

### **String Burning—100 points possible**

Fire pits will have 2 stings strung over the pit. One 12" above and one 16" above the ground.

Requirements:

1. Troops must bring their own wood, nothing longer than 12" (pre-split - no ax yard provided for this event). Fire must be built and ready to light in under 5 minutes. 5 points lost for every minute over.
2. Wood for fire must fit below the 12" string.
3. Troops are allowed two matches to start the fire.
4. Troops must clean up their fire when finished.
5. Troops must burn the 16" high string in under 15 minutes. Teams lose 10 points a minute for every minute over 15 it takes to light the fire.
6. Points awarded in order from shortest time to longest time to burn the string. 1st—100 points, 2nd—90 points, 3rd—80 points, etc. You may earn negative points if it you exceed 15 minutes.

### **Lifeline Throw—100 points possible**

Goal—to throw the weighted end of the rope into the center of the target.

Requirements:

1. Troop will select 3 members to participate in this event.
2. Each Scout is allowed three throws at the target.
3. 1 point is awarded for each time a Scout throws the rope and the weighted end lands in the ring while the Scout still retains the unweighted end in their hand.
4. The points of all three Scouts are added together to determine the Troop placement in the event.
5. Event points are awarded in order of highest Troop points to lowest. 1st—100 points, 2nd—90 points, etc. In case of a tie, the tied units will be awarded the points from that level.

### **Memory Game—100 points possible**

The object of this game is to remember what you saw.

Requirements:

1. Scouts will be shown a tray containing 20 items for 10 seconds
2. The tray is then covered.
3. Scouts must list as many items as they can remember in a 1 minutes period.
4. Each correct item is worth 1 point. Items listed, but not on the tray loose the Troop 1 point
5. Event points are awarded in order of highest Troop points to lowest. 1st—100 points, 2nd—90 points, etc. In case of a tie, the tied units will be awarded the points from that level.

### **Build a Seat—100 points possible**

The object of this game is to build a seat using rope and material found around camp that will hold a designated adult for 1 minute.

1. Scouts will bring their own rope for lashings & knots. They may also bring a small piece of material to work in as a seat. Scouts will gather material around camp to use in their build.
2. Troops have 15 minutes to build their "Chair" from the material they have gathered and the rope they have provided. Build must contain at least one knot/lashing required in Tenderfoot, 2nd Class or 1st Class rank.
3. The chair must support the weight of the designated adult for 1 minutes to qualify for points.
4. Points awarded as follows: 1/2 of the points are awarded based on time taken to completion (shortest time—50 points, 2nd shortest—45 points, etc.), 1/4 is based on whether the chair supports the adult and the last 1/4 on comfort of the seat.

### **Football Toss—100 points possible**

The goal is to throw a football through targets rings of various sizes. The smaller the ring, the greater the points.

1. Troops will select 3 Scouts to represent the unit.
2. Each Scout will be given 3 tries to throw the football through the targets.
3. Points will be awarded based on which target the Scout throws the football through. The smaller the target, the greater the points.
4. The scores of the 3 Scouts will be tabulated to obtain the Troop score.
5. Points will be awarded on the basis of highest Troop score to lowest starting with 100 points for 1st place.

### **Scout History Trivia**

Troops will be given a sheet containing 20 questions about Scout history. Questions can include anything from general program history to questions about SELA Council.

1. Troops will have the entire day to answer the questions.
2. Troops may not use electronic devices to find the answers. Remember—A Scout is Trustworthy!
3. Troops may use their Scout Handbook to help answer the questions.
4. Points awarded based on most correct answers.

### **Cooperation Game—100 points possible**

Goal of this game is to work together to get the tennis ball through the course. See Link for example: <https://www.pinterest.com/pin/2371433533719502/>

1. Troops will work in groups of 4 to move the tennis ball through the track without the ball falling off the toilet paper roll or going out of bounds.
2. Troops will earn points based on the quickest time to get through the course.
3. Troops will lose 5 points every time they go out of bounds.

### **Wood Chopping—100 points possible**

The goal is to chop through a provided piece of wood with the least amount of swings of the ax. We are looking for precision and not speed. We will provide the wood and the ax.

1. Troops will select 3 Scouts to represent the unit.
2. Each Scout must have earned their Totin' Chip and bring it with them to the event to participate.
3. Scouts will enter the Ax Yard 1 at a time and attempt to chop a piece of wood in half. Each swing will be counted.
4. Total swings of all 3 Scouts will be added up to determine the Troop total.
5. Points will be awarded based on fewest number of swings to highest number of swings.

### **Minute Man Challenge—100 points**

Goal of this event is to see how many of the knots & lashings required for Tenderfoot, 2nd Class and 1st class ranks, a Scout can tie in one minute.

1. Troop will select 3 Scouts to participate in this event.
2. Scouts must tie as many of the Knots & lashings from Tenderfoot, 2nd Class & 1st Class ranks as they can in 1 minute.
3. Options include: Square knot, Half-hitch, Taunt Line hitch, Sheetbend, Bowline, Timber hitch, Clove hitch, Square Lashing, Shear Lashing and the Diagonal Lashing.
4. The numbers of knots & lashings tied by the 3 Scouts becomes the Troop Score.
5. Points awarded based on Troop Score. 1st place—100 points, 2nd place—90 points, etc.

### **Stretcher Race—100 points possible**

Goal of this event is to show knowledge of first aid skills learned in Tenderfoot, 2nd Class, 1st Class ranks or First Aid Merit Badge. Supplies provided.

1. Troops must select one “Average” Scout from their Troop to be the “Injured” Scout.
2. The “injured” Scouts has the following injuries: a bleeding head wound, a sprained wrist and a broken leg. Scouts must treat the injuries.
3. The Troop must create a stretcher for the “injured” Scout.
4. The “injured” Scout must be placed on the stretcher with no assistance from the “injured” Scout. They are “unconscious.”
5. Troop must carry the “injured” Scout 100 feet to safety.
6. Points awarded for: 30 points for treating the Scout, 35 points for the stretcher and 35 points for carrying the Scout without dropping them.

### **Backpack Race—100 points possible**

Goal of this event is to load all of the items given into a backpack and then everyone in the Troop must complete the obstacle course in under 10 minutes.

1. Troops will be given a group of items that they must fit into the backpack provided (Actual Hiking backpack).
2. Once items are secured within the pack, one member of the Troop must wear the backpack PROPERLY and then start the obstacle course.
3. The other members of the Troop must follow behind the backpack wearer.
4. After the Scout wearing the backpack completes the first obstacle, they must pass the backpack to the next Scout in line and go to the back of the line.
5. The Scouts continue to pass the backpack in this fashion after each obstacle until all obstacles have been completed.
6. Points awarded based on fastest times to complete both loading the backpack and the obstacle course.

### **Bonus Points**

Bonus points may be earned for the following:

1. Have your unit enter at least one Cobbler in the competition—50 extra points
2. Enter a team in the Tug of War Competition—50 extra points
3. Design your own Troop Trading Card—50 extra points
4. Bring 1 bag of food for the Scouting for Food Drive—50 extra points
5. Take a picture of your unit enjoying the event and share with Directors—50 extra points