

LOG PULL

Objective:

The patrol pulls a log through a prescribed course.
This is a timed event.

Procedure:

At the “go” signal, the patrol runs to the rope and log supplied and ties a timber hitch and a half hitch around the log. Patrol cannot start the course until the knots are tied correctly. All members of the patrol must grab the rope and proceed to drag the log at the fastest speed possible through the marked course to the finish line.

Rules:

All members of the patrol must assist in pulling the rope and log. If the rope comes loose from the log during the course of the event the patrol must stop and re-tie the timber hitch and half hitch around the log before proceeding. All patrol members starting the course must cross the finish line holding onto the rope before the timer will stop. (The timer stops when the last scout crosses the finish line.) The timber hitch and half hitch must be intact around the log upon crossing the finish line.

The River Crossing

Objective:

The patrol crosses the river with bridging boards, ropes and equipment provided. This is a timed event.

Procedure:

Each patrol is given a quick run-through of the course and is then given two minutes to formulate a strategy. After a quick plan is established each patrol will proceed to the start line. At the “go” signal, the patrol runs to the rope, boards and equipment supplied and three scout’s ties bowline knot around the individual equipment and to themselves. The first scout uses the boards to make a bridge to cross the river. The boards must not touch the water; lay the boards on the rocks in the river. The last scout in line picks up the last board passes it to the front while the rest moves the board forward hand by

hand, passing it to the first scout. The patrol continues to move forward across the bridge until the patrol reaches the finish line (Far side).

Rules:

All members of the patrol must cross the river. Anything that touches the river adds 10 seconds to their time. Any person that touches the river must start from the beginning again (near side). If the rope comes loose from the equipment during the river crossing the patrol must stop and re-tie the bowline knot before proceeding. Score for speed, teamwork, knots and 100% accountability of equipment at finish.

Falcon Island Rescue Activity

Required:

- 4 sturdy milk crates or short, wide logs.
- 2 1-foot poles or broomsticks.
- Four 10-foot ropes.
- 14 4-foot ropes
- If using a 12 foot gap, four 8-foot poles or six 6-foot poles
- If using a 20 foot gap, six 8-foot poles

Preparation: mark off Falcon Island - a 10 foot circle. Mark off the mainland - another circle around the island, either 12 or 20 feet out from it. Place all the equipment on the island except for 2 10-foot ropes, half the long poles, 1 short pole, and 2 milk crates.

Notes: This activity promotes patrol problem solving, knot skills, and teamwork. All patrol members except the patrol leader and assistant stand on the island. While on a hike without their patrol leader, the patrol crossed a rickety bridge to Falcon Island. Just as they stepped off, the bridge disintegrated and fell into Falcon Gap to be swept away by Falcon River. Now, the patrol is stranded and trying to figure out how to escape the island. Luckily, their patrol leader and assistant have come looking for them. Using only the materials provided, the team must rescue all the patrol members from Falcon Island and leave no trace that they were ever there.

Rules:

Anything that touches the ground within the two circles indicating Falcon Gap is immediately lost. Any person that touches Falcon Gap dies and the team loses or starts over. Nothing can be left on Falcon Island when the team escapes.

Alligator Pit Crossing Activity

Required Per team: 4 15foot ropes, 3 10foot ropes, 3 6-8foot poles

Notes: A member from each team needs to get across a foul pit teaming with starved alligators. Each team assembles by their equipment. On 'GO' signal, the team lashes an A-frame stilt walker using materials at hand. They then attach the 4 guide ropes to the top of it. One member boards the walker and tries to 'walk' it across the alligator pit while 4 other members steady it with the guide ropes. When the team crosses the pit, they disassemble the walker, stack the equipment, line up, and give their yell. Score for speed, teamwork, and proper lashing

50 Foot Square

Materials furnished: Compass, Hammer, 4 stakes

The patrol lays out a 50 foot square using only a compass. The patrol members will need to have determined the length of their pace before arriving at this activity. No diagonal measurements of the square may be made.

How this is judged:

The diagonal measurement of one diagonal is made. This measurement is compared to the other diagonal measurement. The winner will be the patrol with the least difference in the two diagonal measurements.

Action Sling shot

All scouts must wear eye protection. There must be an adult from your Troop go through with each patrol. You will be using dog food as your ammo. You must follow all rules laid forth by the governing Troop. There will be paper targets, cans, and bottles plus paper targets to shoot at.

Rope Maze Rescue

The Troop will set up the ropes to look like a maze. The task for other Troops will be to get one scout through this maze without touching the ropes. First a scout must go inside by himself. Then the other scouts outside the maze will lift a scout through where the scout inside is and start moving this scout throughout the maze, without touching the ropes. The Troops can use as many scouts as needed for this, but must get the one scout being rescued and themselves through without touching any rope. I know some of the Troops may touch the ropes during their rescue, so we will have people there counting, which may be the difference for 1st, 2nd and 3rd place.

TRIPOD SUSPENSE

Objective:

The patrol will lash a tripod correctly and suspend a scout off the ground using the tripod and a length of line with two bowlines tied correctly. This is a timed event.

Procedure:

The patrol assembles behind the start line.

At the "go" signal the scout's run to the tripod material provided and proceeds to quickly lash the tripod and erect it.

Using a separate piece of rope provided the scouts will tie a bowline in each end and hang one end over the tripod.

A single scout must then step into the lower bowline thus suspending him from the ground.

Rules:

The timer will stop when the single scout is suspended from the ground. Each case of incorrect knots or lashing will result in a 15 second penalty being added to the patrol's time.

Radioactive Disposal Detail

Situation: While on a hike through the Bank head National Forest, your patrol happens upon a container of highly radioactive material sitting astride the trail.

Challenge: Your patrol is required to work as a team to move the container of highly radioactive material from the trail. The container must be moved carefully to avoid spillage of the radioactive material. Patrol members who get within ten feet of the container will be instantly radiated and death is immediate. You may only use the materials at hand to move the container from inside of the circle. By the way, did I tell you that all but one (you) of your patrol members were looking at an eclipse of the sun and their eyes were scorched and they are unable to see???

Radioactive Disposal Detail: (Solution)

Materials Needed:

- Four ropes, twenty feet in length.
- blindfolds
- rubber bands
- #10 Can, half filled with uranium and coolant.
- binders twine/engineers tape to make a ten foot diameter circle

Solution: Tie each of the four ropes to the rubber ring. Patrol members should stand opposite each other pulling against the ring to stretch the ring over the can. Once around the can, relax the rope around the can. Pull gently enough on all ropes to lift the can and move the can from within the circle