

CONEJO VALLEY DISTRICT CAMPOREE 2013 EVENT DESCRIPTIONS



“Reach for the Summit!”

SCOUTS-VARSITY

**APRIL 19 - 21, 2013
Walnut Grove at Tierra Rejada Ranch
3570 Sunset Valley Rd., Moorpark, CA**

VENTURA COUNTY COUNCIL, BOY SCOUTS OF AMERICA

2013 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 Points for perfect!

10 Points minimum for trying, regardless of results.

0 Points for cheating!

5 Points 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 can be replaced by the Camporee Events Chair.

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, consider allocating 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 unit number and patrol/team name. Each patrol/team 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 the 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 a pop-up canopy 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.**

Please contact Mark Johnson (MKLJohnson@aol.com) if you have any questions on Camporee events.

Decathlon Event

Archery

Objective: To give Scouts an opportunity to demonstrate 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: Individual scout scores will be averaged to determine a patrol score.

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

Each patrol may earn up to 5 points for Scout Spirit

MAXIMUM SCORE OF 100 POINTS

Decathlon Event**Chariot Race****ref. Scout 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 chariot 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**Compass Course****ref. Scout Handbook**

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

Procedure: Each patrol will be given 5 bearings with corresponding distances to be paced off. The patrol will use the provided 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 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(es)
- 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.

Decathlon Event**First Aid Challenge**ref. current Scout Handbook

Objective: To test the Scouts 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 2013 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.

10-minute time limit.

2) “Hands On” Section:

There will be 3 “hurry up” scenarios (examples: Serious Bleeding, Poisoning, Heart Attack). Patrols are guided to one of the 3 scenarios. At the scene, the scouts must:

1) Survey the scene.

2) Properly give instructions to get help.

3) Determine the nature of the problem by properly identifying the signs, and

4) Properly treat the victim.

5) Complete (1) through (4) in the proper order per the 2010 BSA Scout Handbook.

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				
Respect for and attentiveness to other patrol members and event staff		2		
Valid contribution by over half of patrol members .		2		
Patrol Cheer		1		
Scout Spirit Maximum			0	5
Total			0	100

Decathlon Event

Flag Etiquette

ref. Scout 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 & 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**Gone Fishing**

Objective: This event deals with four separate elements of fishing. Casting, casting safety, tying fishing knots, and fishing spirit.

Casting: Each patrol will select four scouts to participate in the casting portion of the event. Each participating scout will be allowed three casts toward the “casting target”. The casting target is divided into 4 scoring zones that get progressively smaller as you work toward the center of the target. The largest zone is worth 2 points, the next zone is 4 points, the center zone is worth 7 points, and... located in the center zone is a bucket worth 25 points and a candy bar to any scout that can cast the lure into the bucket (*). The two highest scoring casts will be used to determine the scout’s score. Each of the four scout’s scores will be added together to determine the Patrol score in this category.

If a patrol should have less than 4 scouts, the lowest score of the team shall be duplicated and assigned to the missing scout. An additional point can be earned by each scout who checks behind themselves and their immediate surroundings to make sure it is safe to cast before each cast (i.e., safe casting techniques).

Fishing Knots: Each patrol shall select 4 different boys (not the same boys doing the casting) to tie 3 fishing knots each (The improved clinch knot, Palomar knot, and the dropper loop – see Appendix). Each correctly tied knot is worth 3 points. Note: For smaller patrols having less than 8 scouts, scouts from the casting team can be used to make up the remaining scouts for knot tying. If a patrol should have less than 4 scouts total, the lowest score of the team shall be duplicated and assigned to the missing scout.

Fishing Spirit: Patrols can earn up to an additional 4 points for performing a worthy patrol yell that includes the word “Fishing”.

MAXIMUM SCORE OF 100 POINTS

<i>Scoring Category</i>	<i>Max Score per Scout</i>	<i>Max Score for Patrol</i>
Casting	14 (see note below for bucket cast)	56
Knots	9	36
Safety	1	4
Scout Spirit		4

*Excess points earned by casting into the bucket can be applied to additional scoring categories up to a maximum patrol score of 100 points.

Decathlon Event

Hot Isotope Transport

Objective: The object 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.

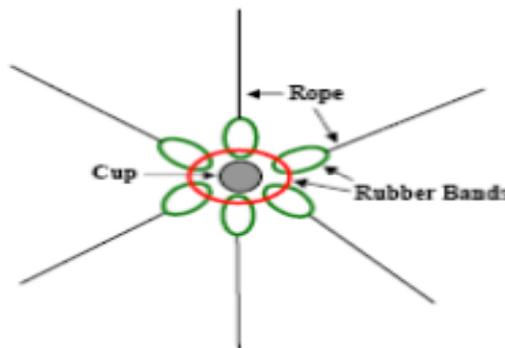
Rules: During the event, blindfolds must remain on, and only paired partners may speak to each other. The number of strings used will be determined by the number of patrol members. All patrol members, to the nearest even number, must participate.

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

Knot Relay

ref. Scout 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

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

Rules: Each New & Regular Scout 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 before giving up.

Each Older Scout patrol will line up behind a designated line. One patrol member per knot will enter the tying area at a time. The tying area will have 6 stations which require 1 or 2 knots to tie(example, a station with a log). Each scout will pick a station and tie the right knot for the station(only one knot). For the station with 2 knots, another scout will tie the 2nd knot. After a knot is tied, the next scout will pick a knot until all knots are tied, or 6 minutes have passed. All knots will then be checked they are correctly tied and for proper use. They will have the remaining time up to a total of 9 minutes from the start to finish all 7 knots. Each patrol member must attempt to tie one knot or remain in the area at least 15 seconds before they leave. All patrol members must participate.

Scoring: For New & Regular Scout Patrols, 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.

For Older Scout Patrols, Each knot tied right is 10 points (for a total of 70). Up to 25 points can be earned depending on time for each knot correctly tied; < 1 minute up to 7 minutes. No additional points for more than 7 minutes. Fastest time will be used as a tie breaker. Up to 5 points may be awarded for Scout Spirit.

MAXIMUM SCORE OF 100 POINTS

Decathlon Event**Monkey Bridge Obstacle Course**

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: Using the “Buddy System” a patrol will cross a treacherous rope bridge then traverse a stream crossing using 4x4 logs (as instructed - patrol members may not touch the ground). After a successful crossing, the patrol will construct a “stretcher” made out of objects commonly found on a campout - and use the stretcher to drag an “injured” patrol member under poisonous vines. As a measure of how carefully the victim is being moved, the injured person on the stretcher will hold a coffee can full of water. The idea is not to spill the water as the patrol goes through the course.

Rules: All patrol members must participate during the whole event. Patrols will be required to work as a team to cross a rope bridge and stream crossing. At the third event station patrols will construct a stretcher using the 2 poles and ground cloth provided, carefully placing a “wounded” patrol member on the stretcher, and then carry the victim on the stretcher through the obstacle course, spilling a minimum of water.

Preparation: Practice building a stretcher using 2 poles & a ground cloth and carrying a “victim” holding a bucket of water while laying on the stretcher without spilling the water.

Time: This is a teamwork and timed event.

Scoring: 10 points for teamwork crossing the Rope Bridge
30 points for teamwork crossing the river stream
20 points for quality of stretcher and care of injured
20 points possible for the amount of water remaining
15 points possible for the timed score from going through the obstacle course
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
- Measuring Cup for remaining water

Decathlon Event**String Burning****ref. Scout Handbook**

Objective: The object to this event is to light and maintain a fire until it burns through a string that will be suspended from two vertical rods, 15” - 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 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

Non-Decathlon Event

Mountain Bike Action

Objective: Scouts will test their riding skill over a predefined course.

Procedure: Riders (scouts) will have the opportunity to choose between two types of bicycles:

- 1) A single speed BMX bike with 20" wheels
OR
- 2) A multi speed mountain bike with 26" wheels

Riders will test their balance and agility as they negotiate through an off-road obstacle course. The event is not designed to be a race to determine the fastest rider, but rather a challenge to assess each rider's skill. For example, there will be a section in the event that will test each rider's ability to ride slowly without putting a foot down.

Cycling merit badge or scouting trivia may be added for bonus points.

Preparation: Participants are encouraged to practice at home by themselves or with friends.

BE PREPARED!

Equipment: Bikes, helmets, and gloves will be provided.

Scoring: Exact scoring of this non-decathlon (fun) event is to be determined, but will be similar to the previous year. The important thing is to practice your riding skills!
Up to 5 points may be awarded for Scout Spirit.

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

MAXIMUM SCORE OF 100 POINTS

Non-Decathlon Event

Paint Ball Target Shoot

Objective: Out of ten different targets, try to hit as many targets as possible by shooting a paint ball from a paint ball gun.

Procedure: With paint ball gun in hand, walk the target course at a brisk pace (no running). Take one shot at each target (points will be deducted for taking more than one shot at a target). The course will be set up with a pre-determined time of completion.

If you complete the course too quickly, points will be deducted.

If you complete the course too slowly, points will be deducted

Rules: Scouts are not allowed, under any circumstances, to point a paint ball gun at any living thing. Doing so will result in immediate disqualification of the patrol for the event, and possible removal of the scout from Camporee.

Scouts must wear all provided protective equipment at all times on the course.

Scouts must fire all shots from the designated firing line.

Scouts may shoot from any position you wish (standing, sitting, or prone)

Absolutely no running will be allowed.

Paint ball guns must always be pointed in a safe direction.

Time: Remember, this not a race. The fastest time may not score the most points. The course will be set up with an ideal pre-determined completion time.

Scoring: Each Patrol member will earn 50 points for completing the course on the exact predetermined time.

1 point will be subtracted for each 5 seconds off the predetermined time, too fast or too slow.

5 points will be earned for each target hit with a paint ball.

The score submitted for awards will be the average of patrol member scores.

Only the Patrol's first attempt will be scored for awards.

Up to 5 points may be awarded for Scout Spirit.

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

MAXIMUM SCORE OF 100 POINTS

Non-Decathlon Event**Rain Gutter 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 a tennis ball in rain gutters to navigate the course. The rain gutters are handled to transfer the tennis ball from one gutter 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 tennis ball. Only one foot is allowed to move to turn or regain balance. No forward progress of the tennis ball down the course can be made by moving feet. If the tennis ball is dropped, it must be returned to the rain gutter it was dropped from. The tennis ball 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 the best scoring patrols. 5 points are subtracted each time feet are moved. Points are not subtracted for dropping the tennis ball since it will affect the completion time. A sample table for points and time is given below. The sponsor unit may adjust times and score depending on the course. Add 15 points for full patrol participation where all members handle the tennis ball/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

Non-Decathlon Event

Reach for the Summit! (Climbing 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.

Up to 5 points may be awarded for Scout Spirit.

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. Only the Patrol's first attempt will be scored for awards.

Non-Decathlon Event

Tomahawk / Knife Throw

Objective: To give scouts an opportunity to learn and demonstrate skills in the handling and throwing of tomahawks and specially-designed throwing knives.

Procedure: This event is intended to provide a safe environment for throwing of tomahawks/knives. The distance to the targets will be close enough for scouts to readily reach them. There may be targets of varying distance for the range of ages. Typical throwing distances may be from 15 to 30 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/knives must be given prior to each boy entering the throwing area.

Rules: A limit line to throw the tomahawk/knife must not be crossed when throwing. Tomahawks/knives must not be thrown until the "OK" is given by the range officer. Tomahawks & knives must not be retrieved until authorized by the range safety officer.
Scouts must choose their weapons & only the Patrol's first attempt will be scored 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 the best scoring patrols. Up to 5 points may be awarded for Scout Spirit.

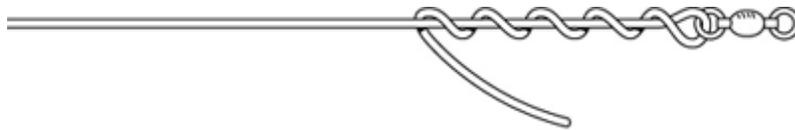
MAXIMUM SCORE OF 100 POINTS

Appendix: Fishing Knots for Gone Fishing Event

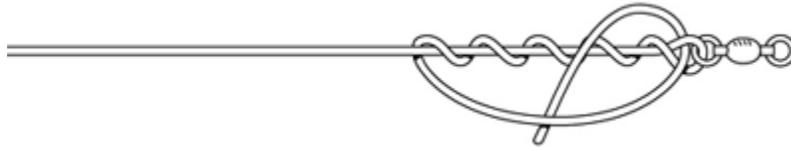
Improved Clinch Knot

The **Improved Clinch** is very easy to tie, which is the main reason it's so popular for connecting monofilament to terminal tackle. It's most effective on lines under 20-pound test.

- 1) Pass the line through the eye of the hook, swivel, or lure. Double back and make five turns around the standing line.



- 2) Holding the coils in place, thread the tag end of the first loop above the eye, then through the big loop.



- 3) Hold the tag end and standing line while pulling up the coils. Make sure the coils are in a spiral, not overlapping each other. Slide against the eye.

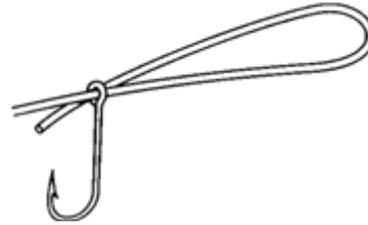


- 4) Clip the tag end.

Palomar Knot

The **Palomar Knot** is easy to tie, exceptionally strong, and very popular with bass fishing pros for tying on jigs and worm hooks. It's somewhat awkward to tie when using lures with treble hooks, but it is the recommended knot for braided lines.

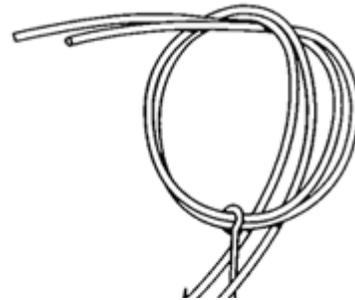
1) Double about four inches of line and pass the loop through the eye.



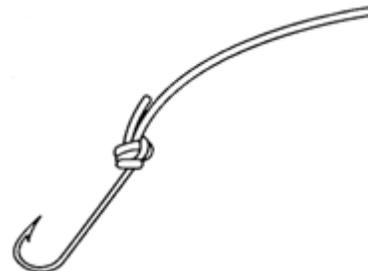
2) Let the lure or hook hang loose and tie an overhand knot in the doubled line. Avoid twisting the line and don't over tighten.



3) Pull the loop of line far enough to pass it over the lure or hook. Make sure the loop passes completely over this attachment.



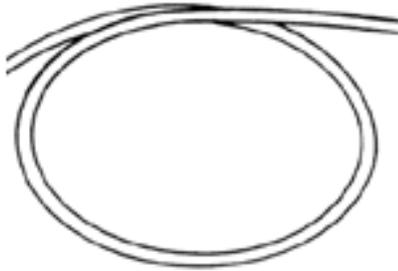
3) To tighten, pull the tag end while holding the standing line. Clip the tag end.



The Dropper Loop

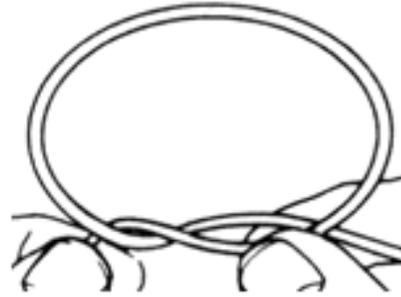
This knot forms a loop anywhere on a line. Hooks or other tackle can then be attached to the loop.

1



To form loop which stands out from line above sinker or other terminal rig. First, form a loop in the line.

2



Pull one side of the loop down and begin taking turns with it around the standing line. Keep point where turns are made open so turns gather equally on each side.

3



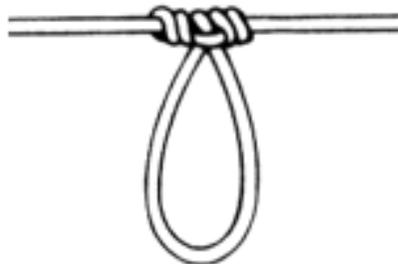
After eight to 10 turns, reach through center opening and pull remaining loop through. Keep finger in this loop so it will not spring back.

4



Hold loop with teeth and pull both ends of line, making turn gather on either side of loop.

5



Set knot by pulling lines as tightly as possible. Tightening coils will make loop stand out perpendicular to line. Not a strong knot but serviceable for pan fish and small salt water species where such rigs are used.

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