

# Event Name: Out on a Limb

## National Park: Arches

**Patrol Time Allocation:** 15 minutes

**Staff:** 3-4 judges

### Equipment:

- 4 identical dome tents, plus an extra if available (for a model)
- Area sufficient for 4 tents with 8 feet between
- 4 stop watches

**Objective:** Erect the dome tent, with fly, with the use of only one hand per scout, in the least amount of time.

### Setup:

- Select an area for each tent to be set up in. The preferred arrangement will be linear; the tents all in a row.
- Define (with rope, preferably) a starting line, at least 10 feet from the tent area.
- Unpack the tents and remove the poles from the pole bag. Set the tent bag, stakes, and pole bag aside, to keep them from blowing away.
- Rollup each tent, with the fly and poles inside, and place one in the center of each assembly area.

### Procedure:

1. The patrol chooses a 4-man team. One team only, even for large patrols.
2. The patrol stands at attention behind a line that is 10 feet from the tent.
3. At a signal from the judge, the timer is started and the patrol goes to work.
4. Each patrol member should put one hand in a pocket and keep it there until they complete the task and return to the line. For safety's sake, they can have both hands out of pockets while running to/from the tent area.
5. Using one hand each, the patrol assembles the tent correctly, including the fly. The judge will determine, at the start of the day, which minor details will not be required (such as small Velcro straps or ties).
6. When the tent is complete, the team reassembles behind the starting line and comes to attention. Judge stops the clock at this point, then calls "at ease".
7. Judge inspects tent for errors.
8. When inspection is complete, the patrol disassembles the tent and returns it to the starting configuration.

### Scoring:

Start with 30 points.

Subtract one point for every full minute required to complete the task.

Subtract one point for every error, such as:

- Fly not anchored at corner.
- Pole not anchored at end.
- Hooks not clipped to poles.

# Big Bend National Park Relay

## Knot Tying Relay

Time Allocation per patrol: 15 minutes Staff Requirements: 3 Judges /3 timers

Equipment Required: (3 patrols compete at a time with a demonstration setup)

8	Poles approximately 2" dia, 4 feet long
16	Twine, 6 feet long
4	Logs approximately 3" dia, 2 feet long
24	Ropes, 1/4" dia x 6 feet long
4 sets	Cards with the numbers 1 through 8
3	Stopwatches
3	Clip Boards
4	Sets of instructions

### Procedure:

This event requires eight boys to complete the event. If a patrol has less than eight boys, the patrol leader selects additional boys to tie a second knot. If a Patrol has more than eight boys, the patrol leader must select the youngest eight boys to tie the knots.

Prior to starting the event the Judge will randomly give each boy a card with a number on it. That number determines the order the boys will tie the knots and which knot they will tie. Scouts in relay fashion tie knots as follows:

Scout 1 -Rope 1 Clove hitch around pole, bowline in other end

Scout 2-Rope 2 Two half hitches in bowline

Scout 3-Rope 3 Square knot to rope No: 2

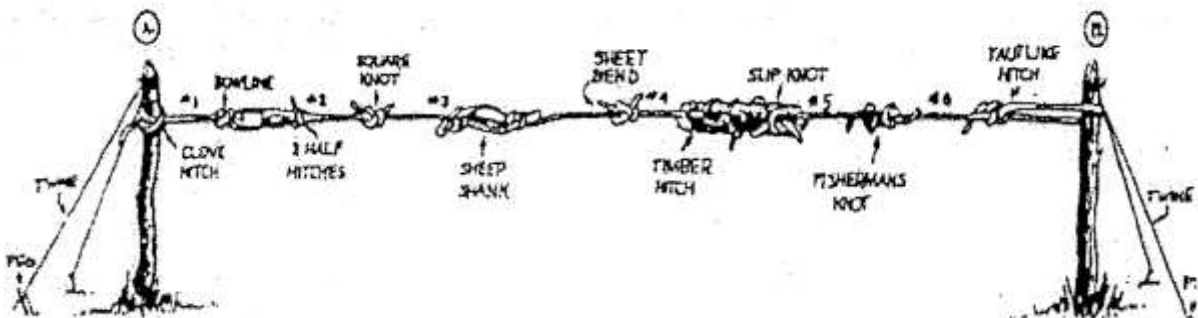
Scout 4 -Rope 4 Sheet bend to rope No.3

Scout 5-Rope 4 Timber hitch around log

Scout 6 -Rope 5 Slip knot around other end of log

Scout 7-Rope 6 Fisherman's knot to rope 5, tautline hitch to pole

Scout 8 -Rope 3 Sheepshank, tighten tautline until rope and pole are off the ground



The ropes are given to the scouts and they line up at start line 15 feet away from the two poles. A field judge will then give the command "GO" and time will begin. The first scout runs up and ties his knot, runs back and tags the next scout, and so on. After the eighth scout (or the scout who has the last knot) ties his knot he makes sure that the log is off the ground. Time stops when the eighth scout returns to the starting line and the Patrol Leader says, "Done".

**Note:** No scout during his turn, may "fix" any previously tied knot. The only exception to this is the eighth scout who will be allowed to retie any incorrect knots or the timber hitch if it slips off log during the tightening of the sheepshank.

**Layout:** Set poles approximately 20 feet apart. Start line is 15 feet from *poles*. A minimum area of approximately 20 feet by 40 feet is required.

**Special Facilities Requirements:** None

**Scoring:** The shortest time to tie all the knots. There is a 10-second penalty for each incorrect knot. In addition, once the cards have been given to the boys, they cannot be exchanged between them. If this occurs there will be a *30-second* penalty assessed for each occurrence.

# CRATER LAKE NATIONAL PARK

## Rescue Ranger

**Patrol Time Allocation:** 15 minutes

**Staff:** 4 comprised of 3 judges, 3 timers, and 1 registration facilitator

**Staff Equipment:** (Three patrols compete at a time) 3 snow discs approximately 3 foot round, 3 ropes approximately 40 foot long, 3 stop watches, 4 clip boards, 3 life jackets.

**Objective:** Patrol teams of four through eight complete the rescue activity. Teamwork, knot tying, line throwing, are tested. Complete the course in the fastest time by successfully rescuing the ranger!

**Event Description:** One scout (not patrol leader) is chosen to be the victim (each patrol member will randomly draw a number and the number closest to the staff's control number will be the "victim". The victim moves out to the raft (snow disk) and sits with his legs crossed or on his knees and puts on a coast guard approved life preserver. At "Go" the patrol will approach the start line and pick up the approximately 35 foot rope and throw one end to the victim while retaining the other end. The victim can reach to retrieve the rope, but cannot relocate himself or otherwise exit the raft to do so. The patrol cannot cross the start line as it represents class 4 rapids. The victim ties a bowline around his waist, and can use both hands to do so. The knot will be evaluated for accuracy. An inaccurate knot has a penalty of 60 seconds time. Once the ranger/victim is secure, the patrol must act together and pull the ranger to shore (across the start/finish line). The victim cannot separate from the raft/disk. Pulling or "jerking" the victim off the raft will cost the patrol a 15 second time penalty for the first time and 30 second penalty each additional time. The patrol must act in unison and all members participate. The event ends when the ranger/victim is successfully pulled across the start/finish line (on shore) and his life jacket is removed.

# Death Valley - Save the Ranger

## First Aid

### Obstacle First Aid Course

The Patrols can compete in groups of 3 to 5, depending on the number of scouts it takes to carry the stretcher. Patrols will be scored on effectiveness of treatment, speed, teamwork, and scout spirit.

Also the "effective treatment" includes the jostling of the stretcher, which they must try to keep steady and NOT drop the patient.

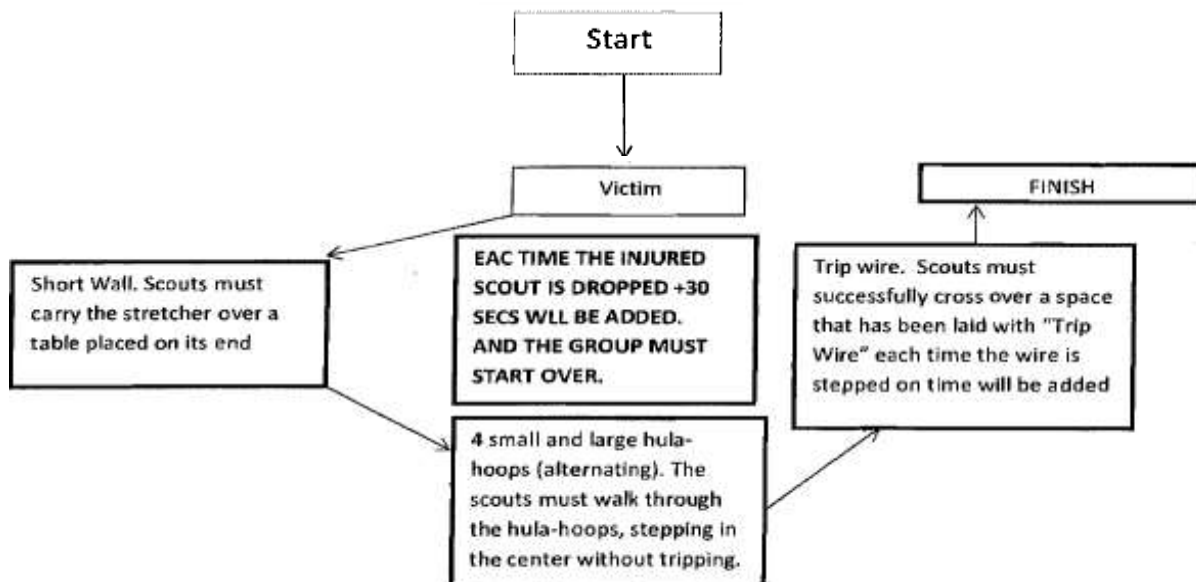
### **Instructions:**

The patrols must first "treat" the victim (a member of their patrol) and then make a stretcher to carry them on. Materials for the stretcher will be provided. They must complete the obstacle course while carrying the stretcher. They will receive a penalty if the stretcher is dropped. However, if they need to stop for any reason and set the stretcher down gently there is no penalty, but the clock continues to run.

The Patrols will compete in teams depending on how people it takes to carry the stretcher. Team must be a minimum of three persons. Competing Patrols may combine to help each other. Final scores will be applied to all Patrols participating in combined team.

The final time will be the average of the time it takes each sub-group to complete the course.

The Scouts must show Scout Spirit and work as an effective team. There will be points deducted if these rules are not followed:



# Grand Canyon – Flag Pole Ceremony

## Knots and Lashing

**Time Allocation per Patrol:** 15 minutes

**Staff Requirements:** 5 Timers and 3 Judges

**Staff Equipment:** (Assume two Patrols completing at a time with an demonstration setup)

- 0 poles, 2" dia x 6 ft. long (2 per set)
- 5 poles, 2" dia x 6 ft. long with a pulley attached
- 20 ropes for lashing, 1/4" dia x 12' long (4 per set)
- 30 ropes for guide lines, 1/4" dia x 6' long (6 per set)
- 5 Rope for raising/lowering flag, 1/4" dia X 30' minimum
- 15 Tent pegs (8" spikes) (3 per set)
- 4 Hammers or equivalent (hammering in tent pegs)
- 5 American Flags (3' by 5')
- 1 First Aid Kit
- 4 Clip Board
- 4 Sets of Instructions
- 4 Stop Watches

**Procedure:** This is a two part event. In the first part, which is timed, the patrol erects a flag pole. The second part is scored on the raising and lowering of the colors. Time starts with the Patrol standing next to the equipment which is stacked neatly in a pile. At the command GO, the patrol lashes three poles together using round lashings without frapping. Then they tie each of the 3 guide lines on the pole with a clove hitch or two half hitches about 1/2 the way up the poles, and raise the pole and flag and tie off the guide lines to the pegs with a taut-line hitch. The top of the flag pole must be approximately 15' off the ground. Time stops when the flag pole stands free and the Patrol Leader announce "DONE".

For the second part, the patrol will be scored on their flag ceremony. They can receive as many as 15 bonus points each worth a second reduction in the total time.

**Layout:** Need an area at least 20' square for each Patrol and the demonstration setup.

**Scoring:** Shortest time. There is a 10 second penalty for each incorrect knot or lashing. The time for the flag pole raising is reduced by 5 seconds for each properly executed portion of the flag ceremony. However if the flag pole collapses during the ceremony no bonus time will be awarded. Failure to attempt to perform the flag ceremony will result in a 60 second penalty.

**Flag raising Ceremony:** The following are the typical elements for a flag raising ceremony.

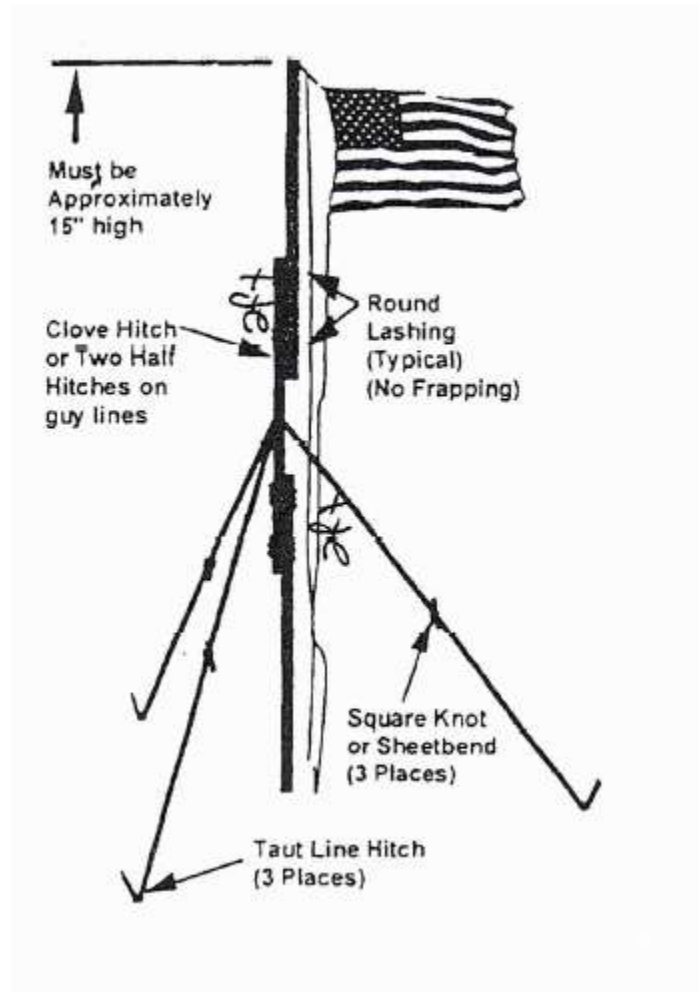
1. Leader: calls audience to attention
2. Leader: Color Guard advance
3. Leader: Prepare to present colors
4. Leader: Present colors (flag should be right side up blue field to left)
5. Leader: Prepare to raise colors (Flag is clipped to halyard)
6. Leader: Salute'
7. Leader: Raise colors (first person briskly raises flag, as soon as second person lets go of flag he steps back and salutes the flag. When the first person ties off the halyard he should step back and salute.)
8. Leader: Too, at ease
9. Leader: Colorguard dismissed

## Flag Lowering:

1. Leader calls audience to attention
2. Leader: Prepare to retire colors or lower
3. Leader: Salute (all but person on the halyard salute)
4. Leader: Retire colors (Flag is slowly lowered as it gets within reach of second person he drops salute and gathers flag so that it does not touch ground. First person unclips flag from the halyard.
5. The two proceed to fold flag
6. Leader: Too, at ease
7. Leader: Color guard dismissed

\*If the flag touches the ground at any time of their possession, they are immediately disqualified.

\*If a patrol does not perform the event in the spirit of the event, the patrol will be disqualified.



# HOT SPRINGS NATIONAL PARK

## Fitness Station

### Jumping Rope

#### Objective

The objective is to earn the most points possible (see scoring table for reference).  
The team will need to work together to synchronize the jumps to earn the most points.

#### Procedure

- This is a team rope jumping competition.
- Select two scouts to spin the rope. The rest of the team will be jumpers.
- The team can have up to 5 attempts, but only the highest score jump will be counted.

#### Rules

- All the team members will be participated.
- Up to five (5) trials can be attempted.
- Only jumps that have all the team members participated is to be counted.
- It is optional for the jumpers to be blind folded (bonus points) or not.

#### Scoring

Only jumps that have all the team members participated is to be counted.  
Refer to the scoring table below for scoring:

		number of jumpers							
1.3		2	3	4	5	6	7	8	9
number of jumps	1	4	9	16	25	36	49	64	81
	2	10	21	38	59	86	117	152	193
	3	16	36	63	99	142	193	253	320
	4	23	51	91	141	204	277	362	458
	5	30	67	120	187	269	366	479	606
	6	38	85	150	235	338	460	601	761
	7	46	102	182	285	410	558	729	922
	8	54	121	215	336	484	659	861	1090
	9	62	140	249	390	561	764	998	1263
	10	71	160	285	445	640	871	1138	1440
	11	80	180	321	501	721	982	1282	1623
	12	89	201	357	558	804	1094	1429	1809
	13	99	222	395	617	889	1210	1580	1999
	14	108	244	433	677	975	1327	1733	2194
	15	118	266	472	738	1063	1446	1889	2391
	+1	10	22	39	61	88	119	156	197
		Rope Jumping score				=			

It is the team's call to have the jumpers blind-folded or not. Each blind folded jumper earns one extra point per jump.



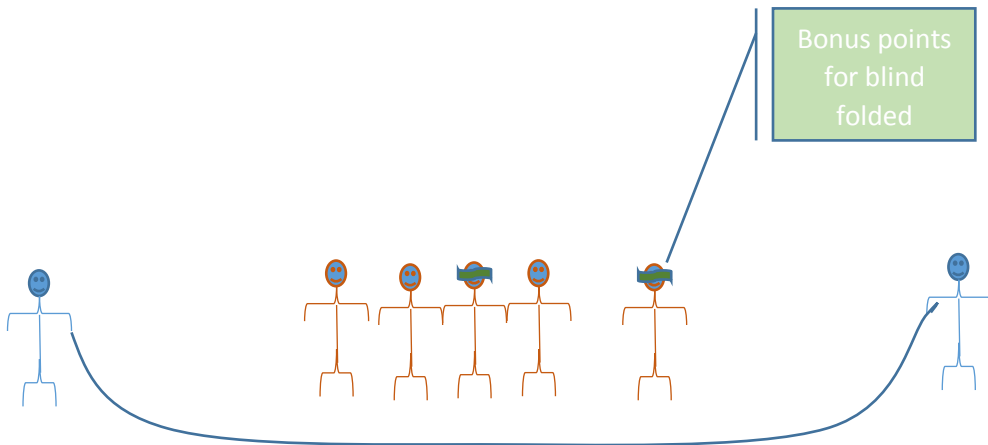
## Processing

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

- When you were blindfolded, what other senses did you depend on?
- Did you trust your partner?
- What advice would you give to a person trying this event?
- What did you like best?
- What parts were frustrating?
- Was the communication clear?
- When something went wrong, who did you want to blame?
- Were you able to work as a team and how did it feel?
- Are there any times in real life when something like this could happen?
- What did you learn?
- What did you like about this? Why?

## Materials

- Jumping rope
- Scoring sheets



# REDWOOD NATIONAL PARK COMPASS GAME

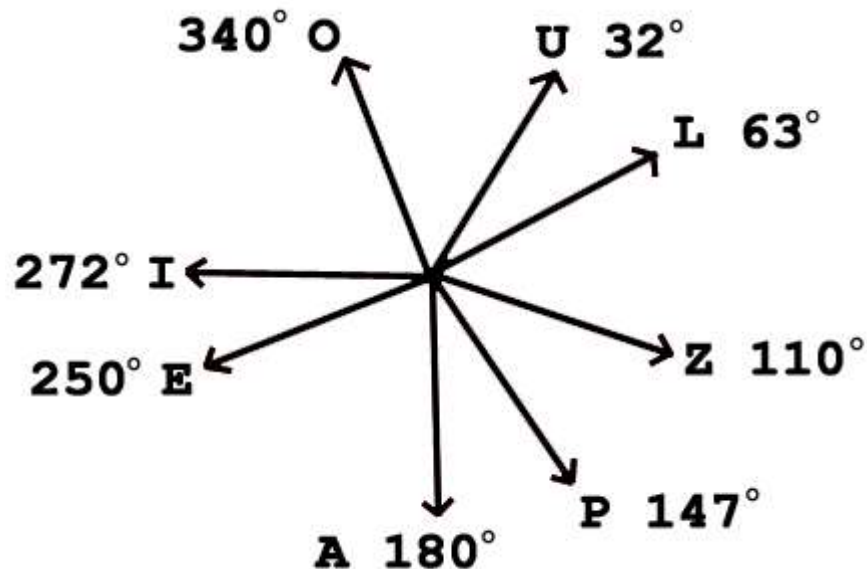
## OUTDOOR PRACTICE

**Purpose:** Practice in setting the compass for degree bearings and following them with precision. (Designed by Allen Foster)

**Group Project:** The course for this game can be set up in a schoolyard, in a park, or in a camp. The course consists of eight marked stakes set up in a large circle. The stakes are marked I, O, U, L, Z, E, A, and P. For laying out the course you also need an unmarked center stake, a string or rope 50 feet long or longer, and an Orienteering compass. An alternative to using stakes is to use bright-colored spray paint. This prevents participants from fixating on the stakes.

To lay out the course, place the unmarked stake in the center of the area you have chosen for the game. Attach the measuring string (rope) to the center stake. Starting at the center stake each time, set the compass bearing as indicated below for each lettered stake; stretch out the measuring string (rope) along this bearing and place the respective marked stake at the end of the string (rope). The success of the game depends on the careful positioning of the marked stakes.

U – 32°	Z – 110°	A – 180°	I – 272°
L – 63°	P – 147°	E – 250°	O – 340°



To play the game each participant or group is provided with an Orienteering compass, a pencil, and an instruction card. The card tells him at what marked stake to start and directs him to follow five compass bearings from marker to marker around the course. The player copies down on his card the letter on each marker along his route.

# SMOKY MOUNTAIN NATIONAL PARK

## Fire Building

**Objective:** Scouts must construct and build a fire to burn through a rope.

**Materials:**

- Wood, Tinder, Kindling
- 8 Bricks
- 2 Rebar
- 2 Bricks with a hole
- 20x20 Steel Plates
- Flint/Steel and matches

**Procedure:** The patrol will be entering the wood yard to collect wood after they have begun. They are only allowed one trip into the yard. The boys must demonstrate 3 types of fire structures. Once cleared to start ; the boys will construct their fire using flint and steel. If after a minute the fire has not started the boys will be offered a match, each match is an additional 15 second. Once the fire has ignited no one may touch it, doing so will result in a time penalty of +1:30. The fire must burn through the rope, and the time will stop

**Rules:** Will be given flint and steel, matches may be used for a +15 seconds on their time. Maximum of 3 matches may be used. Patrols may use extra bricks (specified) and their bodies as a wind barrier.

**Scoring:** Patrols will be judged on the speed in which it takes for the start to when the fire to burn through the rope, along with the amount of matches (if needed).

# Yellowstone - Outdoor Washing Station

## Pioneering - Lashing

**Time Allocation Per Patrol:** 20 minutes, 3 patrols at a time

Patrol will be allowed to view sample washing station. Each patrol will build a dish rack/washing station that will be:

- Able to hold 3 wash basins of water (gallons of water)
- Room for hanging towels, pot holders,
- Room for cleaned wash dishes
- Demonstrate the A frame structure, square lashing, diagonal lashing, clove hitch, taut-line hitch,

### Material Provided

- 10 - 18 5' Pole
- 14 - 20 6' x 1/4" lashing ropes
- 1 - 2 20' x 1/4" lashing rope
- 3 wash basins
- Stakes

### Procedure

Make the A frame

Add and lash "towel" holder

Connect the A frame

Add and lash the Basin Supports

Add the Basins

Add and lash "dish rack" for drying dishes/pots (options)

### Scoring

Spirit (1 point)

Design Steady (1 point)

Proper Lashing – tight, not loose (1 point)

Proper type of lashing (1-14 points)

Supports wash basins with water (1 point)

Completed within Time Limit (1 point)

Teamwork (1 point)

Dish Rack (1 – 5 points)

# ZION NATIONAL PARK

## Teamwork Ladder

- Scouts must as a team, carry water from one 18 gallon (or similar) bucket, filled with water; to another, not filled with water, using a soup can with up to five holes punched in the bottom of the can.
- Before starting, each Scout will be asked a Scouting question. The number of holes in the can will be determined by the number of questions answered correctly. For each question they don't answer or answer incorrectly, a hole is punched in the can (cans will be pre-punched with zero to five holes)
- After the number of holes in the can is determined, Scouts will be in a fire" fighter hand off row.
- The can will be passed down by each member of the patrol, and then the last person must dump the water out and run to the back of the line, starting the process all over again. A maximum of five Scouts can participate at a time.
- This will be a timed event. Points awarded based upon how much water is placed in the second bucket during a three minute period. Markings on the bucket will determine the number of points awarded.

