

# Muir District Camporee 2004

## Field Event Handbook



## Briones Regional Park

May 14, 15, 16, 2004

This program can also be downloaded from  
[www.nonprofitpages.com/muirdistrict](http://www.nonprofitpages.com/muirdistrict)

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**INSPECTIONS**

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

**FIELD EVENTS**

<u>Event</u>	<u>Sponsor</u>	<u>Points</u>
COMPASS CIRCLE		50
FIRE BUILDING	Troop 262	50
HOT ROCKS		50
PLUTONIUM PORTATION		50
SCOUT LAW MATCHING		50
BOARDWALK	Troop 12	50
FIRST AID		50
GUESSTIMATE	Troop 180	50
KIM'S GAME	Troop 380	50
RESCUE SLED	Troop 465	50
FITNESS		50
MAP SYMBOLS	Troop 1994	50
BLIND RESCUE		50
LOG RAISING	Troop 465	50
WEBELOS EVENT		50
CAMPFIRE SKITS	OA	50
TOP SECRET MYSTERY EVENT	Camporee Staff	???
<b>Field Event Total</b>		<b>???</b>

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

<p>Call or email</p> <p><b>SCOUTMASTER -</b></p> <p>Or</p> <p><b>SPL -</b></p> <p><b>TO RESERVE AN EVENT FOR YOUR TROOP TODAY!</b></p>
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## Inspection and Field Event Overview

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

***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
	<b>Total 30 points</b>
All patrol members have current rank visible	5 points
For each member without current rank visible	-1 point
	<b>Total 5 points</b>
Totin' Chip card shown by all eligible members of patrol (>=1 Class)	5 points
Each eligible member without card	-1 point
	<b>Total 5 points</b>
Firem'n Chit card shown by all eligible members of patrol (>=1 Class)	5 points
Each eligible member without card	-1 point
	<b>Total 5 points</b>
All members have hiking boots	5 points
Each member not in hiking boots	-1 point
	<b>Total 5 points</b>
	<b>Uniform Inspection Total 50 points</b>

***Campsite Inspection***

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

**Campsite Inspection Total 50 points**

***Meal Inspection***

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

**Meal Inspection Total 50 points**

**COMPASS CIRCLE**

**Equipment**

<u>Qty</u>	<u>Description</u>
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**

<u>Pts.</u>	<u>Observation</u>
5	Patrol Leader presents himself with scorecard.
10	No discourteous remarks or actions by patrol members. <b>5 pts. deducted each incident.</b>
5	No one but Bearing Taker and Bearing Marker in circle once event starts.
15	Bearing accuracy
15	Distance accuracy

<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.



## 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.
10	No discourteous remarks or actions by patrol members. <b>5 Pts deducted each incident.</b>
10	All instructions followed. <b>5 Pts. will be deducted for each instruction not followed.</b>
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**

<u>Qty</u>	<u>Description</u>
4	8' ropes for carrying.
1	20' rope for 10' circle
1	Bungee cord
1	10' rope for safe area
1	1 gallon bucket
1	Stopwatch

**Evaluation**

<u>Pts.</u>	<u>Description</u>																								
5	Patrol leader presents himself with scorecard.																								
10	No discourteous remarks or actions. <b>Five Pts. deducted for each incident.</b>																								
15	Following leaders instructions. <b>Five points deducted for each instruction not followed.</b>																								
20	For completing event under 4 minutes.																								
	<table border="0"> <tr> <td>Under 4 min.</td> <td>20</td> <td>5:01 to 5:15</td> <td>10</td> </tr> <tr> <td>4:00 to 4:15</td> <td>18</td> <td>5:16 to 5:30</td> <td>8</td> </tr> <tr> <td>4:16 to 4:30</td> <td>16</td> <td>5:31 to 5:45</td> <td>6</td> </tr> <tr> <td>4:31 to 4:45</td> <td>14</td> <td>5:46 to 6:00</td> <td>4</td> </tr> <tr> <td>4:46 to 5:00</td> <td>12</td> <td>6:01 to 6:15</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>Over 6:15</td> <td>0</td> </tr> </table>	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
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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 81 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 81 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

<u>Qty.</u>	<u>Description</u>
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

<u>Pts.</u>	<u>Observation</u>
5	Patrol Leader presents himself with scorecard.
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.
10	No discourteous remarks or actions. <b>Five points will be deducted for each incident.</b>
9	For following leaders instructions. <b>Three points deducted for each <i>Inst.</i> not followed.</b>
8	For not stepping into swamp. <b>Two points deducted each time a member steps in swamp.</b>
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**

1. 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.
2. Patrol selects a leader and lines up on one side of the swamp awaiting the word "GO".
3. On "GO", the leader directs the patrol members in positioning one of the 2X6s to form a bridge over an area of the swamp.
4. As soon as the bridge is in place, all patrol members will get on it.
5. 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.
6. All patrol members get on this second bridge.
7. 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.
8. If anyone steps into the swamp, no further action may take place until he is back on the bridge.
9. 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>
5	Patrol Leader presents himself with scorecard.
10	A First Aid leader takes charge and gives appropriate directions. Partial Pts. OK
4	No discourteous remarks or actions by patrol members. <b>Deduct 2 each incident.</b>
6	For treating for shock. <b>2 points will be deducted for any improper procedure or for any needed procedure not attempted.</b>
5	For going for help.
20	For treating for bleeding, breathing, broken bones etc. <b>5 points will be deducted for any improper procedure or needed procedure not attempted.</b>

### 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 severs 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.
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>
5	Patrol Leader presents himself with scorecard.
10	No discourteous remarks or actions. <b>5 points deducted for each incident.</b>
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.
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	1:26 to 1:30	11
1:01 to 1:05	21	1:31 to 1:35	9
1:06 to 1:10	19	1:36 to 1:40	7
1:11 to 1:15	17	1:41 to 1:45	5
1:16 to 1:20	15	1:46 to 1:50	3
1:21 to 1:25	13	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.
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>
<b>11 to 12 years</b>		<b>13 to 17 years</b>	
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>					
<b>11 to 12 years</b>		<b>13 to 14 years</b>		<b>15 to 17 years</b>	
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>			
<b>11 to 12 years</b>		<b>13 to 17 years</b>	
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>			
<b>11 to 12 years</b>		<b>13 to 17 years</b>	
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.
- 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**

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

**Evaluation**

<u>Pts.</u>	<u>Observation</u>
.5	Patrol Leader presents himself with scorecard.
10	No discourteous remarks or actions by patrol members. <b>5 Pts. will be deducted for each incident</b>
10	For following all instructions. <b>5 Pts will be deducted for each instruction not followed.</b>
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.
10	No discourteous remarks or actions by patrol members. <b>Deduct 5 points for each incident</b>
10	For no one but the leader talking <b>Subtract 5 points for each time someone other than the leader talks</b>
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**

1. 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.
2. 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.
3. 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.
4. 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																								
5	No discourteous remarks or actions by patrol members. <b>Deduct 5 points for each incident</b>																								
4	All written instructions followed. <b>Deduct 2 Pts. for each such instruction not followed.</b>																								
4	Patrol Leader gives any needed directions and patrol members follow them. <b>2 Pts deducted for each needed instruction not given or not followed</b>																								
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.																								
	<table border="1"> <tbody> <tr> <td>0:00 to 0:30</td> <td>24</td> <td>2:01 to 2:30</td> <td>16</td> <td>4:01 to 4:30</td> <td>5</td> </tr> <tr> <td>0:31 to 1:00</td> <td>22</td> <td>2:31 to 3:00</td> <td>14</td> <td>4:31 to 5:00</td> <td>2</td> </tr> <tr> <td>1:01 to 1:30</td> <td>20</td> <td>3:01 to 3:30</td> <td>11</td> <td>Over 5:00</td> <td>0</td> </tr> <tr> <td>1:31 to 2:00</td> <td>18</td> <td>3:31 to 4:00</td> <td>8</td> <td></td> <td></td> </tr> </tbody> </table>	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		
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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.

## 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.