



Muir District Camporee 2006



Field Event Handbook

2005 Camporee Patch

Designed by Chris Jugenberg - Troop 317

**Anthony Chabot Regional Park
Bort Meadow**

April 28, 29, 30, 2006

This program can also be downloaded from
www.nonprofitpages.com/muirdistrict

TABLE OF CONTENTS

SCORING SUMMARY	4
INSPECTIONS	4
FIELD EVENTS	4
TRAIL INSPECTION	5
UNIFORM INSPECTION	6
CAMPSITE INSPECTION	7
MEAL INSPECTION	8
FIELD EVENTS	9
COMPASS CIRCLE	9
FIRE BUILDING	10
HOT ROCKS	11
PLUTONIUM PORTATION	12
SCOUT LAW MATCHING	13
BOARDWALK	14
FIRST AID	15
GUESSTIMATE	16
KIM'S GAME	17
RESCUE SLED	18
FITNESS	19
MAP SYMBOLS	21
BLIND RESCUE	22
LOG RAISING	23
FLAG POLE RAISING	24
FLAPJACK COOKING	25
KNOT TYING	26
FRISBEE GOLF	27
LASHING CHALLENGE	28
POLE SETUP	29
HUMAN LADDER	30
CAMPFIRE SKITS	31
FIELD EVENT IDEAS	32
Blind Square	32
Weight Pull	33
Minute Measure	34
Diminishing Load	35
Height Alignment	36
Reach for the Sky	37
Bowline Stroll	38
Log Disassembly	39
Conserve and Observe	40
Rapid Transit	41
My Tree	42
Which Way Do We Go?	43
Blind Tent Pitch	44

Fahrenheit 212..... 45
Micro-Trails 46
Stick It to 'Em..... 47

SCORING SUMMARY**INSPECTIONS**

<u>Inspection</u>	<u>Points</u>
Trail Inspection	50
Uniform Inspection	50
Campsite Inspection	50
Meal Inspection	50
Inspection Total	200

FIELD EVENTS

<u>Event</u>	<u>Sponsor</u>	<u>Points</u>
COMPASS CIRCLE		55
FIRE BUILDING		55
HOT ROCKS		55
PLUTONIUM PORTATION		55
SCOUT LAW MATCHING		55
BOARDWALK		55
FIRST AID		55
GUESSTIMATE		55
KIM'S GAME		55
RESCUE SLED		55
FITNESS		55
MAP SYMBOLS		55
BLIND RESCUE		55
LOG RAISING		55
FLAPJACK COOKING		55
KNOT TYING		55
FRISBEE GOLF		55
LASHING CHALLENGE		55
POLE SETUP		55
HUMAN LADDER		55
CAMPFIRE SKITS	Reserved for OA	55
Field Event Total		???

(actual field event total will depend upon the final number of sponsored events)

Call or email JOHN THOMAS MARTIN
at (925) 798-9284 martin766@aol.com

TO RESERVE AN EVENT FOR YOUR TROOP TODAY!

This Overview is provided as a guide for preparing your patrol for the inspections and field events at Camporee. These are not necessarily the final point values. Point values are subject to change without notice. Final scoring will be distributed at Camporee.

TRAIL INSPECTION

Patrol Leader announces himself	1 point
Gives Patrol Name	2 points
Gives Troop Number	2 points
	Total 5 points
Patrol Leader has physical identification marking him as the patrol leader	Total 5 points
Patrol Leader is with his Patrol	Total 5 points
All gear is properly secured to pack (except staves and flags)	5 points
Each item not secured	-1 point
	Total 5 points
Patrol is able to show patrol first aid kit; within 30 seconds	10 points
Each 5 seconds over 30 seconds	-1 points
	Total 10 points
Patrol Flag	3 points
Has Troop Number	1 point
Has Patrol Name	1 point
	Total 5 points
Patrol yell is done	3 points
Yell is appropriate to patrol name	1 point
Yell is in 'good taste'	1 point
	Total 5 points
Patrol checks in by 7:00PM at Newt Hollow	Total 10 points
	Trail Inspection Total 50 points

UNIFORM INSPECTION

All Patrol members in official "Class A" Uniform	30 points
Each member not in complete uniform – tucked in, buttoned (uniform is scout shirt, scout belt, scout socks, matching neckerchiefs and slides, patches – including brotherhood of scouting, epaulettes) (pants and hat not considered part of uniform for Camporee)	- 5 points
	Total 30 points
All patrol members have current rank visible	5 points
For each member without current rank visible	-1 point
	Total 5 points
Totin' Chip card shown by all eligible members of patrol (≥ 1 Class)	5 points
Each eligible member without card	-1 point
	Total 5 points
Firem'n Chit card shown by all eligible members of patrol (≥ 1 Class)	5 points
Each eligible member without card	-1 point
	Total 5 points
All members have hiking boots	5 points
Each member not in hiking boots	-1 point
	Total 5 points
	Uniform Inspection Total 50 points

CAMPSITE INSPECTION

Patrol first Aid kit is easily visible to visitors	Total 5 points
Discrete areas for dining, cooking, and washing	Total 5 points
Duty roster and menu on display	Total 5 points
Stoves away from dining area, fuel properly stored at acceptable location	Total 5 points
Wash area has soap, water, and towel	Total 5 points
Food secure, off ground, and not opened	Total 5 points
Sand and water containers at patrol site is filled	Total 5 points
“No Flames in Tent” properly displayed on each tent	5 points
Each item not properly displayed	-1 point
	Total 5 points
All personal gear properly stored in tents or packs	5 points
Each item not properly stored	-1 point
	Total 5 points
Campsite policed	5 points
Each trash or food debris item	-1 point
	Total 5 points

Campsite Inspection Total 50 points

MEAL INSPECTION

All meals are on the menu	Total 4 points
No glass containers	Total 3 points
Food packaged or wrapped correctly	Total 3 points
Sanitary preparation process used	Total 4 points
Entire patrol included in cooking process	Total 4 points
Appropriate thanks given for food (Grace, etc)	Total 4 points
Patrol ate together	Total 4 points
Hot water started before meal	Total 4 points
Hot water and soap used to clean dishes	Total 4 points
Trash properly disposed	Total 4 points
Waste water properly disposed	Total 4 points
All personal gear put away after meal	Total 4 points
Meal and cleanup completed in given time	Total 4 points

Meal Inspection Total 50 points

FIELD EVENTS

COMPASS CIRCLE

Equipment

Qty	Description
1	Silva Compass
11	Stakes 3' tall identified by letters ABCDEFGHUK
1	Hammer
1	100' tape measure 1 Marker flag
1	Center of circle stake and marker. Spray paint or chalk to mark circle

Evaluation

Pts.	Observation
5	Patrol Leader presents himself with scorecard.
10	No discourteous remarks or actions by patrol members. 5 pts. deducted each incident.
5	No one but Bearing Taker and Bearing Marker in circle once event starts.
15	Bearing accuracy
15	Distance accuracy
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event

<u>Bearing error</u>		<u>Distance Error</u>	
Less than 3 degrees	15	Less than 2 feet	15
3 to 4 degrees	12	2' to 3'11"	12
5 to 6 degrees	9	4' to 5' 11"	9
7 to 8 degrees	6	6' to 7' 11"	6
9 to 10 degrees	3	8' to 10'	3
Over 10 degrees	0	Over 10'	0

(fractions of an inch not counted)

Instructions

- Two scouts go to the center of the circle. One is the Bearing Taker and will be given a compass. The other is the Bearing Marker and will be given a marker flag.. The Bearing Marker must not assist the Bearing Taker. All other scouts stay outside the circle.
- The judge points out a lettered stake on the rim of the circle to the Bearing Taker and on the word "GO" the scout determines the bearing of that stake and gives it to the judge.
- The judge then gives the scout a bearing. The scout determines where that bearing crosses the compass circle and directs the Bearing Marker to place the marker flag at that point.
- When finished or when time' called by the judge. the Bearing Taker will quickly leave the circle and the Bearing Marker will remain and become the Bearing Taker. The Patrol Leader will quickly send in another scout to become the Bearing Marker. On the word "GO" the two scouts will repeat the above procedure.
- This sequence of events will continue until all members have had a turn as Bearing Taker. There will be a 2 minute time limit from "GO" for each scout.
- The Judge will compare results with correct bearings and distances and assign an accuracy score to each scout. The average of these scores will be the accuracy scores for the patrol.

FIRE BUILDING**Equipment**

<u>Qty .</u>	<u>Description</u>
1	Barrel for fire
1	Bunch of tinder (lint, cedar bark, birch bark, steel wool)
1	Bunch of kindling (shingles, thin wood pieces)
1	Bucket of water
1	Bucket of sand
1	Shovel
1	Pack of matches
2	24" stakes
1	Ball of twine

Evaluation

<u>Pts.</u>	<u>Observation</u>			
5	Patrol Leader presents himself with scorecard.			
2	Webelos Scout in the Patrol			
3	Patrol Members coach Webelos Scout on event			
5	No discourteous remarks or actions by patrol members.			
10	If fire started using:			
	Flint & steel only		10	
	Own matches only		5	
	Camporee supplied matches.		0	
5	Patrol brings and uses only its own tinder.			
5	Patrol brings and uses only its own kindling.			
20	For burning through the lower string in under 3 minutes.			
	Under 3 min.	20	3:51 to 4:00	8
	3:00 to 3:10	18	4:01 to 4:10	6
	3:11 to 3:20	16	4:11 to 4:20	4
	3:21 to 3:30	14	4:21 to 4:30	2
	3:31 to 3:40	12	Over 4:30	0
	3:41 to 3:50	10		

Penalty If top string is burned through within 6 minutes of the word "GO", one half of any points earned for burning through the lower string will be deducted.

Instructions

- Each fire place will have two stakes with two strings stretched across. One is 12" above ground and the second is 18" above. The objective is to burn through the first string, but not the second.
- When the judge says "GO", lay a fire and then ignite it.
- After the fire is started, the patrol can add fuel or air.
- After the lower string is burned through, the patrol may not do more to the fire.
- The judge will end the event after 6 minutes or after the lower string is burned through and it is obvious that the top string is in no danger of burning, whichever is earlier.

HOT ROCKS**Equipment**

<u>Qty.</u>	<u>Description</u>
1	4" diameter plywood <i>disc</i> with 4 rope handles
1	Large river rock. Approx. 16 Lbs.
6	Bales of hay (substitute obstacles as appropriate)
1	Stop watch
1	6" -8" staff or pole

Evaluation

<u>Pts.</u>	<u>Observation</u>
5	Patrol leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions by patrol members. 5 Pts deducted each incident.
10	All instructions followed. 5 Pts. will be deducted for each instruction not followed.
25	If event completed under 3 minutes.
	Under 3 min. 25
	3:00 to 3:14 20
	3:15 to 3:29 15
	3:30 to 3:44 10
	3:45 to 3:59 5
	4:00 or over 0

Instructions

- All equipment will be just beyond the start line and the patrol will be behind the start line before the event starts.
- On the word "Go" The patrol will move the rock to the *disc* without touching it.
- With the rock on the *disc*, the patrol will circle the course clockwise with all members, the disc and the rock passing over each obstacle.
- If the rock falls off while crossing the obstacle, it must be reloaded on the *disc* and another attempt made to pass it over the obstacle.
- Time will stop when all patrol members and the disc with the rock on board, pass over the start line or after 4 minutes have passed, whichever comes first.

PLUTONIUM PORTATION

Equipment

Qty	Description
4	8' ropes for carrying.
1	20' rope for 10' circle
1	1 gallon bucket of water
1	Bungee cord (that fits tight around bucket)
1	10' rope for safe area
1	Stopwatch

Evaluation

Pts.	Description
5	Patrol leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions. Five Pts. deducted for each incident.
15	Following leaders instructions. Five points deducted for each instruction not followed.
20	For completing event under 4 minutes.

Under 4 min.	20	5:01 to 5:15	10
4:00 to 4:15	18	5:16 to 5:30	8
4:16 to 4:30	16	5:31 to 5:45	6
4:31 to 4:45	14	5:46 to 6:00	4
4:46 to 5:00	12	6:01 to 6:15	2
		Over 6:15	0

15 seconds will be added for each time anyone steps inside danger area or any of the buckets contents is spilled!

Instructions

1. A bucket 3/4 full of deadly plutonium rests in the middle of a 10' diameter circle. Your task is to move it to a designated safe area while staying outside the danger area at all times.
2. Four 8' ropes and a bungee cord are laid out together clear of the dangerous radio active area.
3. When the designated leader indicates he is ready, and on the word "GO", patrol members under the direction of the leader, will secure one end of each 8' rope to the bungee cord using "two half hitches"
4. After the ropes are secured, the patrol will follow the leader's direction in taking up appropriate positions outside the danger area and will attempt to lower the stretched bungee cord around the bucket.
5. Once the bungee is gripping the bucket, the patrol will carefully lift the bucket with the 4 ropes and attempt to move it to the safe area without spilling any of *its* contents or stepping into the danger area.
6. Time will be stopped when the bucket is safely on the ground in the safe area and the ropes have been released by the patrol members or after 6 Min. 15 Sec. have elapsed from the word "GO", whichever comes first

SCOUT LAW MATCHING

Equipment

Qty.	Description
1	Board with each of the 12 points of the Scout Law shown at the top of a box.
12	Cards, each with one of the 12 points of the Scout Law defined. Evaluation

Evaluation

Pts.	Observation
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
9	No discourteous remarks or actions.
36	3 points for each correct match.

Instructions

1. Patrol Leader lines up his entire patrol in a column behind a start line about 20' from the Scout Law board.
2. When the Patrol is ready and on the word "GO", the first scout in line will go to the board and the judge will give him a card bearing a definition of one of the 12 points of the Scout Law. The scout will try to match up the definition on his card with the appropriate point of the Scout Law shown at the top of the boxes. He may move his card around as much as he wants but once he leaves the board. no one may move his card.
3. When done, he will return to the end of the line to await his next turn.
4. Each scout in turn will follow the above procedure until all 12 cards have been placed on the board.
5. A correctly placed card will earn points even if covered by another card.
6. No one may assist another scout at any time once the event starts.
7. There will be a 6 minute time limit. The event will end when the last card has been placed or when the judge calls "TIME" whichever comes first.
8. The Patrol Leader may direct a scout who is having difficulty, to hang his card anywhere and return to the end of the line so as not to run out of time before all cards are placed on the board

BOARDWALK**Equipment**

<u>Qty.</u>	<u>Description</u>
2	2x6 planks 6' long
8	Cinder blocks

Evaluation

<u>Pts.</u>	<u>Observation</u>
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions. Five points will be deducted for each incident.
9	For following leaders instructions. Three points deducted for each <i>Inst.</i> not followed.
8	For not stepping into swamp. Two points deducted each time a member steps in swamp.
18	For crossing swamp under 3 minutes
	Under 3 minutes 18
	3:00 to 3:10 15
	3:11 to 3:20 12
	3:21 to 3:30 9
	3:31 to 3:40 6
	3:41 to 3:50 3
	Over 3:50 0

Instructions

- The objective is to cross the swamp without stepping in it by utilizing 2 2X6 planks to form a series of bridges. Cinder blocks represent large and stable rocks in the swamp.
- Patrol selects a leader and lines up on one side of the swamp awaiting the word "GO".
- On "GO", the leader directs the patrol members in positioning one of the 2X6s to form a bridge over an area of the swamp.
- As soon as the bridge is in place, all patrol members will get on it.
- When all on the 1st bridge, the leader will direct the patrol in passing the second 2X6 forward and positioning it to make a second bridge spanning another area of the swamp.
- All patrol members get on this second bridge.
- Building of bridges will continue by picking up bridges already crossed by all members and passing them forward to be used in making another bridge.
- If anyone steps into the swamp, no further action may take place until he is back on the bridge.
- Time will stop when all members have succeeded in crossing all bridges and are safely on the far side of the swamp-

FIRST AID**Equipment**

<u>Qty</u>	<u>Description</u>
1	Expendable first aid kit
8	Triangle Bandages
1	Sample of household wire
1	Make-up kit for cuts etc.
1	Resuscitation Annie

Evaluation

<u>Pts.</u>	<u>Observation</u>
4	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	A First Aid leader takes charge and gives appropriate directions. Partial Pts. OK
4	No discourteous remarks or actions by patrol members. Deduct 2 each incident.
6	For treating for shock. 2 points will be deducted for any improper procedure or for any needed procedure not attempted.
5	For going for help.
20	For treating for bleeding, breathing, broken bones etc. 5 points will be deducted for any improper procedure or needed procedure not attempted.

Instructions**Situation 1. Dressing & Bandaging**

During a local outing your Scoutmaster accidentally cut his wrist with an Exacto knife while whittling on his neckerchief slide. When you heard his cry for help, you notice that blood was spurting from his wrist. Please provide the First Aid attention he needs.

Situation 2. "Splinting"

On an Explorer outing a fellow Explorer slipped and fell while he was rock climbing. He complained of severe left knee pains and said, "It hurts too much to walk back" Please provide the First Aid attention he needs.

Situation 3, "Choking"

At dinner with your family one of your family members starts to cough and grabs his throat in the "unusual distress signal" for checking. You render the appropriate first aid. This does not work and the family member stops breathing due to an obstructed airway. Render the appropriate first aid.

GUESSTIMATE**Equipment**

<u>Qty</u>	<u>Description</u>
2	Lengths of rope at least 150 feet long
1	Measuring tape to measure distance across river Evaluation

Evaluation

<u>Pts.</u>	<u>Description</u>
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions 5 points will be deducted for each incident.
35	Accuracy.
35	Within 5% of exact measurement
30	Within 10%
25	Within 15%
20	Within 20%
15	Within 25%
10	Over 25%

Instructions

1. Prior to the start of the event, the Patrol Leader will assemble his patrol at a spot about 20' from the rope simulating a river bank.
2. When the Patrol Leader is ready, and on the word "GO", one patrol member will go to the "river" bank and, using any appropriate method, estimate the distance across the "river" defined by the two ropes
3. When he completes his estimate he will reveal it to the judge and then remain in the immediate vicinity of the judge rather than returning to his patrol.
4. As soon as the previous scout has given his estimate to the judge the next scout will proceed to the "river" bank and follow the same procedure. This procedure will be repeated until all scouts have made an estimate.
5. The judge will average the distances, compare that average distance to the correct distance and determine the patrols score for accuracy
6. Although speed is not a scoring factor, a time limit of 10 minutes will be observed.
7. Any patrol member who has not made a measurement within the time limit, will be considered to have made a measurement corresponding to 30% of the actual distance and that distance will be figured into the patrol estimate.

KIM'S GAME**Equipment**

<u>Qty.</u>	<u>Description</u>
35	Small to medium common objects.
1	Tarp to fold over the objects.
1	Pen or pencil for each patrol member.
1	Piece of paper for each patrol member.
1	Stopwatch or timer.

Evaluation

<u>Pts.</u>	<u>Observation</u>
6	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions. 5 points deducted for each incident.
35	1 point for every object identified.

Instructions

1. Objects will be covered when game begins.
2. On the word "GO", time will be started and the patrol will remove the cover.
3. Patrol members will look at objects and try to remember as many as possible.
4. After 45 seconds, time will be called and the judge will replace the cover.
5. When the cover is replaced, the judge will start his watch or timer again and the patrol members will write down as many different objects as possible.
6. After 3 minutes, the judge will call "TIME" and the patrol will turn in their list of objects.
7. The judge will cross out any duplicates or items not actually present.
8. An odd number of objects will be raised to the next even number for scoring purposes.

RESCUE SLED**Equipment**

<u>Qty.</u>	<u>Description</u>
1	Saucer (Sled) with pull ropes 6 8" ropes
1	Chalk for marking ground
1	Stop watch or timer

Evaluation

<u>Pts.</u>	<u>Observation</u>
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions by patrol members
12	2 points for each of 5 square knots and 1 two half-hitches properly tied.
23	For completing the event in under 1 minute.
	Under 1 minute 23
	1:01 to 1:05 21
	1:06 to 1:10 19
	1:11 to 1:15 17
	1:16 to 1:20 15
	1:21 to 1:25 13
	1:26 to 1:30 11
	1:31 to 1:35 9
	1:36 to 1:40 7
	1:41 to 1:45 5
	1:46 to 1:50 3
	1:55 to 2:00 1
	Over 2:00 0

Instructions

- At the start, 1 patrol member will be standing or sitting on the sled placed 20' from the start line. Remaining members will be behind the start line awaiting the word "GO".
- The Patrol Leader will be given six 8' ropes which he will distribute to the patrol as evenly as possible.
- On the word "GO" the patrol members will tie the ropes together using square knots.
- 15 seconds after "GO", and until the patrol starts to pull, a judge will pull the sled back away from the starting line 5 feet every 10 seconds until it is 40 feet from the start line.
- When ready, one patrol member will throw the knotted rope to the victim on the sled.
- The victim must be able to reach the rope without breaking contact with the sled or moving it. If he can't, the rope must be recovered and thrown again.
- When the victim gets the rope he will tie it to the sled using two half -hitches and then sit down on the sled.
- At the Patrol Leaders direction, the patrol will try to pull the sled with the victim aboard, over the start line. If the victim touches the ground, pulling must stop until he is back aboard the sled.
- The event ends when the sled with the victim on board is completely over the starting line or after 2 minutes from the word "GO" whichever comes first.

FITNESS**Equipment**

<u>Qty.</u>	<u>Description</u>
1	Ground cloth for push up and sit up areas.
1	Stop watch for 50 meter dash
1	Measuring tape for standing long jump
1	Calculator for determining averages

Evaluation

<u>Pts.</u>	<u>Observation</u>
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
6	All members participate.
15	No discourteous remarks or actions. 5 points deducted for each incident.
24	For fitness demonstrated.

		<u>Sit-ups</u>	
<u>Pts.</u>	<u>Description</u>	<u>Pts.</u>	<u>Description</u>
11 to 12 years		13 to 17 years	
1	40 or less	1	46 or less
2	41-44	2	47-49
4	45-48	4	50-52
6	48 or more	6	53 or more

		<u>Push-ups</u>			
<u>Pts.</u>	<u>Description</u>	<u>Pts.</u>	<u>Description</u>	<u>Pts.</u>	<u>Description</u>
11 to 12 years		13 to 14 years		15 to 17 years	
1	14 or less	1	19 or less	1	23 or less ,
2	15-19	2	20-23	2	24-28
4	20-24	4	24-28	4	29-32
6	24 or more	6	24 or more	6	24 or more

		<u>Standing Long Jump</u>	
<u>Pts.</u>	<u>Description</u>	<u>Pts.</u>	<u>Description</u>
11 to 12 years		13 to 17 years	
1	5' 8" or less	1	6' 9" or less
2	5' 9" to 6' 4"	2	6' 10" to 7' 4"
4	6' 5" to 6' 10"	4	7' 5" to 7' 11"
6	6' 11" or more	6	8' or more

		<u>Fifty Meter Dash</u>	
<u>Pts.</u>	<u>Description</u>	<u>Pts.</u>	<u>Description</u>
11 to 12 years		13 to 17 years	
1	8.3s or more	1	7.9s or more
2	8.2s-7.9s	2	7.8s-7.4s
4	7.8s-7.5s	4	7.3s-7.0s
6	7.4s or less	6	6.9s or less

Instructions

- Distances will be rounded off to the nearest inch. Times will be rounded off to the nearest tenth.
- Patrol score for "Fitness Demonstrated" will be the Average of all patrol members scores.

3. A different member from the patrol will have to do one of the tests. Once 4 members complete 4 of the tests, if any extra members are remaining, those members will have to repeat one of the tests each until no patrol members remain. The scores of the tests that were completed more than once will be the average of the participating member's scores.

MAP SYMBOLS

Equipment

Qty .	Description
1	Board with 25 map symbols displayed.
25	3 by 5 cards with a map symbol name on each one.

Evaluation

Pts.	Observation
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions by patrol members. 5 Pts. will be deducted for each incident
10	For following all instructions. 5 Pts will be deducted for each instruction not followed.
25	1 point for every correct match.

Instructions

1. The Patrol Leader will be given a deck of 25 map symbol name cards which he will distribute as equally as possible to all patrol members. He may decide who gets what cards.
2. The Patrol Leader will line up his patrol in a column in whatever order he desires, behind a start line about 20' away from the Map Symbol board
3. When the Patrol leader is ready and on receiving the word .00" from the judge, the first scout in line will go to the board and place his cards on the board in the boxes showing the map symbol corresponding to the name on his card. The scout may change his mind as often as he wants but when his turn is over, no one may move his cards
4. When the scout *is* done he will return to the start line and the next scout in line will go to the board and repeat the above procedure..
5. Each patrol member in turn will do the same.
6. Cards may be placed on top of cards placed by a previous member.
7. A correctly placed card will earn points even if it has been covered by another members card.
8. No one may assist another patrol member at any time.
9. There will be a 7 minute time limit. The event will end when the Patrol Leader indicates his patrol is done or after the judge calls time, whichever comes first

BLIND RESCUE**Equipment**

<u>Qty .</u>	<u>Description</u>
1	Object to be found
8	Blindfolds
8	6 foot lengths of rope

Evaluations

Pts.	Observation
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions by patrol members. Deduct 5 points for each incident
10	For no one but the leader talking Subtract 5 points for each time someone other than the leader talks
25	For completing the event in 5 minutes or less
	5 min. or less 25
	5:01 to 5:15 20
	5:16 to 5:30 15
	5:31 to 5:45 10
	5:46 to 6:00 5
	Over 6:00 0

Instructions

- One person is chosen to be the leader of the group. This person is the only person allowed to speak. Each of the other members of the patrol is given a blind fold and a 6" length of rope. The blind folds are placed so no member can see. The leader ties any excess ropes together with square knots and gives one end to a blindfolded member of the patrol in place of a single 6" length.
- After each member is prepared with blind fold and rope. The judge will place the object somewhere within 38 feet of the leader who must remain in his original position once the event starts.
- When directed by the judge, the patrol is to tie the ropes together using Square Knots. One member of the patrol ties an end of his rope around himself using a Bowline. This member is then directed by the leader to find the object while the other members of the patrol provide support on the line. Patrol members must remain blindfolded until the judge calls "TIME" or until the object is found and delivered to the leader.
- The time starts when the judge says "GO" and stops when the object is delivered to the leader or at the end of 6 minutes. Whichever comes first.

LOG RAISING

Equipment

Qty.	Description
3 X 10'	poles approximately 2" in diameter
1 X 35'	lag raising line 1/4" diameter
1 X 18"	metal securing stake
2 X 12'	lashing lines for crossbar
4 X 12'	lashing lines for uprights
2 X 3'	metal stakes for upright support
1 X 2'	log

Evaluation

Pts.	Observation
5	Patrol leader presents himself with scorecard
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
5	No discourteous remarks or actions by patrol members. Deduct 5 points for each incident
4	All written instructions followed. Deduct 2 Pts. for each such instruction not followed.
4	Patrol Leader gives any needed directions and patrol members follow them. 2 Pts deducted for each needed instruction not given or not followed
4	Correctly tied appropriate knot or knots around log
4	Correctly tied appropriate knot or knots around Securing Stake
24	Log raised at least 5 feet and line tied off to Securing Stake in 30 seconds or less.
	0:00 to 0:30 24 2:01 to 2:30 16 4:01 to 4:30 5
	0:31 to 1:00 22 2:31 to 3:00 14 4:31 to 5:00 2
	1:01 to 1:30 20 3:01 to 3:30 11 Over 5:00 0
	1:31 to 2:00 18 3:31 to 4:00 8

Instructions

- 3 poles will be lashed together with square lashings to form an H. The cross piece will be 9' above the ground. The upright poles will be *lashed* to 3' stakes using round lashings. An 18" metal Securing Stake *will* be placed 15' from the H frame centered between the uprights. A 2' log will be placed under the center of the crosspiece. A Log Raising Line will be laid out, uncoiled, beside the Securing Stake.
- Patrol will line up behind Securing Stake. On "GO", a patrol member will attempt to through the line over the crosspiece of the H frame while standing alongside or behind the Securing Stake. If he misses, he or another scout can coil the line and try again as often as required. Remaining scouts may take up any position they like.
- When the line is over the crosspiece, scouts will secure it to the log using the appropriate knot or knots.
- When line is secured to the log, patrol will hoist the log at least 5 feet off the ground by pulling on the Log Raising Line. During raising, scouts may not touch the log or the line between log and crosspiece.
- When the log is raised, the Log Raising Line will be secured to the metal Securing Stake using an appropriate knot or knots.
- The event will end after 5 minutes or after the log is in the air, the line is secured to the stake and the Patrol Leader indicates the patrol is finished.

FLAG POLE RAISING

Equipment

Qty	Description
3	8" poles
1	Patrol flag on a pole
3	Guy lines approximately 30' long
3	Pegs
6	Lashing lines approximately 25" long
1	Center box for base of flag pole to rest upright in when raised.

Evaluation

Pts.	Observation
5	Patrol Leader presents himself with scorecard.
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
10	No discourteous remarks or actions by patrol members 5 points will be deducted for each incident.
10	For Patrol Leader giving needed directions and members following them.
2	points will be deducted each time needed directions not given or not followed.
6	For following written instructions.
2	points will be deducted for each written instruction not followed. 7 For completing the event under 7 minutes.
1	point will be deducted for every 30 seconds over 7 minutes 3 1 point for each of the 3 lashings tied correctly.
3	1 point for each of the 3 two half hitches tied correctly.
3	1 point for each of the 3 taut-line hitches tied correctly.
3	3,2,1,0 points depending on how nearly vertical the completed flagpole is.

Instructions

1. Three poles and your patrol flag will be placed 50 feet from the start line. A small wooden box to secure the flagpole in will be in the center of 3 pegs already secured in the ground. Six lashing lines will be laid out to the left of the poles and 3 guy lines to the right
2. On "GO" the patrol will approach the poles and under the direction of the patrol leader, assemble the poles and the patrol flag into a flag pole using appropriate lashings. The pole with the unpainted end is the bottom of the completed flag pole.
3. No pole is to overlap another by more than the painted portion. (about 2 feet).
4. The 3 guy lines are to be secured to the upper end of the second pole between the sections of lashings, using Two Half Hitches.
5. When ready, place the unpainted end in the box. Carefully raise the pole and secure the guy lines to the pegs using Taut-line Hitches.
6. Under the direction of the PL, adjust the guy lines to hold the pole as nearly vertical as possible.
7. When satisfied or when time is called, the Patrol Leader will line up his patrol at attention facing the pole and clear of the guy lines.

FLAPJACK COOKING**Equipment**

<u>Qty.</u>	<u>Description</u>
2	Barrel for Fire
2	Charcoal Briquettes for hot, but low fire
2	Buckets of Water
2	Buckets of Sand
1	Shovel
1	Pack of Matches
2	Small Frying Pans
2	Mixing Bowls
1	Cooler of Water for Cooking
2	Spoons for mixing and spooning liquid mix
2	Boxes Complete Pancake Mix
2	Plastic Containers of Cooking Oil

Evaluation

<u>Pts.</u>	<u>Description</u>
5	Patrol Leader presents himself with scorecard
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
5	No discourteous remarks or actions by patrol members
5	Patrol brings handmade spatula
15	Flapjack flipped cleanly
10	Flapjack cooked golden brown and through
10	Flapjack is eaten by the cook

PENALTY 10 points if Flapjack is flipped into fire. 5 points penalty if part of Flapjack is over the rim of the Cooking Pan

Instructions

1. The judge will place the cooking oil and flapjack mix in the frying pan.
2. The scout will sit in front of their frying pan on the coals.
3. The scout will start loosening the sides when bubbles start to pop.
4. The scout will flip the flapjack without any utensil.
5. The scout will finish cooking the flapjack
6. The scout will eat the flapjack.

KNOT TYING**Equipment**

<u>Qty.</u>	<u>Description</u>
10	One 6' length of rope for each patrol member One hiking staff for each patrol member Stop watches

Evaluation

<u>Pts.</u>	<u>Observation</u>										
5	Patrol Leader presents himself with scorecard										
2	Webelos Scout in the Patrol										
3	Patrol Members coach Webelos Scout on event										
5	No discourteous remarks or actions by patrol members (5 points will be deducted for each incident)										
40	Average time										
	<table> <thead> <tr> <th><u>Average</u></th> <th><u>Points</u></th> </tr> </thead> <tbody> <tr> <td>0-60 seconds</td> <td>40</td> </tr> <tr> <td>61-90 seconds</td> <td>30</td> </tr> <tr> <td>91-120 seconds</td> <td>20</td> </tr> <tr> <td>121+ seconds</td> <td>10</td> </tr> </tbody> </table>	<u>Average</u>	<u>Points</u>	0-60 seconds	40	61-90 seconds	30	91-120 seconds	20	121+ seconds	10
<u>Average</u>	<u>Points</u>										
0-60 seconds	40										
61-90 seconds	30										
91-120 seconds	20										
121+ seconds	10										

Instructions

- Each member in each patrol will stand at a starting line about 25 feet from the judge.
- Each patrol member must tie all of the following knots correctly:
 - square knot,
 - two half hitches,
 - taut line hitch,
 - clove hitch,
 - timber hitch, and
 - bowline (a hiking staff will be available for those knots that need to be tied onto one).
- No more than 30 seconds per knot per scout will be allowed.
- The maximum time per boy will be 3 minutes for all 6 knots.
- The average time for all patrol members will determine scoring, e.g. the total time for 8 patrol members is 20 minutes so the average time each patrol member is 150 seconds each.

FRISBEE GOLF**Equipment**

<u>Qty.</u>	<u>Description</u>
10	Each scout in a competing Patrol needs a Frisbee
9	"hole" markers

Evaluation

<u>Pts.</u>	<u>Observation</u>										
5	Patrol Leader presents himself with scorecard										
2	Webelos Scout in the Patrol										
3	Patrol Members coach Webelos Scout on event										
5	No discourteous remarks or actions by patrol members (5 points will be deducted for each incident)										
40	Average time										
	<table> <thead> <tr> <th><u>Average</u></th> <th><u>Points</u></th> </tr> </thead> <tbody> <tr> <td>0 - 27.0 throws</td> <td>40</td> </tr> <tr> <td>27.1 - 29.0 throws</td> <td>30</td> </tr> <tr> <td>29.1 - 31.0 throws</td> <td>20</td> </tr> <tr> <td>31.1+ throws</td> <td>10</td> </tr> </tbody> </table>	<u>Average</u>	<u>Points</u>	0 - 27.0 throws	40	27.1 - 29.0 throws	30	29.1 - 31.0 throws	20	31.1+ throws	10
<u>Average</u>	<u>Points</u>										
0 - 27.0 throws	40										
27.1 - 29.0 throws	30										
29.1 - 31.0 throws	20										
31.1+ throws	10										

Instructions

1. Patrols competing must have an adult score keeper accompany them.
2. Each of the 9 "holes" will be an area marked on one of the elm trees.
3. A "stroke" is counted for each throw of the Frisbee.
4. An average score is computed for each patrol, e.g., a 6-man patrol throws a total of 180 times to complete all nine holes equals an average score of 30.

LASHING CHALLENGE**Equipment**

<u>Qty.</u>	<u>Description</u>
	Three long spars or poles
	Twine or rope
	Mousetrap

Evaluation

<u>Pts.</u>	<u>Observation</u>
10	Patrol Leader presents himself with scorecard
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
5	No discourteous remarks or actions by patrol members (5 points will be deducted for each incident)
5	patrol spirit (enthusiasm, positive encouragement)
10	snapping the mousetrap
15	finishing in 10 minutes or less.
5	finishing in 5 minutes or less.

Instructions

1. The mousetrap is set 15 feet away from a line which the scouts can't cross. The patrol must use shear lashing to lash the poles into one big pole, long enough to reach out and snap the mousetrap. They must disassemble the lashing afterwards. (snapping the mousetrap by throwing things at it doesn't count!)
2. When a patrol arrives, introduce yourself and what unit you're from. Ask their patrol name and what unit they're from.
3. Ask who the patrol leader is. When you're explaining the rules, talk mainly to him.
4. It's usually a good idea to explain the scoring beforehand.
5. When the patrol finishes the event, give them the clue, and write their score on the appropriate
6. box on their map / scoresheet. Make sure they write the clue by the correct number!
7. If a patrol hasn't finished an activity in 15 minutes, and another patrol is waiting for their turn, the first patrol must move on (award them whatever points they've earned). They can come back later to try again.

POLE SETUP**Equipment**

<u>Qty.</u>	<u>Description</u>
1	10-ft pole
1	50' rope in a circle on the ground
2	25-ft ropes

Evaluation

<u>Pts.</u>	<u>Observation</u>
10	Leader presents himself with scorecard
2	Webelos Scout in the Patrol
3	Patrol Members coach Webelos Scout on event
5	No discourteous remarks or actions by patrol members (5 points will be deducted for each incident)
5	patrol spirit (enthusiasm, positive encouragement, little arguing)
10	finishing in less than 10 minutes
20	finishing in less than 5 minutes

Instructions

1. The pole should be lying with one end in the circle's center, and the other end outside the circle. Using the two 25-ft ropes, the patrol must stand the log straight up in the middle of the circle. Nobody is allowed to step inside the circle. When a patrol arrives, introduce yourself and what unit you're from. Ask their patrol name and what unit they're from.
2. Ask who the patrol leader is. When you're explaining the rules, talk mainly to him.
3. It's usually a good idea to explain the scoring beforehand.
4. When the patrol finishes the event, give them the clue, and write their score on the appropriate box on their map / scoresheet. Make sure they write the clue by the correct number!
5. If a patrol hasn't finished an activity in 15 minutes, and another patrol is waiting for their turn, the first patrol must move on (award them whatever points they've earned). They can come back later to try again.

HUMAN LADDER

Equipment

Qty.	Description
10	Dowels, 3 feet long and 1 ¼ inches in diameter

Evaluation

Pts.	Observation	
10	Patrol Leader presents himself with scorecard	
2	Webelos Scout in the Patrol	
3	Patrol Members coach Webelos Scout on event	
5	No discourteous remarks or actions by patrol members (5 points will be deducted for each incident)	
50	30 feet in 60 seconds	
45	30 feet in 90 seconds	
40	30 feet in 120 seconds	
35	30 feet in 150seconds	
30	30 feet in 180seconds	
25	30 feet in 210 seconds	
20	30 feet in 240 seconds	
15	30 feet in 270 seconds	
10	30 feet in 300 seconds	
5	30 feet in 330 seconds	
✓	Person not falling off the polls.....	-10 pts.
✓	Safety(Not conducting proper use of polls)...	-5 pts.
✓	Lack of Organization.....	-5 pts.

Instructions

1. The group forms a human ladder for one group member to cross.
2. The rungs must be no higher than the pair's shoulders
3. A rung must not move while the climber is on it.
4. Participants are paired off and each pair is given one hardwood dowel to form a ladder rung.
5. Several pairs standing together form a ladder.
6. The climber starts out at one end and climbs onto the ladder, proceeding from one rung to the next.
7. After the climber passes a rung, that pair moves to the front of the group, extending the ladder.
8. Have the group move from one point to another, 20 to 30 feet away.
9. Repeat until all members have been climbers.

CAMPFIRE SKITS**Equipment and Persons Needed**

1. ALL MEMBERS OF THE PATROL
2. PROP(S) APPROPRIATE FOR THE SKIT
3. PATROL FLAG

Evaluation

<u>Pts.</u>	<u>Observation</u>
10	PATROL LEADER PRESENTS PATROL AND SHOWS SCOUTING SPIRIT WITH PATROL YELL (ALL SCOUTS IN APPROPRIATE AND SIMILAR UNIFORM)
10	DISPLAYS PATROL FLAG
10	PATROL CAMPFIRE SKIT INCLUDES ALL MEMBERS OF THE PATROL
5	USING PROP APPROPRIATE TO THE SKIT
5	SINGING A SONG DURING THE SKIT APPROPRIATE TO SCOUTING
10	PERFORMING A SKIT THAT MAKES SENSE AND IS FUNNY AND/OR ENTERTAINING

Instructions

THE OBJECT IS TO SHOW PATROL SPIRIT AND LEADERSHIP AND TO WORK TOGETHER AS A PATROL, ALONG WITH USING PROPS TO PUT ON AN ENTERTAINING SKIT FOR THE SATURDAY NIGHT CAMPFIRE.

FIELD EVENT IDEAS

Blind Square

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Length of rope
- Blindfolds for everyone (use neckerchiefs)

Objective

Scouts are to form a geometric shape with a 50-foot loop of rope.

Procedure

Gather the group into a large circle. Place the loop of rope on the ground inside the circle at the feet of all the participants. Tell the group to blindfold themselves, then pick up the rope. When the group is ready, tell them to form a perfect square with the rope. When they think they have succeeded, have them remove their blindfolds.

Rules

- Each participant must hold onto the rope with at least one hand at all times.
- Blindfolds are to remain in place until they feel they have completed the shape.

Variations

- Have the group form different shapes (e.g. triangle, figure eight, etc.).
- Have the group form the shapes without speaking, either blindfolded or not.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What did the group think the purpose of this activity was?
- How did being blind make you feel?
- Ask them to describe what happened. How well did they perform? Why?
- How could they improve?

Give the group the option of trying the activity a second time, then ask:

- What happened this time that was different?
- Can you think of specific examples when the group cooperated in completing this activity? Explain.
- What did you learn from this experience?

Weight Pull

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Heavy weight (about 200 pounds)
- Pulley .Strong, large-diameter rope .Timer

Objective

Scouts are to raise and lower a weight as often as possible in a given time using a rope and pulley.

Procedure

A weight is attached to a rope running through a pulley or tackle. Each person in the group must hold the rope behind a set point and then raise and lower the weight as many times as possible in two minutes.

Rules

- The weight may not be dropped from the top of the pulley.
- A safety area, which no one is allowed to enter, is drawn on the ground 6 feet around the weight.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What was the purpose of this activity?
- Were you doing more or less work than you thought you should?
- Did the group arrange itself in any particular order? .How were they arranged?
- What was physically hard about this activity? .What was mentally hard about this activity?
- How well did your group do?
- What could you do to improve?

Minute Measure

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

A watch with a secondhand or a stopwatch

Objective

Scouts should develop an awareness of the duration of a minute and to practice estimating time spans.

Procedure

Ask the group to find a comfortable spot and sit down. Explain that they are going to estimate 3 minutes. Have them close their eyes and keep them closed. They begin timing on a signal from the instructor. At the end of 1 minute, each one should raise their hand with one finger up. At the end of 2 minutes, they should raise another finger. At the end of 3 minutes, they should open their eyes and put down their hands. Everyone should remain silent until all are finished.

Rules

- Everyone keeps their eyes closed until they finish timing.
- Everyone remains silent until the end of the activity.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- How did you estimate the time?
- For those who finished first, how did you feel?
- What did you learn about yourself?
- Are there other ways we tell time?
- What are ways people use to estimate time?
- If you did it again, what would you do differently?
- Did you care if you were close or not?
- Would you like to do this again to see if you could improve?

Diminishing Load**(INCOMPLETE – Needs development, judging rules and scoring)****Materials**

None

Objective

To move a group across an open field as quickly as possible

Procedure

Instruct the group that they are to get across an open field as quickly as possible. To get across, a person must be carried.

Rules

- The first person must return to be carried across.
- If someone being carried touches the ground, both must return to be carried across.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- How did the group decide to solve the problem?
- Did anyone become the leader?
- How did the leader emerge?
- What things did you have to think about before you started?
- How did you feel when things didn't go as well as you wanted?
- How did you deal with the feelings?

Height Alignment

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

Blindfolds

Objective

The group is to align themselves according to height.

Procedure

Instruct the group to blindfold themselves. When every- one is blindfolded, tell the group to arrange themselves in a line according to height without speaking.

Rules

- No one may talk during the activity-
- Blindfolds must remain in place throughout the activity.

Variation

Align according to shoe size, waist measurement, etc.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What bothered you about not being able to speak?
- How did you communicate?
- Who became a leader?
- How did you decide to lead or follow?
- How did you know where to fit into the line?
- What did you learn from this activity?

Reach for the Sky

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

Two-inch masking tape or other marking material

Objective

Scouts are to place a marker as high on an object (tree or wall) as possible.

Procedure

Break the larger group into groups of five. Each group is then to place a mark as high as possible on an object.

Rules

The group may not climb for the object, only place a mark on it.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What do you think was the purpose of the activity?
- What was the best part?
- What was the hardest part?
- How did the group decide to proceed?
- How well did you communicate with one another to solve the problem?
- Did anything hamper communication?
- Can you think of specific examples when the group cooperated in completing the activity?
- How did cooperation lead to success in the activity?
- What did you like about how the group made decisions?

Bowline Stroll

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Enough rope for each Scout to have a 4-foot section
- One 6-inch diameter loop of rope

Objective

The group, joined together, is to travel over a course as quickly as possible.

Procedure

Everyone in the group ties a bowline around his waist, making sure the rope is snug around his middle. Next, they all tie the free ends of their ropes to one small loop of rope. Each person should be no more than one foot from the center loop. The group must then travel from point A to point B as quickly as possible.

Rules

- Care must be given to proceed safely
- No one may be dragged by the group.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What did the group think the purpose of the activity was?
- How did the group decide the best way to move?
- Was anybody in the group a leader?
- How did you feel about that?
- What was the hardest part of the activity? Why?
- What was the best part of the activity?
- Can you think of specific examples when the group cooperated in the activity?
- What did you learn from the activity?
- What did you learn about the others?
- If you were to do this again, how would you do it differently?

Log Disassembly

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Long log 3 to 6 inches in diameter
- Safety saw
- Stopwatch or a watch with a secondhand

Objective

Each participant cuts through a small log.

Procedure

In relay fashion, group members each cut through a small-diameter log. This is to be done as quickly and safely as possible.

Rules

- Only one person may cut at a time.
- Sawing safety rules in the Boy Scout Handbook must be followed.

Scoring

Record the average time of the group (average = total time divided by number of group members). Add 5 seconds for each unsafe action.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- Did anyone feel like they were not cutting fast enough?
- How did you feel?
- Did it bother you if things slowed you down ?
- Did anyone see anything unsafe?
- Would you like to do this again to see if you could improve?
- What did you like best about this? Why?
- What's the purpose of this skill?

Conserve and Observe

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Watch
- Paper and pencils
- Blindfolds

Objective

This activity increases and improves Scouts' awareness of the environment and their observation skills.

Procedure

The larger group is divided into four groups: scribes, seers, hearers, and feelers. There is only one scribe. The other three groups should be roughly equal. The hearers and the feelers are blindfolded. When all this is done, the group is instructed to go out and observe as much as possible in 5 minutes.

- The scribe records all observations on paper.
- The seers observe only what they can see.
- The hearers observe only what they can hear.
- The feelers observe only what they can feel.

Rules

- The scribe and the seers must lead those who are blindfolded.
- Only those observations recorded on paper are scored.
- The group must think about the safety of everyone.

Scoring

The group is awarded one point for each observation listed.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- In what ways did you trust your guide?
- How did that affect your participation?
- What problems did the group have?
- How did you work around them?
- What ways did you observe?
- How may this be different from the way you normally observe?
- What do you think is the purpose of this activity?
- How do you think a blind person or a deaf person would do with this activity?

Rapid Transit

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

Stopwatch or watch with a secondhand

Objective

Scouts demonstrate the skills required for transporting people in an emergency situation.

Procedure

Pair off the group. Line pairs along one end of a field or other area. The members of each pair will be transporting one another from one side of the area to the other, using first aid transport techniques-

- For the first trip across, they demonstrate the walking assist.
- The second trip is done using single-person carries.
- The Scouts then divide into groups of three and demonstrates two-person carries for the third leg.
- Next, the entire group transports one victim, using a group carry.
- For the last trip, the group must carry a different victim on a stretcher made from scavenged material. This is all done as quickly as possible.

Rules

- Care must be used in all carries.
- If someone is dropped, that group must do that trip over.
- The group may confer on the techniques used.

Scoring

Time the event from the signal to begin until everyone has done the entire schedule of carries satisfactorily.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What was the purpose of this activity?
- Did the group have problems with any of the carries?
- When would you use these skills?
- Which carry did you enjoy the most? Why?
- What did you like or dislike about this event?
- How did it feel to be transported?

My Tree

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Blindfolds
- Watch

Objective

The group learns to identify a tree using senses other than sight.

Procedure

The group pairs off in a central area. One person in each pair is blindfolded and turned around three times. After this, his partner leads him on a round-about way to a tree. The blindfolded person is allowed to observe the tree using any sense but sight. When he is finished, he is led, still blindfolded, back to the start. The blindfold is then removed, and the Scout tries to find his tree. Repeat the process with roles reversed.

Rules

Blindfolded Scouts must be lead in a safe manner.

Variations

Have them locate a rock, patch of ground, etc.

Scoring

Award 5 points for locating the tree and 5 bonus points for finding it within 2 minutes.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What did you like about this activity?
- What skills were developed by this activity?
- Ask each Scout how he found his tree-
- Did you trust the person leading you? Why or why not?
- Did you want the other person to find the tree or did you want them not to find it? Why?
- How is being "handicapped" for a short time different than if you had to deal with something your whole life?
- Would you like to do this again to see if you can improve?

Which Way Do We Go?

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Compass
- Stakes for starting and ending markers
- Compass course cards
- Correct answers for each course

Objective

A patrol is to correctly complete the compass course assigned.

Procedure

Divide the patrol into teams of two or three. Place a numbered stake in the ground for the start of each patrol's course. Ask the patrol members to follow the course and to place a numbered stake marked "END" where they end up. To assure that all participants gain experience using a compass, each team should be responsible for one leg of the course.

Course 1. From the start, go 125' on a compass reading of 94° ; then go 137' on a compass reading of 213° ; then go 140' on a compass reading of 340° .

Course 2 From the start, go 95' on a compass reading of 214° ; then go 80' on a compass reading of 320° ; then go 90' on a compass reading of 69° .

Course 3. From the start, go 120' at a reading of 48° ; then go 95' at a compass reading of 185° ; then go 160' at a compass reading of 280° .

Scoring

The correct finishes to the three courses are as follows:

Course 1. 10' from the start on a compass reading 23° . Permissible error (PE) is 20'1".

Course 2. 25.5' from the start on a compass reading 309° . PE is 13'3".

Course 3. 78' from the start on a compass reading 280° . PE is 18'9".

Development Ideas

You may wish to consider these questions a starting point and then let the discussion go where the group takes it.

- What did the group think the purpose of the activity was?
- How would the group describe their success at completing a compass course?
- What difficulties did they encounter?
- Examine the roles various individuals played and how the patrol functioned.

Blind Tent Pitch

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Blindfolds.
- Weights
- Two-person tent.
- Stopwatch

Objective

Scouts must perform a simple task without sight or talking.

Procedure

The group is given a two-person or similar size tent. They are instructed to pitch the tent properly, but they are blindfolded and told not to speak.

Rules

Use weights instead of stakes.

Scoring

Record the time needed to pitch the tent.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What skills were developed by this activity?
- What frustrated you the most?
- How did you communicate?
- If you had to name one thing that helped you the most, what was it?
- What times in real life might you not be able to hear or see?
- Would you like to do this again to see if you can improve?

- What did you like best?
- How did it feel to not be able to see or talk?
- Give the group the option to try the activity a second time.

Fahrenheit 212**(INCOMPLETE – Needs development, judging rules and scoring)****Materials**

.Pot 13~ .Matches ,.~"
.water. .Tripod for suspending pot

Objective

The group is to light a fire and boil a pint or quart of water as quickly as possible.

Procedure

Tinder and kindling are gathered by the group after the starting signal. They build and start a fire and tend it until a pint or quart of water suspended 6" from the ground comes to a boil.

Rules

The group receives two matches.

Scoring

Record the time it takes to boil the water. Subtract 30 seconds if only one match is used. Subtract 1 minute if the second attempt is better than the first.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

.What skills were developed by this activity? .Did anyone lead the group? .How did that person lead?

.Are there other ways of leading? .Did anyone get impatient? .How did you deal with it?

.Did anyone see someone doing something they thought they could do better? .What did you do?

.Would you like to do this again to see if you can improve?

Give the group the option to try the activity a second time.

Micro-Trails

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- A string 1 meter long
- Toothpicks

Objective

The group sets up a nature trail on a small scale.

Procedure

The group receives 1 meter of string and 10 to 12 toothpicks. They are to choose an area in a field to set up a "micro-trail." They select a starting point, mark it with a toothpick and tie a string to the toothpick. Then, using the string, they mark a trail, using other toothpicks to mark interesting sites on the trail. When the group is done, they bring the judge on a "micro- trail" hike.

Rules

- The trail can only be as long as the string.
- The time limit is 15 minutes.

Scoring

- 1 to 5 points for knowledge of nature
- 1 to 5 points for creativity in the trail construction .1 to 5 points for interpretive work on trail hike
- 1 to 5 points for group involvement and input

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What skills were developed by this activity?
- How did the group decide where to put the trail?
- Did everyone participate in the decision ? Why or why not?
- What made making a "micro-rail" tough?
- What ways did your observation skills improve?
- Did you teach anything? What was that?
- What did anyone learn?
- What did you like best about this activity?
- What is important about this activity?

Stick It to 'Em

(INCOMPLETE – Needs development, judging rules and scoring)

Materials

- Six 7-foot lashing spars
- Four lengths of lashing rope
- Stopwatch or timer

Objective

Scouts are to assemble and disassemble a shear-lashed pole.

Procedure

Divide the patrol in half and place the two groups on opposite sides of a 20-foot space. On each side, the groups will find three 7-foot lashing spars and two lengths of lashing rope. On a signal from the judge, each group lashes the spars into a pole, then passes it across the 20-foot space to the other group. Each group must disassemble the pole it receives.

Rules

If the pole touches the ground between the two spaces, the pole has to be brought all the way back and be repassed. Care should be taken to prevent injury.

Scoring

Time the event.

Development Ideas

You may wish to consider these questions as a starting point and then let the discussion go where the group takes it.

- What skills were developed by this activity?
- What was the hardest part of the activity?
- How *did* you work it out?
- Did you think of the two groups as separate or one team?
- Did you cooperate or compete?
- How did this come about?
- If one group was quicker than the other, how did the waiting group feel? How did the working group feel?