

CAMPOREE 2010

EVENT DESCRIPTIONS

CONEJO VALLEY DISTRICT



“Into The Next Century”

APRIL 23 – 25, 2010

**Walnut Grove at Tierra Rejada Ranch
3570 Sunset Valley Rd., Moorpark, CA**

VENTURA COUNTY COUNCIL, BOY SCOUTS OF AMERICA

2010 CAMPOREE EVENTS

Guidelines and Descriptions

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TO ALL EVENT SPONSOR TROOPS

The intent of Camporee is to encourage learning - competition is the stimulus. However, if the situation degenerates to “win any way you can” we have lost the original spirit and the SCOUT SPIRIT.

JUDGE ACCORDINGLY!!

CAMPOREE SCORING SYSTEM

100 Pts for perfect!
10 Pts minimum for trying, regardless of results.
0 Pts for <u>cheating!</u>
5 Pts for spirit!

RULES AND GUIDELINES

1. Be FAIR! Be CONSISTANT! Rules chosen for the event, **MUST** be applied throughout the day. Judge all patrols with the same standards and give all patrols the same instructions. Do not adjust courses or criteria for scoring during the day. Have all scoring criteria determined beforehand.
2. PATROL SCORE CARDS must be presented at each event. The patrol roster must be filled out. Call roll if your event requires the full patrol participation. If a card is lost it will be replaced by one of the chief score judges.
3. DO NOT SUPPLY standard scout equipment required for your event (e.g. Scout Handbook, compass, axe, knife, paper & pencil, scout neckerchiefs) unless you intend to provide ALL patrols with the same equipment.

THE IDEA IS “BE PREPARED”

4. SCOUT SPIRIT is important and counts for 5 of the 100 points for each Decathlon event. When scoring scout spirit, allocate points as follows: Patrol Flag = 1 pt; Patrol Yell = 1 pt if “loud & proud”; PL leads = 1 pt; Participation by ALL patrol members = 1 pt; Courtesy with each other & event staff = 1 pt.
5. AVOID TIES! In some events, time can serve as a way to prevent ties. But try to incorporate the timing element within the 100 point scoring system. Other events may use the Scout spirit (on a 0 to 5 scale) to break ties.
6. EVENT SCORESHEETS are 2-column sheets of peel-and-stick labels, preprinted and listed by troop number and patrol name. Each patrol will have two labels, one in the left column and one in the right column, to provide for double-entry.
7. RECORD both the total score for the event (max. 100 pts) and the part of that score due to scout spirit (0 to 5 pts) on **BOTH** the left and right labels for each patrol on the score sheet. For timed events, record the time for possible use by the judges. Also record the total event score on the PATROL SCORE CARD, as an unofficial record for the patrol’s own use.
8. BE NEAT in filling out EVENT SCORESHEETS and the PATROL SCORE CARDS.
9. Make sure you are entering the score on the correct line. Double check the troop number and patrol name on the event score sheet and the event name on patrol score card before you enter the scores and time.
10. Once the scores and time are recorded, peel off the right column label from EVENT SCORE SHEET and stick it on the Scorekeeping Transmittal Form, so scores can be picked up periodically throughout the day.
11. BE PREPARED! Temperatures can reach in the 100s. On the other hand, it could be cold and raining. Bring Popup for protection, chairs, table, clipboards, extra pens, stopwatches and/or compasses as needed, 5 gallon water Thermos, and snacks. Be sure to bring stakes to mark off your event area, courses, or keep-out areas. Practice your event with your troop and determine suitable scores vs. time. Camporee is not the place to develop the time/score sheet.

Decathlon Event**Centurion Chariot Race****ref. BSA Handbook**

Objective: To build a “chariot” and ride it a determined distance. The “chariot” is to consist of 3 poles lashed together using 2 square lashings and 1 diagonal lashing.

Procedure: The event consists of two steps. First, each patrol will be given three poles and three ropes of equal lengths, respectively, to be lashed together into a triangle. Then each patrol will drag the “chariot” a determined distance.

Rules: Each patrol will first use the 3 ropes to lash the 3 poles together into a triangle. While “running” the chariot the determined distance, there will be 1 rider(a patrol member) and 2 points of the triangle must be touching the ground at all times. If any lashing does not hold, it must be re-tied on the spot. All patrol members must participate during the whole event.

Preparation: Practice tying proper square and diagonal lashings and working as a team.

Lashings: Top lashing is to be a diagonal; bottom 2 lashings are to be square lashings.

Time: Patrols will be timed while tying the lashings and a separate time on running the course. Points for each time will be determined by a time chart.

Running the Course: Two (2) points of the triangle must touch the ground at all times. If a lashing comes loose and any point of the triangle comes apart, the patrol must stop and re-tie the lashing(s) correctly before completing the course. Each lashing that comes apart during the running of the course will receive a zero for the “lashing hold” score. The rider must ride the cross-bar throughout the entire course.

Scoring: Up to 30 points can be earned for the combined time taken to build the travois and run the course. Times ≤ 2 minutes receive the full 30 points. For times above 2 minutes, the time score decreases linearly to zero for times > 12 minutes. In addition, each lashing will be scored separately as follows:

Correct and well tied, start and finish knots; 5 points per lashing.

Minimum wrap & frap specifications, and overall quality/neatness; 5 points per lashing.

Lashing holds during the running of the course; up to 10 points per lashing.

Each patrol may also earn 5 points for participation and up to 5 points for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

Decathlon Event**21st Century Flames**

Objective: The objective of this event is to light and maintain a fire until it burns through a string that will be suspended from two vertical rods, 18” above the fire pit..

Procedure: The patrol prepares to make a fire by assembling kindling in a fire pit. The timer starts when the first match is struck. The patrol will be provided 2 matches to start the fire, without any time penalty. Additional matches will be provided at a 30 second penalty for each additional match. The patrol will need to bring this fire up quickly and stoke it "hot" with no artificial means. Don't forget to protect the fire from the wind. A big fire is not always a hot fire.

Rules: The fire must be contained within the limited size fire ring and can be stacked no higher than 12” from the bottom of the fire pit. The vertical rods will be marked at 12” from the bottom of the pit to indicate maximum stacking height. The fire must be constructed completely of tinder, kindling, & fuel wood generated from the wood provided. **NO** pine, straw, leaves, dried grass, sticks, belly button lint, liquid fuel, etc. may be used.

Preparation: The patrol must make their own kindling from wood provided at the event, prepare and stack the wood to build a fire. We want to avoid accidents in the “ax yard, so this part of the event is not timed and patrols will be given as much time as they need in the “ax yard” to prepare their wood/fuel for this activity.

Time: This is a timed event. The patrol will have a limited amount of time, although not part of the “timed” score, to arrange the wood and get the fire area prepared. The timer starts when the first match is lit and ends when the 18” string is burned through such that it no longer stretches horizontally from the vertical rods.

Scoring: Points will be awarded based on the amount of time taken to burn through a string, up to a maximum time when no points will be awarded. The shorter the time to burn the string, the more points awarded (95 points maximum). 30 seconds will be added to the time, starting with the 3rd match, for each additional match used. 30 seconds will be deducted if only 1 match is used. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS**Materials:**

- Wood
- Matches
- Shovel
- Rake
- String and rods
- 3 Pots for water/sand

Decathlon Event**Scouts to the Rescue**

Objective: To tie together lengths of ropes and rescue a victim from a hazardous situation.

Procedure: There will be a total of seven-6-foot lengths of rope provided to the Patrol. Each member must tie the ropes together using sheet bend knots. At one end of the assembled rope, a bowline knot will be tied. The Patrol will coil the rope and throw it from an imaginary shoreline to a victim—who is one of the Patrol members. The Patrol member victim is located 30 feet from the shoreline in a “rescue circle.”

Rules:

- Each sheet bend and the bowline knot must be properly tied.
- If the Patrol has fewer than 7 members, other members of the Patrol may tie additional knots.
- Each Patrol will be given 3 attempts to toss the rope to rescue the Patrol member victim
- The Patrol member(s) must stay behind the imaginary shoreline when tossing the rope. If the rope is thrown by a Patrol member beyond the imaginary shore line, the toss will count as a failed attempt.
- The Patrol member victim may reach out and grab the tossed rope, but his lower body – including feet, legs and waist line - must stay within the rescue circle located 30 feet from the shoreline. If his lower body is outside of the rescue circle when grabbing the rope, the toss will count as a failed attempt
- Once the Patrol member victim catches the bowline, he must place it around his torso within the rescue circle to be rescued—and become a survivor! At this point, the event timing will stop.

Preparation: Practice tying the appropriate knots, tossing the rope, and working as a team

Time: This is a timed event. Time will start on a signal by the event sponsor for the Patrol to begin tying knots. Time will stop when the Patrol victim is rescued--as evidenced by the bowline being placed around his torso—or when 3 rescue attempts have failed.

Scoring: The overall time for the event will be recorded. Fifteen seconds will be added for each incorrect knot. One minute will be added for each failed rescue attempt. Up to 95 points may be earned based on time – the faster the better – down to zero point if the maximum time is exceeded. Up to 5 point will be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS**Materials:**

- Stopwatch or timer
- Seven-6 feet lengths of rope
- Stakes and lines to define the shoreline and victims circle.

Decathlon Event

Get Me Through This!

Scenario: A patrol is in the wilderness and has come upon someone who has sustained a fairly severe, life-threatening injury in an unsafe location, requiring the victim to be very carefully, yet quickly moved to a safe location, where appropriate first aid can be administered and professional emergency responders can be brought.

Objective: To carefully carry a “victim” (mannequin) through an obstacle course using a “stretcher” made out of objects commonly found on a campout. As a measure of how carefully the victim is being moved, the mannequin will have a hole cut in its stomach area to hold a coffee can full of water. The idea is not to spill the water as the patrol goes through the course.

Rules: Each patrol will construct a stretcher using the 2 poles and ground cloth provided, carefully place the mannequin on the stretcher, and then carry the victim on the stretcher through the obstacle course, spilling a minimum of water. All patrol members must participate during the whole event.

Preparation: Practice building a stretcher using 2 poles & a ground cloth and carrying a bucket of water on the stretcher without spilling the water.

Time: This is a timed event. Up to 65 points awarded will be determined based on a time chart.

Scoring: 65 points possible for the timed score from going through the obstacle course.
30 points possible for the amount of water remaining.
Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

Materials:

- 2 poles
- Ground cloth
- Coffee can full of water
- Mannequin(with hole in stomach area)
- Measuring Cup for remaining water

Decathlon Event

Hot Isotope Transport

Objective: The objective of this event is for the patrol, working together, to transport a container of “Hot Isotope” a predetermined distance or through a course. Patrols consist of paired BLINDFOLDED “Isotope Handlers” and non-blindfolded instructors.

Procedure: The patrol is arranged around an open top container with “hot isotope” in it, suspended by a special transport device. The patrol will need to move the “isotope” container to a “safe place” without dropping the isotope using the special transport device. The transport device is a rubber band with six 3-foot strings attached to the main rubber band with smaller rubber bands. Patrol members are paired off such that one scout is blindfolded who handles a string on the transport device, and the scout paired with him is non-blindfolded. The non-blindfolded scout instructs his paired blindfolded scout how to handle his string attached to the “hot isotope” transport device.

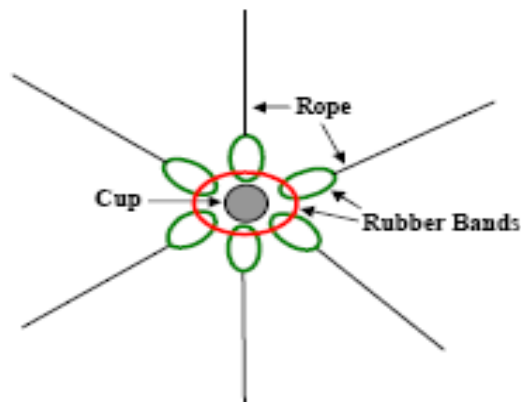
Rules: During the event, blindfolds must remain on, and only paired partners may speak to each other. The number of strings used will be determined by the number of patrol members. All patrol members, to the nearest even number, must participate.

Preparation: Patrols are encouraged to practice, prior to Camporee, by preparing a their own mockup of the event.

Time: This is a timed event. The timer starts when the patrol is given a signal to begin.

Judging & Scoring: Judging this event is done by determining the time it takes to complete the course. The course is typically 20 feet without turns. Add 30 seconds if the container with the “isotope” is dropped. Only 30 seconds maximum may be added, even if multiple drops occur. Up to 95 points may be earned based on time – the faster the better – down to zero point if the maximum time is exceeded. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS



Hot Isotope Special Transport Device

Decathlon Event

Knots Are Us

ref. BSA Handbook

Objective: To see that Scouts know the correct application of a given knot, as well as how to properly tie it. The knot usage description will correspond with the description in the Scout Handbook.

Knots:	Square Knot	Two Half Hitches	Taut Line Hitch	Clove Hitch
	Bowline	Sheet Bend	Timber hitch	

Rules: Each patrol will line up behind a designated line from which an individual patrol member will step forward to the “tying area”. A particular usage of a knot will be described to the patrol member as written in the Scout Handbook. After which, the patrol member will have to properly tie the correct knot that matches that description. Each patrol member will cycle through to the tying area until all 7 knots have been successfully tied, or 9 minutes have elapsed. All patrol members must participate. Each patrol member must either successfully tie the assigned knot, or spend 1 minute trying to correctly tie the knot before giving up.

Preparation: Review the knot tying section of the Scout Handbook and practice properly tying the knots. Learn the usage of the knots.

Scoring: Each successfully tied knot is worth 10 points (for a total of 70 points).
Up to 25 points can be earned depending on the length of time to successfully complete all 7 knots – 25 points for ≤ 1 minute down to zero points for > 9 minutes
The maximum time allowed to complete all 7 knots is 9 minutes.
Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

Materials:

- Tying pole or board
- Suitable lengths of synthetic rope
- Stopwatch
- Time/Score Chart

Decathlon Event

Disaster Clinic 2010

ref. BSA Handbook

Objective: To test the Scout’s basic first aid, Tenderfoot to First Class, knowledge and see if the Scouts are able to apply their knowledge to various “hurry case” situations.

Rules: The Disaster Clinic 2010 event has two-scored sections: a 20-question true/false written test, and “hands on” performance. All patrol members must participate during the whole event.

- 1) Written Test Section:
 - 20 True/False Questions.
 - One test per patrol.
 - NOT open book.
 - Patrols may discuss answers among themselves before writing them down.
 - Must stay at the event site.
 - No Time Limit.

- 2) “Hands On” Section:
 - There will be 3 injury scenarios (examples: Serious Bleeding, Poisoning, Heart Attack). Patrols are guided to one of the three injury scenarios. At the injury scene, the scouts must:
 - 1) Survey the scene.
 - 2) Determine the nature of the problem by properly identifying the symptoms,
 - 3) Properly give instructions to get help.
 - 4) Properly treat the victim.
 - 5) Complete (1) through (4) in the order shown.

Preparation: Review & practice Tenderfoot to First Class first aid skills.

Scoring:

Section of Clinic	Points			
	Min	Max	Min	Max
Written True/False test			0	20
The Injury Scenario, as follows:				
Survey the scene	0	15		
Determine the problem by properly identifying symptoms	0	15		
Properly give instructions to get help	0	15		
Properly treat the victim	0	25		
Perform (1) through (4) in the proper order	0	5		
Injury Scene Maximum			0	75
Scout Spirit			0	5
Based on valid contribution by the most patrol members and respect and attentiveness of those not talking.				
Total			0	100

Decathlon Event

Lumber Jack Log Haul

ref. BSA Handbook

Objective: To give Scouts an opportunity to demonstrate skills and teamwork

Procedure: This is a timed event over an obstacle course. The course is setup approximately 200 feet in length with a start/finish line and one or two obstacles. The scouts work in patrol teams using a rope to tie the timber hitch knot and navigate the course, towing the log. The scouts may take turns towing the log, or work together in teams. The far field obstacle is for turning around to return.

Rules: The log is towed by only the rope and the scouts may not handle or touch the log while it is making forward progress. If the knot slips and the log is not able to be pulled by the rope, the knot must be repaired or redone at that point. The timing is done from when the scouts begin at the start/finish line, navigate the course and return over the start/finish line.

Scoring: Maximum 95 points for completing the course. Faster time is more points. Points are taken off, if the log is touched other than by the rope while being pulled. Points are not taken for repairing the knots since it will affect the completion time. A sample table for points and time is given below. Scorekeeper will adjust times and score depending on the course. Add 10 points for full patrol participation where all members handle the log/rope. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

TIME (SEC)	SCORE	TIME (SEC)	SCORE	TIME (SEC)	SCORE
LOWER-55	80	116-120	54	181-185	28
56-60	78	121-125	52	186-190	26
61-65	76	126-130	50	191-195	24
66-70	74	131-135	48	196-200	22
71-75	72	136-140	46	201-205	20
76-80	70	141-145	44	206-210	18
81-85	68	146-150	42	211-215	16
86-90	66	151-155	40	216-220	14
91-95	64	156-160	38	221-225	12
96-100	62	161-165	36	226-230	10
101-105	60	166-170	34	231-235	8
106-110	58	171-175	32	236-240	6
111-115	56	176-180	30	241-HIGHER	4

Materials: For each station, log(a log 6' to 8' long, ≈6" diameter), and rope will be provided. Sponsor unit will set up obstacles.

Decathlon Event

Long May It Wave!

ref. BSA Handbook

Objective: To give Scouts an opportunity to learn and demonstrate skills on the proper handling and display of the United States flag.

Procedure: A U.S. flag is given to a patrol team. A flag pole is provided to raise the colors. They are asked to present the colors, raise the flag, lower the flag, raise the flag to half mast, lower the flag, remove the flag and fold the flag. A timed written test is then given. A maximum of 10 minutes is allowed for the written test. Sponsoring troops of the event make up the written portion, however sample questions are provided below.

Preparation: Review and learn procedures of handling the U.S. flag as well as facts about the American Flag.

Scoring: A maximum of 95 points may be earned for correct answers on the test and for the proper use and handling of the flag. Points are removed for dropping the flag. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

Sample questions:

How many stars and stripes were on the first flag? How many are on the present flag?

When was the U.S. flag first flown and where?

How many different flags has the U.S. flown?

Who is credited with creating the first flag?

Who wrote the U.S. Pledge of Allegiance and when?

What does flying the flag at "half mast" signify?

Decathlon Event**GPS Doesn't Work Here**

Objective: The objective of this event is for scouts to demonstrate their ability to use compass bearings and paced distances to accurately follow a predetermined course.

Procedure: Each patrol will be given 5 compass bearings with corresponding distances to be paced off. The patrol will use the provided compass bearings and respective distances, to traverse the whole course. The starting point of the course will be designated by a stake. When the patrol "arrives" at the end point of the course, wherever that may be, they will place a flag in the ground to mark the spot. From the starting point, a measurement will be taken, to determine the bearing from the starting point to where the patrol flag is located. The measurement of the flag is compared to the reading of the correct course finish point, and the deviation recorded. The distance from the starting stake to the flag is also compared to the correct distance and the difference is recorded. The closer the patrol is flag is to the correct finish location, the better their course score.

Rules: All scouts in the patrol must participate and traverse the whole course as a patrol. Patrols may not cut through or anyway impede the progress of other Camporee events. A Scout is Courteous.

Judging & Scoring: A maximum of 95 points may be earned by placement of the flag in relation to the correct finish point of the course. Points will be awarded based on a predetermined table(s) that uses bearing variance and distance difference from the correct finish point, to calculate point values. The closer the patrol's flag is to the correct finish point of the course, the higher the score. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS**Materials:**

- Compass(s)
- Cards containing course bearings and respective distances
- Measuring tape for course set-up
- Start point stake
- Flags for patrols to mark their finish point.
- Variances scoring table.

Non-Decathlon Event

Archers of the Century

Objective: To give Scouts an opportunity to learn and develop Archery skills by using a bow to shoot arrows at a target from a specified distance.

Range Safety: Due to the hazardous circumstances, the event will have a fixed and visible perimeter that MUST be observed by ALL Camporee participants. During the event, a range safety officer will be on site. The range safety officer is responsible for permission to shoot arrows at the targets when safe. All applicable range safety guidelines regarding the scouting use of archery equipment will be followed. Proper instruction of safety and use of a bow and arrows will be given prior to each boy entering the shooting area.

Procedure: This event is intended to provide a safe environment for patrols to compete by shooting arrows with a bow at a target for an average patrol point score. After receiving safety instructions, scouts in a patrol will be allowed to shoot at their target for a score, from a specified range. For award purposes, scouts will need to do the event together as a patrol.

Rules: Scouts will be allowed to shoot 5 arrows at a target. Only a scout's first score will be used for awards purposes. Additional scores may be kept for fun, but will not be used for awards.

Scoring: This is a non Decathlon event and intended for instruction and fun, although there will be 1st, 2nd, & 3rd place awards for best scoring patrols. Individual scout scores will be averaged to determine a patrol score.

Bulls Eye	- 20 points
1 st target ring from the bull's eye	- 15 points
2 nd target ring from the bull's eye	- 10 points
3 rd target ring from the bull's eye	- 5 points
Hit the hay bale	- 1 point

MAXIMUM SCORE OF 100 POINTS

Non-Decathlon Event

Axmen Throw

ref. BSA Handbook

Objective: To give Scouts an opportunity to learn and demonstrate skills in the handling and throwing Tomahawks.

Procedure: This event is intended to provide a safe environment for throwing of tomahawks. The distance to the targets should be close enough for scouts to handily reach them. There may be targets of varying distance for the range of ages. Typical throwing distances may be from 30 to 60 feet.

Range Safety: Due to the hazardous circumstances, the event must have a fixed and visible perimeter by all scouts with a range safety officer in place. The range safety officer is responsible for permission to throw at the targets when safe. All applicable range safety guidelines regarding the scouting use of firearms must be followed. Proper instruction of safety, use and throwing of the tomahawks must be given prior to each boy entering the throwing area.

Rules: A limit line to throw the tomahawk must not be crossed when throwing. Tomahawks must not be thrown until OK is given by range officer. Tomahawks must not be retrieved until authorized by the range safety officer.

Scoring: This is a non Decathlon event and intended for instruction and fun, although there will be 1st, 2nd, & 3rd place awards for best scoring patrols.

MAXIMUM SCORE OF 100 POINTS

Non-Decathlon Event

Go Climb a Wall!

Objective: To give Scouts an opportunity to learn to safely climb an artificial climbing surface.

Procedure: Before they may climb, scouts will be required to wear a safety harness attached to a belay rope. No harness properly attached to a belay rope, no climbing!! NO EXCEPTIONS. To allow as many scouts as possible to climb, scouts will be allowed to climb one of three routes in the order each of those routes become available, unless there are no scouts waiting to climb.

Rules: This is an individually timed event. Each scout's first climb will be timed for awards purposes. Only the first climb time will count toward awards. Additional climbs may be timed for fun, but not for award purposes. "Practice" climbs are not allowed. Shortest time is considered the best time.

Time starts when the judge says "go" and time stops when the climber touches the top of the climbing route with one hand.

Scoring: This is a non Decathlon event, and intended for instruction and fun, although there will be 1st, 2nd, & 3rd place awards by patrol, based on the best climb time by an individual in that patrol.

Non-Decathlon Event**Flap Jack Flip**

Objective: The objective of this event is for scouts to demonstrate their cooking skills by having each of four scouts in the patrol to mix, cook and flip a “flap jack.”

Procedure: A stove, skillet or pan, spatula, mixing bowl, mixing spoon and measuring cup are provide to the patrol. Each scout will mix pre-measured “flap jack mix” with water and pour into a heated skillet or frying pan. He may test the flap jack by using a spatula to examine the bottom of the flap jack.

Rules: Time is called when the scout has successfully flipped the flap jack with the spatula.

Time: This is a timed event. The timer begins when the scout is given a signal to start.

Judging & Scoring: This is a non Decathlon event, although there will be 1st, 2nd, & 3rd place awards for best scoring patrols. Judging this event is done for the first four scouts cooking the flap jack and flipping it over. If the flap jack falls apart, the scout can start over or receive a 0. Only the first four scouts in a patrol are judged.

MAXIMUM SCORE OF 100 POINTS

Hint: A non-stick coating is applied by the judge to the pan to aid in the flap jack not breaking apart.

Materials:

- 3 skillets
- Water only pancake mix
- Water
- Measuring cups
- 3 mixing bowls
- 3 mixing spoons
- 3 spatulas
- Stoves, fuel
- Stopwatch
- Non stick coating (PAM or equivalent)

Non-Decathlon Event

Asteroid Relay

Objective: To give Scouts an opportunity to demonstrate Patrol teamwork

Procedure: This is a timed event over an obstacle course. The course is setup approximately 100 feet in length with a start/finish line and two obstacles. The scouts work in patrol teams to move the “asteroid” in rain gutters to navigate the course. The rain gutters are handled to transfer the “asteroid” from one to another moving down the course and around obstacles. A midcourse obstacle is for the scouts to navigate a 360 degree loop during the forward and return trip and the far field obstacle is for turning around to return.

Rules: The rain gutter is held while the scout’s feet are in place and while he has ownership of the “asteroid”. Only one foot is allowed to move to turn or regain balance. No forward progress of the “asteroid” down the course can be made by moving feet. If the “asteroid” is dropped, it must be returned to the rain gutter it was dropped from. The “asteroid” must pass from one rain gutter to the other without being thrown. It may drop into the following rain gutter without making forward progress.

Scoring: This is a non Decathlon event, although there will be 1st, 2nd, & 3rd place awards for best scoring patrols. 5 points are taken for each time feet are moved. Points are not taken for dropping the “asteroid” since it will affect the completion time. A sample table for points and time is given below. The sponsor unit should adjust times and score depending on the course. Add 15 points for full patrol participation where all members handle the “asteroid”/gutter. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

TIME (SEC)	SCORE	TIME (SEC)	SCORE	TIME (SEC)	SCORE
LOWER-55	80	116-120	54	181-185	28
56-60	78	121-125	52	186-190	26
61-65	76	126-130	50	191-195	24
66-70	74	131-135	48	196-200	22
71-75	72	136-140	46	201-205	20
76-80	70	141-145	44	206-210	18
81-85	68	146-150	42	211-215	16
86-90	66	151-155	40	216-220	14
91-95	64	156-160	38	221-225	12
96-100	62	161-165	36	226-230	10
101-105	60	166-170	34	231-235	8
106-110	58	171-175	32	236-240	6
111-115	56	176-180	30	241-HIGHER	4