



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.

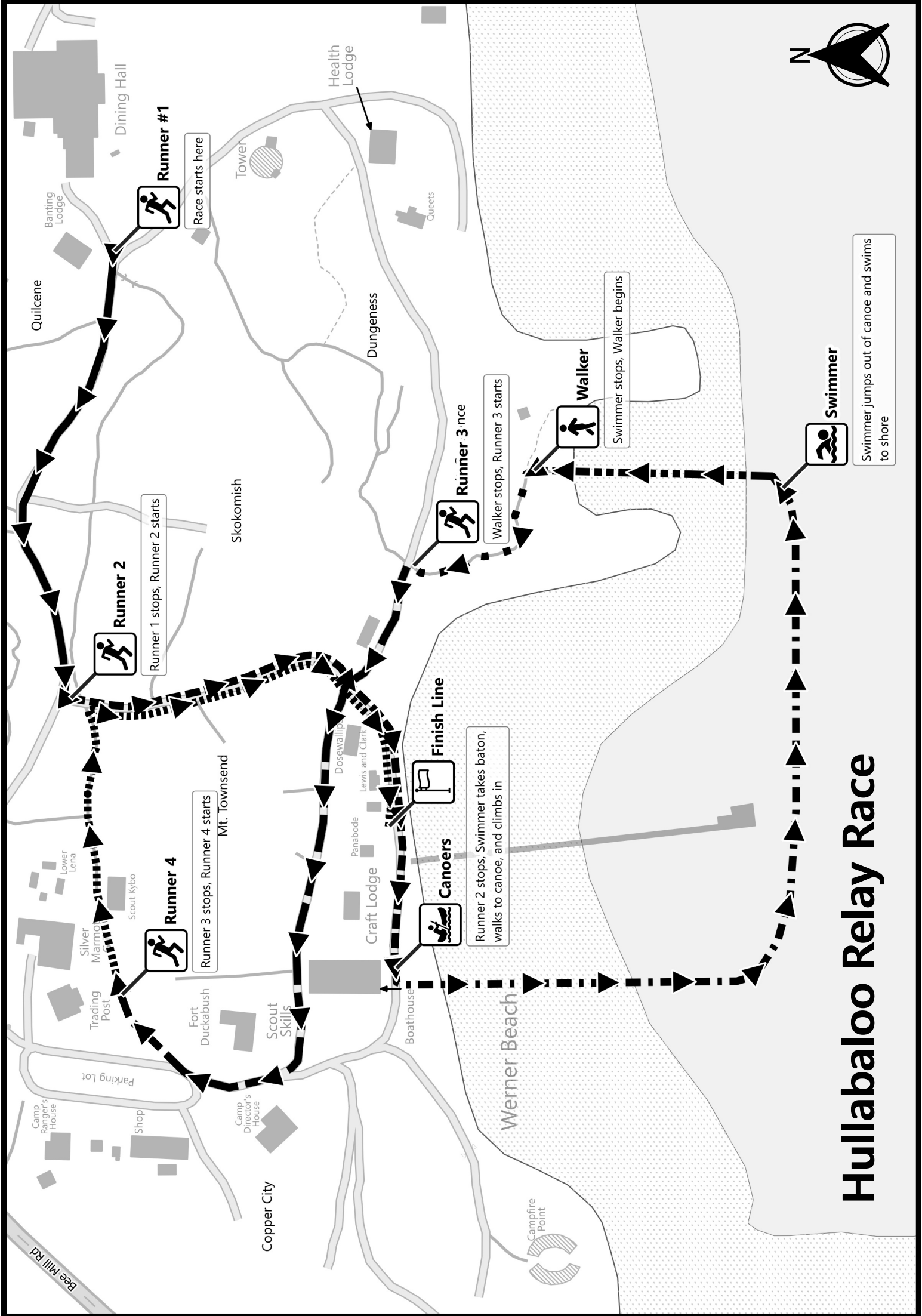
Runner #2 runs toward the pier passing, between the staff cabins and the rock wall on Werner Beach. His final destination is checkpoint #2 at the Boathouse.

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.



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