



Back To The Future Weekend Fall Pacao 2019

Oct 11-13

Camp Master – Kyle Kannawurf

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Advisor – Jason Knapp

Email – ardynn@gmail.com

Location-Beaumont Scout Reservation

6480 Beaumont Reservation Drive

High Ridge, MO 63049

(at Highway 44 and Beaumont/Antire Road)

Shippey and Nusser

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Schedule

Friday

Gates open 5:00 pm

Check in opens at Shippey pavilion TBD

Scoutmaster and Senior Patrol Leader meeting 7:30pm at HQ

Check in closes at HQ 9:00 pm

Saturday

Breakfast 6:45-8:15 am

Flags at HQ 8:30 am

Events start 9:00 am

Events end for lunch 12:00 pm

Lunch 12:00-1:15 pm

Events start 1:30 pm

Events end 4:00 pm

DeLorean Races start 4:15 - end 5:00

Cooking for the Campmaster due at 6:00

Dinner 5:15-6:40 pm

Religious services 7:00-7:50 pm

Campfire by HQ 8:10-9:00 pm

Sunday

Breakfast 6:45-8:15 am

Closing flags at HQ 8:30 am

Go home

Rules

- No firearms, fireworks, pets, alcohol, or illegal drugs are allowed at the Pacao
- Smoking is not allowed in front of scouts or while in scout uniform
- Lights out is 11:00 pm
- No digging around tents
- No parking in non designated parking areas, this includes along the road
- Camp only in designated tenting areas
- Water sources are for filling up water bottles or containers. Please do not wash your dishes at one.
- All troops must maintain two deep leadership at all times.
- Please use the buddy system when going anywhere at camp.
- Scoutmaster and Patrol leaders have control over their troop
- Staff has the final say
- Range safety officers and range safety instructors have final say at shooting events, and can remove a scout from the range for safety concerns.
- The scout Oath and Law will be in effect at all times during the Pacao.
- Female bathrooms will be marked
- Any issues that need to be addressed should be directed to the Campmaster by the Senior Patrol Leader or Scoutmaster
- Scouts should do each event only one time.
- Events can be subject to change.

Have FUN!!!!!!

In Case Of...

- Medical Emergency- the first aid will be at HQ`

Wild West Shoot Out

- **Keep Doc From Being Captured (Paintball Ball)** – In Back To The Future Part I, when Doc and Marty are testing out the DeLorean Time Machine the terrorist's Doc scammed to get the plutonium for the time machine, find doc and Capture him. Your job is to hit as many targets as possible to keep doc from being Captured. *This will be scored by group participation.*
- **Shoot the bandits game (Airsoft)** – In Back To The Future Part III Marty gets a chance to play a shooting game while at the town party for the new clock tower that was being built. Your job is to hit as many targets as possible to do as good as Marty did in the game. *This will be scored by group participation.*
- **Marty's and Maddog's standoff (Shotgun)** – In Back To The Future Part III Marty and Maddog have a standoff after Marty saves Doc from being Captured by mad dog. You job is to hit a claw pigeon before Maddog gets you. *This will be scored by group participation.*
- **Keep Marty From Being Captured (Rifles)** – In Back To The Future Part III Marty is being captured by one of Biff's Relatives. Doc finds Marty being hanged and shoots them rope to let him down and makes Biff's Grandpa let him go. Your job is to shoot the targets to get Marty down but keep a tight spread or you might hit Marty. *This will be scored by group Participation.*



Activities

- **Dodge Maddogs throws (Dodge ball)**- In Back To The Future Part III when Marty makes Maddog Tannen mad he starts throwing things at his feet. Marty dodges all of the things and manages to out smart him. Your Job is to dodge the things from the other team (balls) and to hit people on the other team. *This will be scored by group participation.*
- **Stoke The Trains Boiler (Fire building)**- In Back To The Future Part III, Doc and Marty are trying to get a train up to 88 miles per hour so they can go back home. They do that by using these special fire logs Doc made that will make the train's boiler burn hotter. Your job is to to stock the fire with the logs (Build and burn threw string) to get the train up to 88 miles per hour before you run out of track. *This will be scored by how long to start fire and if you were able burn threw the string.*
- **Become part of the Sports Almanac (Kickball)** – In Back To The Future Part II, Marty buys a sports Almanac in the future to try to become rich. Doc ends up making him throw it away which causes it to fall in the wrong hands. Your job it to become part of the sports Almanac by winning a game of kickball. *This will be scored by group participation.*



- **Hit Gun Out Of Maddogs Hand (Frisbee Golf)** – In Back To The Future Part III Marty uses a Pie Dish to hit a gun out of Maddogs hand and saves Doc from being shot. Your job is to use a pie dish (Frisbee) to hit the gun out of Maddogs hand (get in a hula hoop) and save Doc. *This will be scored group participation.*
- **Get Away From Biff's Car (Sharks vs. Minnows)** – In Back To The Future Part II when they go back to 1955 to keep Biff from becoming rich by stealing back the sports almanac that Marty bought in the future. Biff ends up chasing Marty down a tunnel in his car. Your jobs to not let Biff Catch you (the sharks) and get to safety on the other side of the tunnel (the other side of the playing field). *This will be scored by group participation.*
- **Back To The Future Cook for the Camp Master-** There are a lot of iconic related items in the Back To The Future Movies. For the cook for the Camp Master make your best Back to the Future related food. The competition will be for best desert and best entree. *It will be scored by your camp master and staff.*
- **Lay Out Biff (Ladder golf)** – In Back To The Future Part I, George lays out Biff in the high school parking lot. Your job is to get all three sets of balls around a bar of the ladder to keep Biff from breaking George's arm. *This will be scored by group participation.*



- **DeLorean Races (Sled Races)** – The DeLorean Time Machine only goes back in time when the car reaches 88 miles per hour. Your job is to make your own DeLorean Time Machine that looks most like the original car from the movie and for your car to successfully reach 88 miles per hour (win the races). Rules for this activity are: It must be a sled no wheels, It must be pulled by scouts with one person riding in the DeLorean, and can only have up to 6 pullers. *This competition will be scored on who wins the race overall and who sled look most like the DeLorean from the movie.*
- **Hover Board Chase (obstacle course)** – In Back To the Future part 2, When Marty is in the future he is being chased by Biff's Grandson Gang. Marty borrows some kids Hover board and is then being chased all over town square. Your job is to make it threw the obstacle course before Biff's Grandsons Gang catches you. *This will be scored on group participation.*
- **50's Dance off** – In Back To The Future Part I there is a dance at the high school at the end of the movie. Your job is to do your best moves from the iconic song that Marty preforms at the end (Johnny Be Good). *This will be scored one group participation.*
- **Get To Throw One Of The Knifes Doc made (Knife Throwing)** – In Back To The Future Part III, Doc gets stuck in the old west and becomes a blacksmith to make his living. Doc has given us some of his special Throwing knives to use. *This will be scored by group Participation.*
- **Don't fall in the Radioactive pit (Floor is lava)** – In Back To The Future Part I, Doc stole Plutonium to power the time machine so it would go back in time. Your job is to work your way across a Radioactive pit to retrieve Plutonium to power the DeLorean. *This will be scored on group participation.*



- **Help George win Lorraine (croquet)** – In Back To The Future Part I, Marty is trying to get his mom to fall in love with his dad instead of him. Your job is to help them fall in love by winning a game of croquet to help Lorraine (Marty’s Mom) fall in love with George (Marty’s Dad). *This will be scored by group participation.*
- **Don’t Let Biff Catch you (Freeze Tag)** – In Back TO The Future Part 1 Marty makes Biff mad when he stands up for his father. Then Biff and his gang chase Marty around town square. Your job is to run away from biff and his Gang (the freezers) and not get caught or you will be frozen. *This will be scored on group participation.*
- **Science Experiment** – Work with doc to make one of his crazy inventions.



Troop Roster

2019 Fall Pacao Back to Future Weekend

Troop #: _____

{Patrol Name	Patrol Name
Name	Name

Leader Name	Contact number

Use additional sheets if needed, Turn in before lights out Friday Evening.

Troop/Crew Registration Form:

Gravois Trail District Fall Pacao 2019

The Pacao registration fee is \$ 8 per scout and adult. The fee includes awards, program supplies, and patches.

Registration form and fee should be turned into the Council office.

Troop/Crew # _____ # of Patrols _____

Scouts _____ x \$8/scout = \$ _____

Adult Leaders _____ x\$8/Leader = \$ _____

Adults _____ x \$8/adult = \$ _____

Total _____ \$ _____

Registration By:

Name: _____

Address: _____

City/state/zip: _____

Home Phone: _____

Cell Phone: _____

Please bring all physical forms on day of the Spring Camporee

Make check payable to:

GSLAC, BSA

Mail to: GSLAC,

PO Box 952685,

St Louis, MO 63195-2685