

# Camp Parsons



*Where the Mountains Meet the Sea*

## The Hullabaloo Relay Race

The Hullabaloo Race is a long-standing tradition here at Camp Parsons. Each troop enters a team of eight scouts who race in a giant relay around a large portion of the camp. The Race takes place Friday afternoon immediately following the Hullabaloo Patrol Competition.

### What You Need

**4 Runners** Four scouts with blazing speed.

**1 Walker** This scout must keep one foot on the ground at all times and cannot pass.

**2 Canoers** Two skilled paddlers to test the waves of Jackson Cove (both must be Swimmers).

**1 Swimmer** Must be able to get out of a canoe in water **WITHOUT SWAMPING IT** and swim to shore (must be a swimmer).

**1 Baton** Creativity is encouraged. After the race, the batons are collected to be judged.

### **Get Pumped Up!!!**

The troop that finishes first in the Hullabaloo Race earns the privilege of selecting a staff member to jump off the end of the pier in full Class A uniform. This marks the beginning of the Octopus Cup canoe race.

### The Race

As soon as the Patrol Competition is completed make sure that all of your Troop's Relay Race participants are present in front of the Dining Hall. **READY...SET...GO!**

**Runner #1** starts at the Dining Hall and runs up the inner-camp road to the crossroads in front of Ecology Conservation. His final destination is checkpoint #1.

**Runner #2** runs toward the pier passing, between the staff cabins and the rock wall on Werner Beach. His final destination is checkpoint #2 at the Boathouse.

**Swimmer & Canoers** leave from Werner Beach together after the Swimmer takes the baton from Runner #2 and walks to his team's canoe and gets in. They paddle out around the pier and head toward Central Beach. At a staff-designated point (checkpoint #3), the Swimmer jumps out of the canoe and swims for shore. He then walks the Central Beach shore and passes the baton to the Walker at checkpoint #4.

**Walker** takes the baton and walks the Central Beach trail to its entrance. He then passes the baton to Runner #3 at checkpoint #5 in front of Met Jr.

**Runner #3** runs between Mt. Townsend and the Craft Lodge then makes a right turn after passing Scout Skills. He continues past Fort Duckabush and heads for checkpoint #6 in front of the Silver Marmot Grill.

**Runner #4** is the Anchor Leg. He runs from the Silver Marmot Grill, up the hilly trail (toward the Dining Hall), makes a right turn at the crossroads in front of Ecology Conservation, and heads toward Werner Beach. This leg should look familiar because it is similar to the route of Runner #2. The final destination is the finish line located between the staff cabins and the pier.

