

# Projectoree 2017 Competitions/Games

- 1) Games are listed in alphabetical order. Rain Alternates and “Just in Case” games are NOT included.
- 2) To determine when a game will be run, look at the Patrol Schedule. In general, games that require extensive setup are run in the morning, while games that can be set up and broken down quickly are run in the afternoon.
- 3) **Please run the games exactly as described.** We have had increasing problems with Troops modifying their game setups and operations. Please do not do this! All Troops are expecting the games to be run as described, and deviations from these protocols result in confusion, arguments about fairness, and negative – sometimes VERY negative – evaluations.
- 4) Consistency is CRITICAL. **The last Patrols of the day must have the same game, run and scored in the same way, as the first Patrols of the day.**
- 5) Comments on Scoring: Most games are based on time, e.g., the less time needed to complete the event, the better. There are a few games which are not time based, and in which the higher the score the better, for example Caber Toss and Egg Toss are based on aggregate distance.

**All events are “normalized” for age and ability differences** in one of two ways: (A) By having graduated difficulty levels, i.e., more difficult for older/larger Scouts (such as Caber Toss); or (B) By scaling the final score (time, or for the egg toss, distance) by the average age of the Patrol. Average age is determined based on years only (not years and months) as of the date of the Projectoree Saturday. Note that in cases of ties (which are rare), either in individual events or in the overall competition, the younger average-aged Patrol wins the tie. Note that age normalization is done by the computerized scoring program, not by the game Staff.

In addition, we have (as practically as possible) arranged each event to handle different Patrol sizes, i.e., the number of Scouts in the Patrol. For most of the events, this will be merely by having enough Scouts in the Patrol run two relays to bring the effective Patrol size up to 10 Scouts (which is the maximum Patrol size). For some games (Caber Toss, Egg Toss, the Obstacle Course, and Walk the Plank), the final score is scaled up to 10 Scouts by dividing the aggregate total distance or time by the number of Scouts in the Patrol to get the average distance, then multiplying that value by 10 to scale it up to a “full Patrol” value. When this is needed, this group-size adjustment is done the Game Staff, usually by the “Shadow Adult.” This will allow the Staff Scouts to focus on setting up the game for the next Patrol.

- 6) Awards: The top Patrol in each event is cited at the closing campfire. Finally, Overall Place Awards (flag streamers) are given to the top third placing Patrols, in reverse placement order, also at the closing campfire.

As was noted in the Guide, and per my request at the first organizational meeting, all Troops running short games are requested to expand their games such that the minimum time to complete it is 5 minutes. This can be done most easily by maximizing the distances that Scouts or Patrols have to cover, but other options are also available. Here are some suggestions:

**Bad Plumbing** – Increase the height of the tube to 4 feet, or decrease the size of the carry cups to 12 oz.

**Caber Toss** – If this game has been too short time-wise, make it 3 tosses instead of 2.

**Egg Toss** – If this game has been too short time-wise, give each pair a third egg to toss.

**Hot Lava** – Strictly enforcing the requirement to handle only one stepping board at a time would likely increase the time – probably significantly, too.

**Nuclear Reactor** – No ideas other than maximizing the distance between the two boxes to the limit of the available field space.

**Patrol See-Saw** – [This game appears to be OK time-wise.]

**Pipeline** – Run once with a golf-ball and then again with a ping-pong ball.

**Radioactive Basketballs** - No ideas other than increasing the distance between the starting point and the trash can to the limit of the available field space.

**Spider-Web Escape** – [This game appears to be OK time-wise.]

**Walk the Plank** – If the time is insufficient, can add another island to each setup (for 5 in total), or have each Patrol go across the set 3 times instead of twice.

-END-

## BAD PLUMBING

### Equipment Needed:

- 1) Four - 4 inch diameter x 3 feet high PVC tubes, sealed on the bottom end, with 1/4 inch holes drilled in (in sets of 2, one each on opposite sides) at approximately 6, 14, 22, and 30 inches from the bottom, each affixed to a separate 1 foot x 1 foot platform.
- 2) 4 clean, plastic trashcans, about 15-20 gallons each (large “kitchen” trashcans).
- 3) 2 large water jugs (5 - 6 gallon) or 5-gallon buckets, for refilling purposes.
- 4) 4 plastic cups, each being 12 oz. capacity, **NO LARGER!** (bring a few extras in case of breakage)
- 5) 4 small tables or equivalent, to mount the PVC tubes onto (need ropes!)
- 6) Measuring Tape, suggest 50 feet length.
- 7) 4 Stopwatches
- 8) 4 Pens for Scoring
- 9) 4 Clipboards
- 10) A dozen sheets of paper
- 11) 2 dozen large bath towels, for cleanup (drying off).
- 12) 4 6 x 8 tarps (or similar), for laying out damp towels.
- 13) Saran Wrap (helps seal the pipe - base joint (otherwise it leaks)).
- 14) Water Cooler, Disposable Cups (300) and Trash Bag.

### Instructions:

This event emphasizes Patrol teamwork. Four identical setups are needed. The object is to fill the PVC tube to overflowing, by carrying water from a reservoir (the trashcans) across a 25 feet distance, using a 12 oz cup (THE DISTANCE MUST BE 25 FEET - DO NOT USE LARGER CUPS!) The team consists of the entire Patrol, who must use their fingers and/or hands to stop up the holes in the pipe to prevent the water from leaking out. The Scout getting water must rotate each time (that is, a Scout can go get ONE glass of water, pour it in the pipe, then exchange places with one of the Scouts plugging the holes. **All Scouts must rotate in sequence**). It is up to the Patrol leader to arrange his Scouts such that loss of water is minimized. Time is called when the pipe overflows with the last cup of water. Record the time. The Scouts need to avoid getting soaked when removing their hands (**warn them!**) The pipes need to be completely drained before the next time period.

### Clarifications:

- 1) If you make the pipes yourself for practice, suggest that the holes be small enough that even a small Scouts' fingers on one of his hands can plug them. A quarter inch is good.
- 2) Allow the Scouts to dry off after their runs. Try to avoid having the towels tossed on the ground afterwards (instead, wring them out if necessary and spread them out on the drying tarps).
- 3) Because the ground will get wet from spilled and leaking water, you should move the setups after each Patrol is finished - otherwise, the last Patrols of the day will be standing and running in muddy puddles. Be sure to keep the 25 feet distance between the pipe and the trashcan reservoir when you move the setups.
- 4) Because this event will need constant replenishment of water, it will be on the lawn next to the Comfort Station. Your additional Senior Scout (or Scouts) will need to use the water jugs or 5-gallon buckets to refill the trashcans after each session.

Supervision Needed: 1 Shadow Adult, 5-6 Senior Scouts (extra Scouts to help keep the trashcans full of water).

Don't forget to mark the scoresheets before allowing the Patrols to depart! Patrols not finishing are scored DNF. Normalization by age will be accomplished by the Scoring Coordinator.

## CABER TOSS (LOG THROW)

### Equipment Needed:

- 1) 4 equal sets of logs - Two each of 2, 4, 7, 11 and 15 pounds
- 2) Measuring Tape (100 feet recommended)
- 3) Distance Markers or small stakes (metal stakes are far better than wooden stakes!)
- 4) Small pressboard or cardboard squares to mark distances on (the stakes can be driven through these squares)
- 5) 1-2 Magic Markers to mark distances on stakes
- 6) Hammer to drive in stakes
- 7) 10 Sets of Gloves, variety of sizes if possible
- 8) Four 6 foot height measuring sticks, marked as detailed below
- 9) 6 Pens for Scoring, and 4 Clipboards
- 10) Individual Patrol Scoresheets (need 30)
- 11) Calculator
- 12) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This is a straightforward physical fitness competition. Each Scout in the Patrol will throw both logs (each of equal weight) from one set for distance; the size of the logs used will be based on the height of the Scout, as follows:

Below 4' 8" - 2 Pound Logs

4' 8" to Below 5' 2" - 4 Pound Logs

5' 2" to Below 5' 6" - 7 Pound Logs

5' 6" to Below 6' 0" - 11 Pound Logs

6' 0" or Greater - 15 Pound Logs

The heights of the Scouts should be determined using a 6 feet tall measuring stick (mark the stick at the above heights!) Scouts should wear gloves to avoid getting splinters (this has been a problem in the past.) Keep absolute control of the Scouts - Safety is paramount! Do not allow Scouts to wander "downrange" until all throws are completed; past experience has shown that many Scouts have very poor control of their throws! You will have to stop all Patrols to recover cabers as necessary. BE SAFE!

Again, each Scout throws both logs in his designated set. The throws are to be an "underhand flip" (a caber toss) which you should demo to everyone at the start. The logs should do at least one full end-over-end rotation in mid-air before landing. Scouts can either "stand and throw" or "run up and throw," whichever they prefer; however, "run up and throw" Scouts are to be penalized 5 feet if they cross the throwing line before throwing the log (they can cross from momentum afterwards). **No overhand or sideways throws are allowed!** (too much danger of shoulder and muscle injuries!)

After the Scout has made both throws, record his best attempt only on the provided special Scoring Sheet (while he and members of his Patrol goes and picks up his logs). Keep it moving, you've only got about 15 minutes total for the entire Patrol! Scouts are only allowed one set of tosses - that is, this event is NOT normalized for smaller Patrol sizes by having 10 Scouts throw. Once all the Scouts in the Patrol have completed their throws, follow the directions on the Patrol Scoring Sheet to determine their final score, and enter it on the Patrol Scoring Sheet (the yellow one the Patrol Leader has) and on the Event Scoring Sheet (the blue one you

have). If there's still time left, the Scouts can go ahead and throw again, but only for fun - not for score. [It is unlikely that there will be enough time for "fun" throws, but there may be for Patrols groups who are fast.]

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Clarifications: The distance markers are to help quickly measure throws; using a tape measure for this is extremely slow! Recommend placing 4 sets of markers (between the 4 throwing lanes) at 5 foot increments; use the tape measure to set the markers accurately. Measure the throws to the nearest foot, rounding up to avoid complaints or hard feelings (i.e., be generous.)

Cut pieces of lumber (2 x 4's, 4 x 4's, or garden timbers, etc.) can be used as "cabers." These can be cut to length or screwed/nailed together to achieve proper weights. "Cabers" from previous years should be available. If you have to prepare new ones, be careful to use dry wood when starting your cuts! - if the wood is wet, its weight will be much lower when it dries out. Final weights should be marked on each with a large, permanent marker. If you have to buy wood, keep your receipt; you will be reimbursed from Projectoree funds (however, the "logs" all then become the property of the Projectoree for use in future years, and you are responsible for keeping them for that need).

NOTE!: If you use previously built logs, please check that the weights are still accurate! If not, modify to suit.

Remember to mark all scoresheets before allowing the Patrols to depart! Normalization for age will be done by the Scoring Coordinator.

## INDIVIDUAL PATROL CABER TOSS SCORING SHEET

This sheet is only to help the Staff Scouts keep track of each Patrol's Performance. Use a different sheet for each Patrol! Each Scout makes 2 throws of his designated set of logs. Record the best throw only for each Scout below. When the Patrol is finished, calculate the score as detailed below, and enter it on the two scoring sheets (the Patrol Sheet and the Event sheet.)

Patrol Name: \_\_\_\_\_ and Number: \_\_\_\_\_ Troop: \_\_\_\_\_

Record BEST of 2 Throws ONLY!

Scout #

- 1) \_\_\_\_\_ feet
- 2) \_\_\_\_\_ feet
- 3) \_\_\_\_\_ feet
- 4) \_\_\_\_\_ feet
- 5) \_\_\_\_\_ feet
- 6) \_\_\_\_\_ feet
- 7) \_\_\_\_\_ feet
- 8) \_\_\_\_\_ feet
- 9) \_\_\_\_\_ feet
- 10) \_\_\_\_\_ feet

Number of Scouts in the Patrol: \_\_\_\_\_ Combined Best Throws (in feet): \_\_\_\_\_ feet

Divided by the Number of Scouts in the Patrol = \_\_\_\_\_ feet x 10: \_\_\_\_\_ feet  
(Enter THIS Value!)

Once you have entered the data on the two scoring sheets, you may discard this sheet; please do so properly (i.e., in a trashcan).

## EGG TOSS

### Equipment Needed:

- 1) 300 Eggs
- 2) A 100 foot Measuring Tape
- 3) Distance Markers or small stakes (metal stakes are far better than wooden stakes!)
- 4) Small pressboard or cardboard squares to mark distances on (the stakes will be driven through these squares)
- 5) 1-2 Magic Markers to mark distances on the cardboard squares
- 6) Hammer to drive in stakes
- 7) A roll of string
- 8) Small trash can, with a plastic bag liner
- 9) 3 - 4 rolls of paper towels
- 10) 4 - 6 Canisters of "Wet-Ones"
- 11) 4 pens for scoring
- 12) Patrol Scoring Sheets (30 needed)
- 13) 4 Clipboards
- 14) Calculator
- 15) Four 5-gallon buckets of water (for cleanup of hands and clothing)
- 16) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This is a standard egg-toss game. All the Scouts in the Patrol divide into 2 man teams; odd Scouts wait and do a second relay with one of their own Patrol's Scouts as soon as the first team breaks their second egg. Each pair is given one egg. The 2 Scouts in each team stand one step apart on a center line, and the first tosses the egg to the second. If successful, both Scouts take one step back, and the second passes the egg back to the first, and so on until the egg finally breaks during a toss. At that point, the distance between the two Scouts when the throw was made is measured and entered onto the Scoring Sheet, First Throw. The pair is given a second egg and repeat the tosses, again until the egg breaks. The distance is again measured and entered onto the Scoring Sheet, Second Throw. The Patrol score is calculated from the Patrol Scoring Sheet, using the "best" throw from each pair. NOTE THAT SCOUTS MUST THROW THE EGG, NOT ROLL IT!!!

NOTE: The rules of this game have been deliberately misinterpreted by some Patrols to mean that the distance the egg flies is entered; thus, their teams have thrown their eggs as far as possible (with no intention or hope of catching them) in order to maximize their score. Again, **the distance between the Scouts BEFORE THE EGG IS THROWN is the distance to be entered**. Please ensure that the Scouts know this! This is NOT a measure of how far an egg can be thrown, or how far a Scout can run before the egg hits the ground!

### Clarifications:

1) The field is laid out as follows: A piece of string is staked out about 60 feet wide to mark the centerline. The Scout teams will be tossing back and forth across this line, and moving step-by-step away from it. In order to easily estimate distance (rather than trying to use the tape measure for each team, which is very slow), several rows of stakes are inserted into the ground at 10 foot interval distances from the center line (that is, at 10, 20, 30, 40, and 50 feet away); the stakes are driven through pressboard or cardboard squares. The magic markers are used to mark the distance away from the centerline on the pressboard or cardboard squares. 40 stakes is enough for four such rows, giving you a 100 foot span for throwing. It is doubtful whether anyone will approach 100 feet, but who knows? If they exceed the stake distance, determine the distance by paces.

2) One Senior Scout monitors all the teams in each Patrol. Since the maximum Patrol size is 10 Scouts (5 teams max), he should be able to keep track of everyone. If this is not practical, then the teams can work one at a time. (This will have to be determined by practice!) However, one team at a time may take too much time - watch the clock!!! If the monitor works with all teams, it is recommended that he tell everyone to stop throwing while he enters the value of the team that just broke their egg on the Patrol Scoring Sheet (and gets them out of the way.) Alternately, he can ask each team that breaks their egg to stand in place until everyone is done, then measure all teams' final standings. Whatever works!

3) When the Patrol is finished, the Senior Scout will calculate their score, and enter it onto the Patrol and event scoresheets.

4) Paper towels and "Wet-Ones" are to be provided to help Scouts clean up themselves and the field before moving on to the next event! Based on previous viewings of games of this type, about half the Scouts will have the eggs break in their hands or against their clothing, while the other half will jump out of the way at the last second and let the egg break on the ground. Things can get rather messy! - that's part of the fun. **Tell the Scouts NOT to wipe themselves off on other Scouts; that has also happened, usually on smaller Scouts, and they usually get quite upset.** Note that the field will be used for other events later in the day, so the Scouts **MUST** do some cleanup (as best as they can - no-one is expecting miracles) before leaving.

5) If the Patrol has an odd number of Scouts, the last Scout will be teamed up with either of the two Scouts from the FIRST team that breaks both their eggs. They may not wait for more adept Scouts to become available.

6) If the Patrol runs out of time for each pair to complete all their throws, use the best value of whichever throws were finished as the "best" throw for each pair (that is, if the pair only finished the first set of throws, use that value. If they were in the middle of their second set, and their distance when the finishing horn goes off is better than the first set of throws, use that value even though the egg is still intact).

#### Penalties:

- Substitution of a hard-boiled egg or equivalent for a normal egg: Disqualification
- "Rolling" an egg - Treat roll as final throw (i.e., as if the egg broke.)

Supervision Needed: 1 Shadow Monitor, 4 Senior Scouts

Don't forget to mark the scoresheets before allowing the Patrols to move on to their next event! Normalization for Patrol Age will be done by the Scoring Coordinator.



## INDIVIDUAL PATROL EGG TOSS SCORING SHEET

This sheet is to help the Staff Scouts keep track of each Patrol's Performance. Use a different sheet for each Patrol! Each team throws until their egg breaks; record the distance for each team below. When the Patrol is finished, calculate the score as detailed below, and enter it on the two scoring sheets (the Patrol Sheet and the Event sheet.)

Patrol Name: \_\_\_\_\_ and Number: \_\_\_\_\_ Troop: \_\_\_\_\_

<u>Pair #</u>	<u>First Throw</u>	<u>Second Throw</u>	<u>Best Throw</u>
1)	_____ feet	_____ feet	_____ feet
2)	_____ feet	_____ feet	_____ feet
3)	_____ feet	_____ feet	_____ feet
4)	_____ feet	_____ feet	_____ feet
5)	_____ feet	_____ feet	_____ feet

Number of Pairs in the Patrol: \_\_\_\_\_ Combined Best Throws (in feet): \_\_\_\_\_ feet

Divided by the Number of Scouts in the Patrol = \_\_\_\_\_ feet x 5: \_\_\_\_\_ feet  
(Enter THIS Value!)

Once you have entered the data on the two scoring sheets, you may discard this sheet; please do so properly (i.e., in a trashcan) - Thanks!

## FIREBUILDING RACE

### Equipment Needed:

- 1) Will need to pre-gather sufficient amounts of wood, including tinder, kindling and small sized fuel. **This is VERY important to do in advance if it's going to rain during or just before the Projectoree.** You need a lot of wood! Pre-sort the wood into identical packets for each Patrol, so that no Patrol has an unfair advantage with respect to materials. You need enough for 30 Patrols (that's a LOT of tinder and kindling!)
- 2) Two packages of kitchen (wooden stick) matches.
- 3) 5 One Gallon Pots, with lids (the medium size from the BSA Cook-kits are fine)
- 4) 2 pounds of thin spaghetti
- 5) 5 Stopwatches
- 6) Large Supply (20 gallons) of water (for boiling and putting out fires)
- 7) Several safety 5-gallon firebuckets, full!
- 8) A 1 Quart Measuring Cup
- 9) 15 Six-Foot Staves (for Tripods)
- 10) 5 pieces of rope (for tying tripods and hanging pots).
- 11) 5 standard aluminum tarp poles (or equivalent)
- 12) A first aid kit, emphasizing burn treatment supplies. **A supply of ice (and plastic bags).**
- 13) A trash can for waste spaghetti.
- 14) 5 metal drip-pans or trash can lids to build the fires on.
- 15) 5 Pens for Scoring, and 5 Clipboards.
- 16) Multiple sets of heavy duty "hot gloves" (for carrying and dumping burning wood and hot ashes on in the drip-pans or on the trash can lids)
- 17) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

Before the first Patrol of the day, the Senior Scouts should start a fire in each pan in order to dry it and the ground underneath; otherwise, the first Patrols are penalized due to the cold wet ground and possible condensation on the pans. This has been a common complaint at past Projectorees.

Each Patrol gets its wood supply, a trash-can lid, 2 matches, a One Gallon Pot already containing 2 Quarts of water, a handful of spaghetti (AT LEAST 20 PIECES!), and a tarp pole.

The Patrol must be divided into three equal groups (as best as arithmetic will allow). One third of the Scouts must build the fire on the trash can, one third must build the tripod, and one third must suspend the pot, position the tripod over the fire, cook the spaghetti, and dole it out strand by strand to each Patrol member. The Patrol will need to save an appropriate piece of wood from their supply in order to dole out the cooked, HOT! spaghetti strands. No Scout may receive more than one strand at a time. Each Patrol member must tie a single overhand knot with his spaghetti strand around the tarp pole. Patrols must tie 10 knots; Patrols with less than 10 members will have to have sufficient Scouts tie 2 knots. Note that all Scouts must tie one knot, but no Scout should tie more than 2 knots.

If the Patrol lights their fire with just 1 match, a 30 second bonus is taken off of their total time. Each extra match past the original two is a 30 second penalty (i.e., added onto their total time.) If a spaghetti strand breaks while attempting to tie the knot, the Scout can retry with what's left or go get another piece. The overall time will be based on the Patrol finishing their 10 knots.

This is a long event (two time segments.)

When the competition is completed, the remaining burning wood should be carried to a central fire point **BY THE STAFF, USING LEATHER HOT GLOVES**, and dumped there, so the fire pan will be free for the next time frame.

Clarification: Once the pot is suspended over the fire, all Patrol Scouts **ARE** allowed to go and get additional wood from the surrounding woods. They should go collect wood in buddy pairs ONLY.

Supervision Needed: 1 Shadow Adult, 5 Senior Scouts

Don't forget to legibly mark scoring sheets before Patrols depart! Scoring is based on the total time needed for the Patrol to tie 10 knots, with bonuses or penalties factored in.

Clarifications: If they finished, write the time in seconds. If they didn't finish, but did manage to boil the water, write "boil". If they didn't manage to boil the water but did get a fire going, write "fire". If they didn't even get a sustainable fire built (i.e., burned for at least 2 minutes), then write "DNF."

If they cheated by using a Bic Lighter or some form of firestarter (e.g., lighter fluid) to assist the starting of their fire, the Patrol is disqualified, in which case write down "DSQ."

Normalization by age will be done by the Scoring Coordinator.

## HOT LAVA RESCUE RELAY

### Equipment Needed:

- 1) 44 1 foot x 1 foot blocks of plywood or equivalent.
- 2) 8 6-foot staves
- 3) 4 pieces of rope to tie sheer lashings
- 4) 4 mousetraps
- 5) 4 pieces of string (each one 2 feet long) for tying washers to staves
- 6) 4 heavy nuts (or 12 medium weight washers); tire lug nuts or ½ inch nuts are good for this.
- 7) 4 stopwatches
- 8) 4 traffic cones
- 9) 4 Pens for Scoring
- 10) 4 Clipboards
- 11) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This activity combines Patrol teamwork and basic Scout skills. **Each Patrol will get 11 plywood blocks (regardless of Patrol size)**, 2 staves, rope for tying a sheer lashing, a piece of string and a washer. The Patrol will line up behind the start line, each Scout on a block of wood, with all the spare blocks (minimum 1 for Patrols with 10 members) behind the last Scout. The staves, rope, string and washers may be carried by any Scouts. The mousetrap is set up about 50 feet away, with a traffic cone about 10 feet in front of it. **THE TRAFFIC CONE MUST BE 50 FEET AWAY.** At “Go,” the last Scout in line retrieves the free block behind him and passes it to the front of the line, where the first Scout (**who must be one of the three smallest Scouts in the Patrol**) places it in front of him at a reasonable distance. At this point, all Scouts may step forward one block towards the mousetrap. **Once everyone has stepped forward**, the last Scout can again retrieve the last block in line, and the process is repeated. [The last Scout cannot pick up the 11th block until the entire Patrol has stepped forward; otherwise minimum sized Patrols (8 blocks) would have a time advantage over full sized Patrols. Only one square at a time can be passed up. Also, 2 Scouts cannot stand on the same square.] Simultaneously, while the line is moving, Scouts in the line can/should sheer-lash the two staves together, and tie the washer and string onto the end of the resulting lashed pole. The efforts to pass blocks, step forward and tie lashings and knots all at once can cause total pandemonium if the Patrol is not organized properly.

When the line gets to the traffic cone, the Scout in the lead may use the pole extension (which will be just long enough) to lower the washers onto the mousetrap and “snap the trap.” If he’s having difficulty, he can ask the Scouts to continue passing more blocks to the front of the line in order to move closer to the trap. In this way, even if the Patrol cannot properly tie a sheer lashing, they can still get to the trap (but it will take them longer to do so). Thus, a Patrol that was unable to get their staves lashed together (or decides not to try and last the staves in the first place) **MAY** pass the traffic cone in order to get close enough to snap the trap. In the worst case, the Patrol can continue until the lead Scout can lower the washer onto the mousetrap by hand.

Once the trap has been snapped, the lead Scout makes a U-turn, circling the traffic cone, and returns to the starting line. To repeat, he doesn’t just turn around, making the last Scout in line the lead Scout for the return, he stays in the lead. The passing of blocks continues until the **mousetrap** (or the washers) cross the starting line. Again, Patrols with properly lashed staves have an advantage, since they can reach across the line with the extension. The mousetrap/lashed staves combination cannot be thrown across the line.

Clarifications: A) If a Patrol snaps a trap but the trap does not attach itself to the weights, then the Staff should count this as attaching the mousetrap – and the washers “are” the mousetrap. B) There is NO REQUIREMENT for the Scouts to have a foot on two blocks at the same time – in fact, this is an improper modification.

Again, **the lead Scout has to be one of the Patrol’s three smallest Scouts** (Patrol Leader’s choice.) The Staff needs to enforce this rule. As long as a small Scout is in the lead, there should be no problems with Scouts who cannot make the step from one square to the next.

Penalties:

- “Dumping” the staves and rope: 2 minutes
- Scouts stepping off the blocks onto the grass: 30 seconds, each offense (as long as a small Scout is in the lead, this should be rare!) **Give three “No Penalty” warnings on this, then start penalizing for additional infractions.**
- Scouts “throwing” the free block(s) to the front of the line, or passing it across the gap during the U-turn (i.e., bypassing the intermediate Scouts in line): 1 minute, each offense.
- Scouts passing multiple blocks to the front of the line at one time: 1 minute, each offense.
- Scouts “throwing” the mousetrap across the finish line - disqualification.

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Don’t forget to mark all scoresheets before the Patrol departs! Scoring is based on the total time needed to complete the course, plus any added penalties. Patrols not finishing the event should be scored as DNF; disqualified Patrols should be marked as DSQ. Normalization for age will be done by the Scoring Coordinator.

## NUCLEAR REACTOR

### Equipment Needed:

- 1) 10 large, low cut cardboard boxes (the tops of copy paper boxes work well, but will need to be weighed with rocks or staked down if it's a windy day).
- 2) 20 12-Foot long pieces of 1/4 inch diameter rope
- 3) Ball of Twine or string
- 4) Measuring Tape
- 5) 4 rubber tie-down straps, tied into an "O-Ring" arrangement, with 5 12-Foot long ropes attached in a symmetrical array around the O-ring.
- 6) 8 "Fuel Containers" - Tubes of about 6 inch diameter and 18 - 24 inches tall
- 7) 24 Ping-pong balls (a few extras would be prudent)
- 8) 4 Small Stakes
- 9) Hammer for pounding stakes
- 10) 4 Stopwatches
- 11) 4 Pens for Scoring
- 12) 4 Clipboards
- 13) 25 sets of cheap gloves (to prevent blisters; extras are for small Scouts doubling up on a rope)
- 14) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This event involves Patrol teamwork. The Scouts must to move "spent nuclear fuel" from a "nuclear reactor," and replace it with fresh fuel. Since nuclear fuel is deadly, this has to be done remotely.

The event is arranged as follows: Set up 4 equal arrangements, each being 2 cardboard boxes placed 50 feet from each other (this MUST be 50 feet!) Note that you will need a large area of ground to set up the 4 competitions - or the Patrols will be running into each other while doing their transfers. One fuel container is placed in each box, upright, containing three ping-pong balls at the very top of each (more on this below.).

Five Scouts from the Patrol use the O-ring/rope combination to pick up the spent fuel container and move it to the other box without spilling any of the fuel (the ping-pong balls); each ping-pong ball dropped is a 1 minute penalty (maximum 3 minute penalty; pick up the dropped balls so they don't get stepped on, but do not place them back in the container). Picking up the fuel container is not easy: The Scouts have to array themselves around the container, evenly pull the O-ring open and lower it over the container, then allow the O-ring to constrict over the container. **One additional Scout may stand next to the reactor in order to coordinate the Patrol's efforts – he can talk or just use hand signals, or both.** The Scouts then apply just enough tension to pick up the container - without allowing it to slip out - then walk it over to the other box, and place it in the box without allowing it to tip over or knock the other container (already in the box) over; this is a 3 minute penalty. **There is no requirement for more than 2 Scouts to maintain tension on the reactor while carrying it.** If they do knock over the container, the Staff Scout will set it back up. The stopwatch continues to run! At this point, they remove the O-ring arrangement to the side, and the other half of the Patrol takes over. The second group moves the fresh fuel container from the second box back over to the first box in the same manner. Once done, they again walk the O-ring to the side; time is called when they reassemble at the starting point (which is marked by one of the stakes.) Patrols with less than 10 Scouts must use adequate Scouts from the first group to fill out the second group (however, all Scouts must participate in one group or the other - don't let anyone sit off to the side and watch!)

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Penalties: As noted above, 1 Minute for each lost ping-pong ball, additional 3 minutes for each container which falls over.

NOTE! - This event is often too much for small Scouts to accomplish (they either can't pull hard enough, or get pulled off their feet by larger Scouts on opposing ropes.) In these cases, **the Event Staff has the discretion to allow two small Scouts to work together on a single rope if, in their judgment, a single Scout cannot handle the rope alone.** If necessary, in the worst case scenario, the Staff can allow all 10 Scouts in a "New Scout Patrol" to double up on every rope in order to do the event, if they're all younger Scouts, and the Staff Scout then acts as the center "coordinating" Scout/Patrol Leader. In this case, the Patrol will have to do the entire event twice, in order to match what other Patrols have to do (i.e., two runs with 5 Scouts each.) Remember - the intent is for the Patrol to succeed, not fail!

Don't forget to mark the scoresheets before allowing the Patrols to depart! Scoring is based on the total time needed to complete the two transfers, plus any penalties. Patrols not finishing are scored DNF. Normalization by age will be accomplished by the Scoring Coordinator.

Clarifications on fabricating the nuclear reactor. Designing and fabricating the O-ring arrangement and fuel containers will be the only really tricky issue in this event. If no longer available (or if you have to make another one), proceed as follows: For the fuel containers, use of standard heating duct pipe (6 inch diameter) or a thick-walled cardboard tube of about the same diameter should work. An end-cap should be put on one end of the tube to increase its stability when sitting. Another end-cap should be inverted, placed on the opposite end, and taped in place in order to hold the ping-pong-balls.

The O-Ring is trickier. O-rings are sold for tensioning tire-chains, but they are hard to find in the exact right size to fit the reactor. It is possible to use one of those black rubber tie down straps or bungee cords and fabricate what is needed. The ropes will have to be arrayed equally around the O-ring and "hard-wired" in place; otherwise, they'll slip around the circle and you'll just pull the O-ring into a long thin strip (which clearly won't work, and will frustrate the Scouts.) This "hard-wiring" could be done with just electrical tape, but I suspect that you will also need to somehow pass a thin wire through the O-ring material and the rope in order to fix the rope in place. Having one extra O-ring setup (in case one breaks) may be a prudent idea also. Make sure the O-rings will be tight enough to hold the reactor, but not so tight that the Scouts can't pull it apart without working blisters on their hands.

Each rope should be knotted about two feet and four feet from the end (that is, the far end versus the O-Ring); the knot at three feet can order to give the Scouts a gripping point, the knot at five feet is the warning knot and the Scouts cannot touch the rope any closer than this point. **It is better to tie loops in the ends of the ropes!**

**Note that the ropes are much shorter than past years (12 feet instead of 20 feet).**

## **OBSTACLE COURSE**

### **Equipment:**

- 1) Obstacle Course Setup (Troop 111 has all course materials)
- 2) 6 Stopwatches
- 3) Pens for marking scoresheets
- 4) 2 Calculators
- 5) Patrol Scoring Sheets (30 needed)
- 6) 5 Clipboards
- 7) 12 bales of straw
- 8) 300 eggs
- 9) Water Cooler, Disposable Cups (300) and Trash Bag

### **Instructions:**

The course is set up as the coordinating Troop see fit; note that it should be a good compromise between challenge and safety, and should take the average Scout about 2 - 2 1/2 minutes to run.

Each Scout runs the course one time only.

In order to make this event do-able for physically challenged Scouts, assistance will be provided at some of the more challenging points, if needed. If assistance is needed, a two minute time penalty will be assessed (two minutes total, not for each point of assistance!)

In addition, a two-minute “hold-in-place” time penalty will be assessed for “skipping” the rope swing or the climbing net. Usually one or two Scouts per session choose to skip the climbing net.

This is a long event (e.g. two time segments).

Scoring is calculated based on the Obstacle Course Group Size adjustment sheet. You will need to fill out one sheet per Patrol. Once this is done, don't forget to mark the Staff and Patrol scoresheets before allowing the Patrols to depart. Patrols not finishing are scored DNF. Normalization by age will be accomplished by the Scoring Coordinator.

Supervision Needed: 2 or 3 Shadow Adults, 5 – 10 Senior Scouts.



## OBSTACLE COURSE GROUP SIZE ADJUSTMENT SHEET

This is used by the Staff to compute the group size normalization. Use a fresh copy for each Patrol!

Patrol Name: \_\_\_\_\_ and #: \_\_\_\_\_ Troop # \_\_\_\_\_

Number of Scouts running the course: \_\_\_\_\_

Total Time: \_\_\_\_\_ plus any penalties = \_\_\_\_\_

Convert this time to total time in seconds = \_\_\_\_\_

Divided by the number of Scouts = \_\_\_\_\_

x 10 = \_\_\_\_\_

Convert this time back to total time in minutes/seconds = \_\_\_\_\_

**FINAL SCORE**

When done, enter the FINAL SCORE values on both the Patrol and Staff Scoring Sheets.

Once you have entered the data on the two scoring sheets, you may discard this sheet; please do so properly (i.e., in a trashcan)

## **PATROL SEE-SAW**

### **Equipment Needed:**

- 1) 4 Patrol See-Saw Setups (bases, planks, pipes, and u-bolts)
- 2) 8 heavy-duty "spike" stakes to hold the base in place.
- 3) Hammer to pound stakes in.
- 4) Socket wrench and sockets for tightening the u-bolts
- 5) 4 Stopwatches
- 6) 4 Pens for Scoring
- 7) 4 Clipboards
- 8) A dozen sheets of paper
- 9) Water Cooler, Disposable Cups (300) and Trash Bag.

### **Instructions:**

This event emphasizes Patrol teamwork. The Patrol Scouts get numbered 1 through 10 (if the Patrol has less than 10 Scouts, some (up to 3) Scouts will get 2 numbers to create a "de facto" Patrol of 10. [For example, if it's a 7 Scout Patrol, Scouts 1, 2, and 3 would ALSO be Scouts 8, 9, and 10.] All Scouts in the Patrol must participate. At "Go", Scouts 1 - 4 get on the see-saw **IN THAT ORDER** and get it to balance for 10 seconds. If it touches the ground at any point, they zero out and continue trying until they've balanced for 10 seconds. As soon as they do, Scout 1 gets off, Scouts 2, 3 and 4 move up a space, Scout 5 gets on the opposite end, and they re-balance again for 10 seconds. This continues in sequence until Scout 10 has gotten on and his 7, 8, 9, 10 group has balanced. At that point, with the clock still running, the Patrol gets off the see-saw and inverts, then re-starts with 10, 9, 8, 7 starting the second run, then Scout 10 gets off, 9, 8, and 7 move up, Scout 6 gets on, and they re-balance again. This continues until the 4, 3, 2, 1 group has balanced, and the time is called. The total time is recorded.

**Supervision Needed:** 1 Shadow Adult, 4 Senior Scouts

Don't forget to mark the scoresheets before allowing the Patrols to depart! Patrols not finishing are scored DNF.

## PIPELINE

### Equipment Needed:

- 1) 40 to 45 3-inch PVC pipe cut in half lengthwise or equivalent, each 3-feet in length.
- 2) 4 ping-pong balls (plus 4 extras in case the originals get squashed).
- 3) 4 coffee cans or buckets.
- 4) Stakes or orange cones to mark the course
- 5) 4 Stopwatches
- 6) 4 Pens for Scoring
- 7) 4 Clipboards
- 8) A dozen sheets of paper
- 9) Water Cooler, Disposable Cups (300) and Trash Bag.

### Instructions:

This event emphasizes Patrol teamwork. This activity involves moving a ping pong ball down lengths of half pipe held by a Scout. Each participant has only one half pipe, and the start and finish points are separated by 60 feet. The starting point is marked by a cone, and the end point by a can or small bucket. The team consists of the entire Patrol, who must each have their own length of half pipe. **If the ball is dropped, the Scout can pick up the ball, re-place it in his half-pipe, and the Patrol continues on.** However, **the Scout with the ball on their length of pipe must remain still** while transferring to the next Scout – he cannot carry the ball down the course on his pipe. If Scout with ball on length of pipe moves with the ball, the entire Patrol is stopped and “held in place” for one minute. Time is called when the team finishes by dropping the ball in their bucket. Record the time. **IF TIME ALLOWS**, the Patrol should be invited to repeat the course a second time, and the second time recorded. Enter the BEST time on the scoresheet.

### Clarifications:

- 1) All Scouts in the Patrol must participate. Each Scout gets length of pipe.
- 2) Have extra lengths of pipe and ping pong balls in case of breakage.
- 3) “Moving with the ping-pong ball” is obviously a judgment call – everyone is moving; however, if the Scout is taking 2 or more sizable steps while carrying the ball, that’s a clear violation. **But don’t nitpick a single step made in the chaos of the moment.**
- 4) If a more difficult game is desired, several obstacles may be placed in the course; if this is done, all Four Patrols must have the same obstacles. However, hazards that Scouts can trip over should not be used. A typical obstacle might be two traffic cones set close together that the Patrol would have to pass between, or a single cone that the Patrol would have to circle before continuing on, or both.
- 5) If you like, the second run can be done with a golf ball instead of a ping-pong ball; this actually is a bit more difficult due to the momentum of the heavier ball. If you want this option, add 4 golf balls to your equipment list.

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Don’t forget to mark the scoresheets before allowing the Patrols to depart! Patrols not finishing are scored DNF.

## RADIOACTIVE BASKETBALLS

### Equipment Needed:

- 1) 4 Basketballs
- 2) 4 Softballs
- 3) 4 Tennis balls
- 4) 35 6-foot long 1x2 furring strips, marked 18 inches from one end; **the extras in case of breakage.**)
- 5) Measuring Tape
- 6) Two stakes, with sharp points
- 7) A hammer for pounding in the stakes
- 8) Roll of yellow or white twine
- 9) 4 30 gallon trash cans (plastic or metal OK)
- 10) 4 Pens for Scoring
- 11) 4 Stopwatches
- 12) 4 Clipboards
- 13) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This is a physical coordination event. **Seven** Scouts each take a stave, and the group works together to pick up a basketball, carry it in the air over a 50 feet measured distance, and drop it into a 30 gallon bucket. When successful, they repeat with the softball. When successful, they repeat again with the tennis ball. Any Scout who did not participate in the first (basketball) group must participate in the second (tennis ball) group. As needed, Scouts from the first (basketball) group will fill in the second softball group in order to bring it up to 7 Scouts, and this rotation is repeated for the third tennis ball group. All Scouts must be involved in at least two groups – no one sits out. When finished with all 3 balls, the Scouts must retrieve them (by hand) and stack all staves and balls back at the starting line. The clock runs from “Go” until the Senior Scout Monitor accepts the Patrol’s clean-up.

Set-up: Four identical setups are needed. Each has to be separated by adequate distances such that the Patrols will not run into each other while they are carrying the balls (as a guess, 20 feet should be enough.) The stakes and twine are used to measure the starting line. The twine can be marked at 20 feet intervals to define the starting points between Patrols. The 30 gallon trash cans are placed 50 feet away from the starting line, opposite the starting points (MUST BE 50 FEET!)

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

If the ball drops to the ground, the Patrol must pick the ball up, and proceed from there. **[In other words, the Patrol starts from where the ball dropped – the Patrol does not need to “go back to the start line and start over” if they drop the ball.]**

**The Patrols MAY NOT intentionally roll the ball along the ground and they MAY NOT intentionally attempt to throw the ball towards the buckets.** If they do either of these things, the Patrol must go back to the starting line and start over again with that ball. If unintentional, re-start where they were.

Clarifications: The balls must be supported within the 18 inch section marked on the sticks. The Scouts **MUST** have one hand on the **END** of their stick, but cannot place their second hand beyond the 18 inch marks at the other

end of the stick. No Scout can touch more than 1 stave, to avoid scissor-pinching a ball. If they forget any of these rules, the Staff Scout must warn them (but no penalty).

Remember to mark all scoresheets before allowing the Patrols to depart! Normalization for age will be done by the Scoring Coordinator.

## **SCOUTMASTER's CHARIOT RACE**

### **Equipment Needed:**

- (1) 24 Eight-Foot PVC staves, in excellent condition (no cracks or splits). Please check that each staff can be bent heavily without cracking!
- (2) 24 eight foot sections of 3/8 inch rope (please test the ropes on the staves and make sure 8 feet long is enough)
- (3) 4 Traffic cones

### **Instructions:**

This is an end-of-the-day non-scored "fun event." Each Troop is given 3 staves and 3 sections of rope to set up a tripod chariot to carry their Scoutmaster down a race-course (down the main competition field.)

This will be run in three heats. Troops 1-4 will run in the first heat, Troops 5-8 in the second heat, and Troops 9-12 in the third heat. In the Championship, the Troops that came in first in their respective heat will compete in a final showdown.

Pre-setup is not allowed. At "GO!," the Troop lays out their staves into a tight triangle, and lashes them together. Each lashing must have a minimum of three wrappings and three frappings - this must be monitored by the Senior Scout Coordinators, and Troops should not be allowed to proceed until they have tied correct lashings (either square or diagonal lashings are OK.) Once this is done, their Scoutmaster (or other assigned Adult - but not a Scout!) sits on the tripod, which is then raced down main field to the finish line at the far end. The four traffic cones should be used to mark the start line and the finish line.

If two Troops collide, they will both be disqualified.

As noted above, this event is not scored, but the top three winners will be announced at the campfire, so please get the Troop #'s of the top three finishing Troops, and their placements (1st, 2nd, or 3rd).

The extra poles and ropes are so that the next heat can be set up as soon as the preceding heat has cleared the starting line.

Supervision Needed: 1 Shadow Adult, at least 6 Senior Scouts. (If insufficient Senior Scouts are available, recruit Adults to judge the lashings.)

## SPIDER WEB ESCAPE

### Equipment Needed:

- 1) 4 Spider Web Nets, each with about half a dozen cut holes, each about 3x2 feet (sufficient to pass a typical large Scout through.
- 2) 4 cowbells (heavy type)
- 3) 16 short Bungee Cords
- 4) 4 stopwatches
- 5) 4 Pens
- 6) 4 Clipboards
- 7) 8 bales of straw
- 8) 40 clothes pins
- 9) Water Cooler, Disposable Cups (300) and Trash Bag

### Instructions:

This is a timed coordination relay race. The Patrol must carefully pass 10 Scouts, including every member of the Patrol, through a “spider web,” a net suspended between two trees. There should be about 5 or 6 “holes” of varying size (roughly 3x2 feet) in the web. A cowbell is suspended at the tension point of the ropes, and the bungee cords are used to maintain tension throughout the web. Each touch of the ropes that rings the bell is a penalty. To increase the overall difficulty of this event, each hole can only be used twice per pass. When a hole is used twice, it is marked closed by a clothes pin

Patrols have to pass through the web twice, first in the forward direction and back again. The total time is the time for the Patrol to pass through the web forward and backwards.

On the first cycle, the Patrol must pass 10 Scouts through the web in the forward direction. Each member of the Patrol must go through the web. If the Patrol has less than 10 members, then some Scouts must be passed through twice so that a total of 10 Scouts are passed through the web. Each hole can be used only one time so Patrols need to plan ahead.

Once 10 Scouts have passed through the web in the forward direction, the first cycle is complete. At that point the web is “re-set” by removing the clothes pins, and all the holes are made available, and the Patrol then does the cycle a second time, this time passing Scouts back through the web in the opposite direction.

Once the Patrol has finished the second cycle, the game is done and the time is recorded. The penalties are added to the time and the resulting total time is recorded in the score sheets.

This event requires brainstorming and coordination. The Patrol usually will pass its smallest members through, then use their help on the opposite side in getting the larger Scouts through. However, they will still end up with the largest Scouts on the wrong side, and they will find it extremely difficult to get through. The strategy is to re-pass several of the smallest Scouts back through the Spider web in order to help the largest Scouts through, then have the large Scouts turn around and physically pick up the small Scouts still on the wrong side and carefully pull them through. It’s tricky to do, and requires careful thought to handle properly. **The Event Monitors (and Patrol Adult Escorts, if any) are allowed AND STRONGLY ENCOURAGED to fully assist the first Scout and the last Scout (or any physically handicapped but willing Scouts) only through the web**

(this is for Health and Safety purposes, so no Scouts are dropped, and to help prevent the webs from being trashed.)

Monitors of this event will need to constantly monitor the web tension. Use of bungee cords can help maintain consistent tension for the entire day. **Scouts may not crawl under the web, or be tossed over the web.** As noted above, the Monitors should also assist the first and last Scouts, and are the Safety Monitors. Scouts who cannot risk this event due to physical disability or injury (concussion, wearing a cast, etc.) may be excused by the Staff.

Penalties: Each ringing of the bell: 30 seconds

Note: Intentional destruction of the spider web (by dropping a Scout) results in Patrol Disqualification. The game stops at that point so that the web can be repaired for the next session.

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Please take caution to pick ground which is not overly hazardous if someone falls on it. It is **required** to spread straw in a thick layer over the ground “just in case.” Straw bales (2 per net) will be provided by the Projectoree Staff.

Don’t forget to mark all scoring sheets before each Patrol departs the event! Scoring is based on the Patrol’s total time, plus penalties for ringing the bell. Patrols not finishing are scored DNF. Disqualified Patrols are scored DSQ. Normalization by age will be accomplished by the Scoring Coordinator.



## WALK THE PLANK

**Note - This event requires a truck and large Adults and Scouts to set up.**

### Equipment Needed:

- 1) 16 4-feet x 4 feet by 23/32-inch plywood sheets, with double holes drilled on all 4 corners and in the center. Holes ½ inch or larger
- 2) Four 2 x 12 x 8 ft long planks, preferably **quality pressure-treated lumber** with minimal knots or cracks, with a 3/8 inch hole drilled one foot from each end. A 10 feet long piece of 3/8 inch rope should be passed through each hole and tied off with a knot underneath.
- 3) 80 milk crates
- 4) 80 long cable ties or pieces of rope to attach the plywood sheets to the milk crates (cable ties are much faster for set-up and disassembly).
- 5) Measuring Tape
- 6) 4 Stopwatches
- 7) 4 Pens for Scoring
- 8) Calculator
- 9) 4 Clipboards
- 10) Patrol scoresheets (30 needed)
- 11) Water Cooler, Disposable Cups (300) and Trash Bag
- 12) A Pair of heavy-duty scissors to cut the cable ties during breakdown.

### Instructions:

This event emphasizes Patrol teamwork. The idea is to have the pallets set up as four “islands” in a row, with a sizable gap between each (the gap should be about 6 feet). The Patrol gets on top of the first island and is given an eight foot long plank, and told to get the entire Patrol across to the far island **WITHOUT BRIDGING THE GAP BETWEEN THE ISLANDS WITH THE PLANK, OR ALLOWING THE PLANK TO TOUCH THE GROUND!** (That is, they can’t just span the gap with the board and walk across. Rather, they have to bridge most of the gap with the board, and use the bulk of the Patrol to weigh down the end on the first pallet, allowing the Scouts to walk most of way, then step across the last “air gap.” Some fancy board maneuvering is required to get the last Scouts on the starting pallet over the gap.) **FOR SAFETY, the plank can be maneuvered with the help of the ropes that are attached to the plank; however, the Scouts cannot hold up the free end of the plank with a rope while Scouts are crossing!** The plank may NOT touch the ground - each touch of the ground is a 1 minute penalty, as monitored by the Senior Scout timing the race. With the ropes, the chances of touching the ground are greatly reduced. When the entire Patrol is on the last pallet, they turn around and return to the first pallet in the same manner. Time is called when the entire Patrol has safely returned to the first pallet.

### Clarifications:

- 1) The 6 feet gap between the islands is a “guesstimate;” the Troop running this event will need to practice it in order to determine the optimal gap that the Scouts can step across without having a Health and Safety issue for the smallest Scouts. No Scout should have to make an overly lengthy jump!
- 2) This is a “short” event. It is estimated that completing the multiple “gap” course (i.e., bridging all the pallets twice) will take about 15 minutes for an inexperienced Patrol.
- 3) If milk crates cannot be obtained, each plywood sheet can be placed on top of 3 pallets instead; however, this increases the transportation challenge, and the pallets must be taken home afterwards.

Supervision Needed: 1 Shadow Adult, 4 Senior Scouts

Don't forget to mark the scoresheets before allowing the Patrols to depart! Scoring is based on the attached Patrol Scoring Sheet; use a calculator to get it right! Patrols not finishing are scored DNF. Normalization by age will be accomplished by the Scoring Coordinator.

## WALK THE PLANK PATROL SCORING SHEET

This is only to assist the Staff with Scoring Individual Patrols. Use a fresh copy for each new Patrol!  
When done, enter the calculated values on both the Patrol and Staff Scoring Sheets, and discard this properly (i.e., in a trashcan.)

Patrol Name: \_\_\_\_\_ and #: \_\_\_\_\_ Troop # \_\_\_\_\_

Number of Scouts in the Patrol: \_\_\_\_\_

Total Time: \_\_\_\_\_ plus any penalties = \_\_\_\_\_

Divided by the number of Scouts = \_\_\_\_\_

x 10 = \_\_\_\_\_ (Enter this value on both scoring sheets.)