

2012 PACK PROJECT



Your mission should you choose to accept is to build a raft that is fit to sail on seas of Sunrise. Use your imagination and creative skills. All materials needed for the project should be brought with you to camp and taken home with you upon departure. Let your imaginations run wild, but most importantly make sure you and your cubs have fun.

These are the **ONLY** Rules

Construction **MUST** take place at Camp Sunrise

Construction **MUST** take place during your stay at Camp Sunrise

Vessel **MUST** be large enough to hold four youth members and one Adult leader who will serve as Captain (Not more than four youth on Vessel)

Passengers **MUST** be at least at the beginner level of swim classification

Your Vessel **MUST** have a name and be displayed during sailing

Scouts/Leaders **MUST** have fun

Time to test your Vessel will be available

You should pre-build your raft and then re-assemble at Camp

Time to sail your Vessel after the Raft Race will be made available in order to accommodate those Scouts/Leaders who did not get a chance to sail

Canoe Paddles will be provided to power your Vessel with man/boy power

Only youth members are allowed to provide power to the Vessel

