

Grand Ole Adventure Rules

Bear Bagging

- At least 2 and up to 3 scouts can participate in this event.
- Scouts will be provided with 40 feet of rope, 1 empty sack, 1 carabiner, and some items to add weight to the bag and a stick.
- Scouts must suspend the bag in the fastest amount of time. Once the bag is secured, the bag must stay suspended without any scout intervention for 5 seconds.
- The recording of time will start once a staff member says start and time will stop after the bag is suspended without scout intervention for 5 seconds.
- The Pacific Coast Trail method is what will be used. Teams choosing another method will be placed on a second tier.
- Each incidence of incorrect knots or not following the distance standard will result in a 20 second penalty added to completed time.
- A maximum limit of 8 minutes will be allowed for a team to complete the task.

General Information

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- All events end at 4:30pm. If a team is at the competition site at 4:30, they will be allowed to participate for points and place.
- If a scout feels that an event has been misjudged, they can lodge the complaint to the program director.
- All event results are final after 5pm.

Knot-Tying Relay

- At least 2 and up to 4 scouts may participate in this event.
- Scouts must tie 7 knots (Square, Bowline, Sheetbend, Taut-line, Clove Hitch, and Two-Half Hitches, Timber Hitch) correctly in the fastest time.
- Scouts, one at a time, will leave the start/finish line and grab a card with one of the knots written on it. Scout must tie chosen knot around the pole, place the card above the knot, and tag the next scout in line. This procedure is repeated until all knots are completed and the last scout crosses the start/finish line.
- Once the scout has left the knot and crossed the start/finish line, the knot cannot be altered by anyone. Anyone trying to alter a completed will be warned and penalized 30 seconds. The knot will still be scored as it was before the alteration. If there is another incidence, the troop will be disqualified and will forfeit the participation points for the event.
- If a knot is tied incorrectly, a 30 second penalty will be assessed. If the knot is tied correctly but not around the pole, a 15 second penalty will be assessed.
- Time will start when the staff member says "Start." Time will end when the last knot is completed and the last scout has crossed the start/finish line.
- After the event is completed, the staff member will judge each knot for being correct.
- Scouts will untie each knot when the staff member is finished judging and must leave the area the way they found it.

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First Aid Scenario

- At least 3 and up to 5 scout may participate in this event.
- Scouts will be provided with two sticks or poles, a blanket, and first aid kit complete with all materials needed for treating a multitude of injuries.
- The team must choose one member to be injured. The rest will treat and carry the injured team member.
- At the start line, the staff member will give 2 different injuries that are covered in Tenderfoot, 2nd Class, and 1st Class ranks and the First Aid merit badge.
- Once the staff member says "Start," the timer will start and the team will treat the injuries, make the stretcher, and transport the injured 15 yards to the finish line. Once the entire team crosses the finish line, time will stop.
- The staff member will judge team's treatment of the injury. If treatment is not complete, the staff member will assess a time penalty of no less than 10 seconds but no more than 30 seconds depending on the severity of the mistake. If the stretcher is incorrectly constructed, the team will be assessed a 30 second penalty.
- Scouts must deconstruct the stretcher and put the materials back to the start line before leaving the competition area or they can be disqualified and forfeit their troop's participation points for the event.

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Marksmanship

- This year, only one discipline is covered: Archery!
- 1 Scout can participate.
- Scout will follow all range rules and range officer commands or will be disqualified from the entire event and forfeit participation points for the event.
- Scout is provided with a bow, 9 arrows, and an arm guard.
- Scout will fire three arrows into a standard 10 ring target at 3 different distances of 20, 30, and 40 feet.
- Standard 10 point scoring will be used. If the arrow lands or breaks the barrier ring, the highest ring is scored. 90 points is the maximum score.
- Highest score wins. Ties will be broken by score on the 40 feet target, then 30, then 20. If ties are not broken by then, individual arrow scores starting from the highest in the 40 foot target, then 30, then 20.

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Marathon Relay

- 3 scouts must participate in the race.
- Scouts must sign in with the staff member in charge.
- The start/finish line is where the paved service road becomes gravel behind the Trading Post and the Dining Hall.
- The course is the campsite loop that goes around the activity field and just outside campsites 1-7 and back to the start/finish line.
- On "Start," the timer starts and the first runners of each troop will run the course. They will tag their next teammate back at the start/finish line who will then run the course. And repeated for the last teammate.
- The first team to finish the race will win.
- Staff members will be along the trail for safety and to ensure that scouts follow the path.
- Any scout found cutting the path or intentionally interfering with another runner will be disqualified and their troop will forfeit participation points for the event.

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Tree, Leaf, and Plant Identification

- Up to 2 scouts can participate in this event.
- Scouts will be presented 20 different examples of leaves and 12 wood samples.
- Scouts will be given 3 minutes to identify as many examples of the leaves and wood as possible. Spelling does not count.
- The score is based on the correct answers of the 20 leaves. The team with the most correct out of 20 wins. If there is a tie, the team that identifies the most wood samples correctly will be the winner.
- Scouts cannot change answers once they turn in their answer sheet.

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Storm the Castle

- 3 scouts must participate in this event.
- Scouts must hit the opposing castle 3 times in the fastest time.
- 2 scouts will hold the ends of the slingshot and the other will launch the balloons.
- Team can switch positions if needed.
- The balloon does not have to bust on the castle but does need to make contact.
- Time will stop when 3rd hit is recorded on the castle or 5 minutes have elapsed. Each time a balloon hits the castle, the time of the hit is recorded in case the team maxes out in time.
- The team with the fastest time will win. If there are less than 3 teams that hit the castle the requisite 3 times, then the team that hit the castle twice in the fastest time will fill in the placement.

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Swimming Relay

- There must be 4 scouts to participate in this event. 2 must be swimmers.
- The teams must complete the relay in the fastest time.
- A team member will be stationed at: the beach, on the dock between the beginners area and swimmers area, the new float dock in the middle of the swimmer area, and the back of the swimmer area dock.
- At the command of "Start," the teammate on the beach will run down the beach and through the beginner's area to tag the swimmer at the swimmer area. That swimmer must jump feet first into the water and swim to the float dock and tag for the next swimmer. 3rd swimmer will jump feet first into the water toward the back of the swimmer area and tag the next swimmer. Last swimmer will jump in the water to swim back to the front dock of the swimmer area. Time will stop when swimmer has tagged the dock. The swimmer at the T-dock must jump in feet first or will be disqualified and forfeit participation points for the event.

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