE KEEP NUMBER OF CARS TO A MINIMUM.**
8. Camp curfew is 11:00 p.m. - you are required to stay within your camping areas and respect your neighbours. This will be enforced!
9. All RoVent participants are **REQUIRED** to be active members of either Scouts Canada or Girl Guides of Canada! All groups are required to have a member sign for their group upon registration and again upon departure. All groups are required to present medical forms for all participants upon sign in, which will be returned at the end of the camp.
10. This camp is an award camp, with points given out for enthusiastic participation throughout the many events (full list of awards below).
11. Everyone is reminded for the Pumpkin Carving Contest to bring your own Pumpkin, carve your group name into that Pumpkin. No inappropriate images. **TAKE YOUR PUMPKIN HOME!**
12. **Weapons brought for display are not to be used in any way or brought to the siege.** They should be brought to opening ceremonies. Uniforms are to be worn at the closing ceremonies for both Scouts Canada and Girl Guides of Canada members. The Committee reserves the right to confiscate any weapons for the weekend deemed unsafe or used in an unsafe manner.

AWARDS given at camp

- | | | |
|-----------------------|-------------------|-------------------|
| -Best Costume | -Tastiest Treat | -The Wooden Spoon |
| -Spirit | -Best Catapult | -The Fair |
| -Best Banner | -Quest | -Entertainment |
| -Best Pumpkin Carving | -Best Group theme | |

For more information on the awards you can visit our Facebook page
(listed on the front page)

Sample Schedule

(Final Schedule will be posted at the Camp, major events will also be announced)

Friday Evening

Arrive, sign in -Set up your campsite

Mug Up-TeePee-

Tastiest Treat entries will be taken, meet your fellow campers

Drop In Campfire-Council Fire Pit

Saturday

Opening Ceremonies- Brownsea Scout Field-

Introduction to the Cast and the Award program.

Teams will be announced.

Medieval Fair- Orchard -

Games to test your team spirit.

Lunch

Prepare your catapult and bombs for Testing -Orchard-

(please check when your slot is)

Medieval Siege -Orchard-

Judgment of the catapult design, capabilities and its crew's teamwork.

Prepare for the Feast

Prepare your Skits and Songs, finish up the Quest, or if you have time, or Wide games

Pumpkin Carving

Note: pumpkins are to be brought to Council Campfire for the judging before the Feast starts (Bring Your Own Pumpkin, take home your pumpkin).

Present your solution to the Quest

-Council Fire Pit-

Medieval Feast Seating 1 - Dining

Hall

Medieval Feast Seating 2 -Dining Hall-

Dance-TeePee-

Curfew 11pm- Movie marathon in Dining Hall

You are **NOT** allowed to sleep in the dining hall

Sunday

Closing, Thought of the day, & Award Ceremonies -Brownsea Field-

Our Own - Brownsea Field-

Service Projects

Pack up with Company/Crews, Sign Out - Departure from RoVent

All campsites must be inspected prior to departure. You will receive your documents and crests upon site approval from the Inspectors.



Rules for the Siege

The activity is divided into two parts: The competition for distance and accuracy, and the siege between the two opposing teams.

-WARNING!-

Catapults may **NOT** contain bungee cords, surgical tubing, elastic bands, metal wire or springs for safety reasons! We reserve the right to refuse the use of catapults we deem unsafe.

Flour Bombs for the Siege

-All bomb materials (flour, bags, marking tape) will be provided on-site.

-Groups will be assigned a time slot to construct their bombs. A master schedule will be posted in the TeePee and at Clements. All bombs will be kept in a supervised area.

-All equipment brought to the siege will be inspected and passed by the Inspectors. Their word is final.

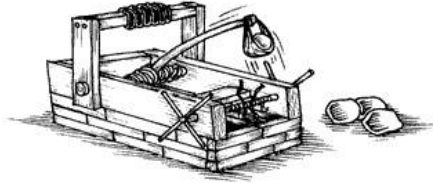
-Groups are invited to bring materials for extra bombs, but bombs must be assembled in the presence of a Committee member during the bomb making schedule.

-Additional siege rules attached below.

Competition

- Catapults will be judged on distance and accuracy, equally.
- The Firing Range will be marked out with a 'Firing Location' (approx. 15 feet x 15 feet) and a firing range approx. 40 feet wide by 100 feet long. It will be marked out in 10 foot increments.
- Catapults will be registered (and will compete) in the order that they arrive at the Orchard (as near as can be determined). Teams not ready when their turn comes up will be moved to the end of the list. Multiple catapults will be tested at a time to speed up the process and each must have a yellow smiley face on it.
- Each catapult will be moved into the pre-determined and marked out 'firing location', and positioned to fire down the firing range by its crew. Each team will be given a maximum of 10 minutes to set up and fire their catapult.
- Each catapult must have a single purple ribbon tied to the catapult for it to be eligible for catapult testing.
- The team captain will be given 3 tennis balls for ammunition.
- It has been decided that if the target setting shot either fails to reach 10ft or exceeds 100ft the target will be placed on the nearest dividing line.
- Points for distance will be awarded as follows:
 - 5 points for every 10 feet or part thereof from the firing line to the point where the shot first touches ground or leaves the range, to a maximum of 50 points.
 - Teams will be allowed one 'do-over' at a penalty of 5 points. The distance of this second shot will be final (even if it is less than the first shot).
- The 2nd and 3rd shots will be for accuracy. The team must attempt to hit the target established by the first shot.

- Points for accuracy will be awarded as follows:
 - 25 points for a direct hit, with the ball still in the air
 - 15 points for a direct hit from a bounce
 - 10 points for a "near miss" where the ball lands, flies or rolls within approx. 5 feet of the target (as judged by eye by the marshal on the field).



Siege

- Catapults will be divided into 2 teams, based on their scores from the competition.
- The field will be divided into 2 zones of approximately equal size, with a 'demilitarized zone' approx. 10 feet wide, separating them.
- 2 static, fixed targets of equal size will be placed on the field, one in each zone, near the midpoint of the back line, approximately the same distance in from the center line. Each target will be surrounded by a "No Man's Land" of 10 foot radius. Only the designated marshals may enter these areas.
- These targets are the only valid targets for flour bombs - no one should deliberately aim a catapult, or throw a flour bomb, at any other object, creature or person.
- Each team will deploy their catapults along the back line of their zone, with sufficient space about each for safety.
- Once the siege begins, teams may fire and maneuver their catapults within their own zone. No catapults may enter the DMZ.
- Each catapult crew must monitor the areas directly around their catapult and control their fire, only firing when it is safe to do so.
- No participants may enter the DMZ.
- The Siege will last for a predetermined length of time, or until both teams have exhausted their usable ammunition, whichever is less.
- If the target is knocked or blown over, the marshals will reset it as quickly as possible. The siege will not be stopped while this is occurring.
- In case of injury, or suspected injury, or suspected dangerous conduct, the siege will be stopped while the situation is dealt with. The Marshals will signal a halt by blowing a **single whistle blast**. All participants must stop whatever they are doing immediately at this signal, until given the all clear by the Grand Marshal.
- Any participant observed by the marshals practicing dangerous or un-chivalrous conduct will be cautioned or ejected, at the Grand Marshal's sole discretion.

Participants in violation of the camp rules will be immediately expelled from the camp and restricted from participation for a period of at least two years.