

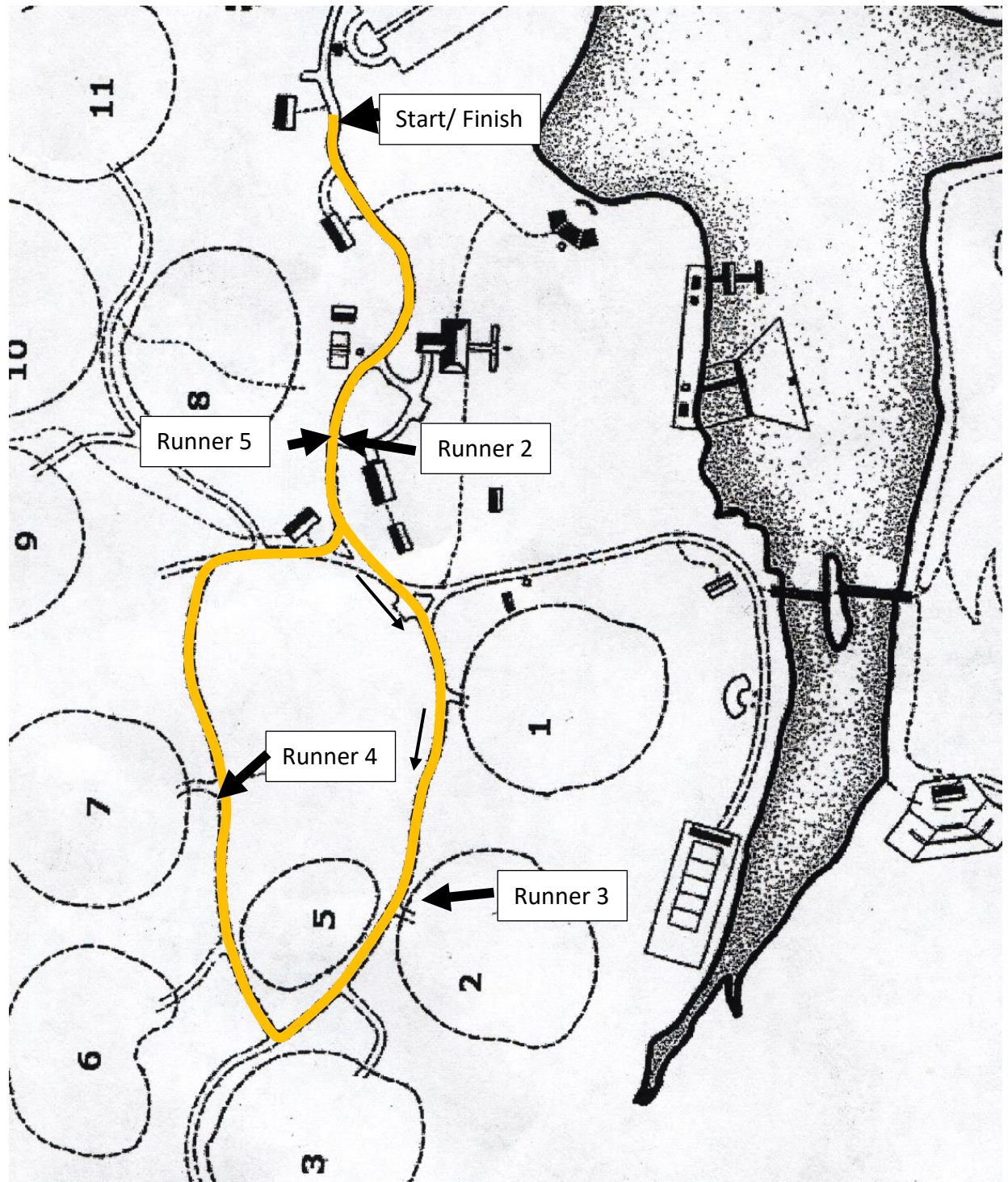
Grand ole Adventure Events/ Rules

The grand ole adventure will take place on Friday morning after breakfast at 8:30am

- **Marathon Relay Race**

This event will take place at 8:30am on Friday and start at the leader's lodge. The race will go towards the dining hall following the paved road and then take the gravel road loop around towards campsite one and pass by the entrances of campsite 2, 3, 6 and 7 before returning to the main road and finishing at the start line. The event will have 5 scouts participating

- Each Troop must have a baton/ spirit stick that they will use to pass off during the race. The Baton/ Spirit stick must be completed while at camp and contain the troop number. a 3-point bonus will be given to a team's total score for the baton/ spirit stick judged to be the best by the staff.
- A scout cannot advance until the baton/ spirit stick is in their hand
- Scouts must stay on the road during the race. No shortcuts are allowed
- Scout 1 will be positioned at the start line and run down the paved road towards the dining hall
- Scout 2 will be positioned at the back of the dining hall where the road spits and will run towards campsite 1
- Scout 3 will be positioned at the entrance to campsite 2 and will run towards the entrance to campsite 7
- Scout 4 will be positioned at the entrance to campsite 7 and run back towards the dining hall
- Scout 5 will be positioned on the paved road in the same location where scout 2 was posted and return to the start finish line
- A scout cannot run more than one leg of the relay



- **Water Boiling Race**

This event will take place in the unit's campsite immediately following the relay race. A staff member will be dispatched to time this event in the campsite. The goal of this race is to boil a #10 can of water in the fastest time possible. The rules are as follows

- Troops will use their campsite fire pit to boil the water
- Fires can be pre-built but must remain unlit until the timer starts. Then and only then can a troop begin to light the fire.
- 3 scouts will be responsible for starting/ tending the fire. All 3 scouts must have fireman's chit.
- Troops must have a fire bucket, rake and shovel at fire pit to begin challenge
- A time bonus of 5 min will be given to troops that light the fire using a friction method (bow drill, spindle, ext....).
- A time bonus of 1 min will be given to troops that use a magnesium sparker to light the fire.
- No accelerants may be used on the fire (kerosene, Tiki torch fluid, lighter fluid, ect....)
- The can of water may be suspended over the fire or placed in the fire by any method
- If water spills from the can it must be refilled
- The timer will stop once the can has reached a vigorous boil.

It is highly recommended that troops have all the firewood, tinder and kindling ready to go before the event begins. Cans will be distributed to troops on Wednesday afternoon.

The following events may be done in any order

1. Camp Bud Schiele Scavenger Hunt

This event will take place at the OA/ Stem Shelter. The goal of this event will be to identify the location of several riddles and retrieve several items from around Camp Bud Schiele in the fastest time possible. The rules are as follows

- **Troops must use the buddy system at all times during the race.**
- Troops may break into teams to complete the scavenger hunt
- The whole troop must be present at the OA/STEM shelter to begin the challenge
- The timer will start when the folder containing the hunt information is given to the senior patrol leader
- The timer will end when the whole troop has returned to the OA/STEM shelter and all the required items have been delivered.

2. Snake Race Lashing

This event will take place at the Outdoor Skills shelter and will involve 6 scouts. The goal of this event will be for the scouts to use 6 sheer lashings to attach a section of staves together and pass the lashed poles from between their feet, over their heads and back to their feet with the lashings intact.

- The patrol will begin with 8 staves stacked neatly in front of them and 6 sections of rope.
- On signal, the patrol lays out the 8 staves in one continuous line, and lashes them together with a tight shear lashing at each joint
- The timer will begin when once the scouts are given the signal to start
- Each scout has to complete 1 of the sheer lashings. They may receive assistance from another participant, but another participant may not complete the lashing for them.
- When complete, six patrol members straddle the staves facing the same direction, reach down and grab the chain of staves, then start moving them forward, between their legs. The Scout in front swings the first staff up overhead and passes it back to the Scout behind him. When the last Scout receives the staff passed overhead, they then swing it back down under their legs and start moving the chain back forward again until the staves are in their original position.
- The timer will stop once the staves are back in their original position

3. First Aid Scenario

This event will take place at the First-Aid building lodge. The goal of first aid scenario will be for scouts to access and participate in different scenarios where they will have to use their first aid knowledge. A staff member will be the patients/ victims and this event will be judged by the camp health officers. There will be 4 scenarios that scouts will be judged. Each of these 4 scenarios will have 5 categories where the scouts will be judged on a scale of 1-5 for a total of 100 points. These categories could be from how do they identify the scene safety to identifying the injury or illness to treating the injury or illness.

4. Up in a tree spell a name kim's game

This event will take place at the handicraft shelter and have 2-4 scouts. The goal of this game will be for scouts to memorize as many objects as they can in a tree. The rules are as follows

- The scouts will be led to a tree of the staffs choosing where there will be approximately 50 items hanging in the tree.
- The scouts will have 2 minutes to observe the tree and memorize as many objects as they can
- The 2 minutes will begin when the scouts have arrived at the tree
- The scouts are not allowed to use anything other than their memory to remember the objects.
- Scouts will then have 5 minutes to write down as many of the objects as they can
- The 5 minute timer will begin immediately following the 2 minute observation period.

5. One Handed knot tying relay

This event will take place at the trailhead shelter and have 4 scouts participate. The goal of this relay race will be to have each of the scouts tie a knot with one hand behind their back. The rules are as follows.

- Each scout will be responsible for a knot that they have to tie.
- The knots in order will be
 - 1- Taut Line Hitch
 - 2- 2 Half Hitches
 - 3- Square Knot
 - 4- Bowline
- A staff Member will inspect each knot and the next scout can't begin to tie the next knot until approval from the staff member
- The first scout will begin on a staff members signal and this will be when the clock starts
- The clock will stop when the staff member has approved the last knot

6. Swimming relay

This event will take place at the waterfront and have 4 scouts that participate. This will be a relay race and the goal of this event is to complete the challenges in the fastest time possible. The rules are as follows.

- The 4 scouts must buddy tag into the waterfront after gaining approval to enter the area from the aquatics staff.
- All of the participants must be classified as "swimmers" by the aquatics staff during Sunday check in.
- The 4 scouts will line up on the dock at the edge of the swimmers area and the clock will begin at the staff members whistle
- The first leg of the relay will be a brick retrieval. This will be a standard red brick with string and a float attached to it 30ft away from the dock. The scout must jump in feet first, swim out to the float, dive and return the brick to the surface. The scout must then return the brick to the start point.
- Once the first scout has returned to the starting area and touched the dock the second scout may jump in feet first.
- The second leg will be a backstroke leg where the scout must swim out to the floating dock in the swimmers area, touch the dock and return. The scout may use any stroke that has them on their back
- Once the second scout has returned to the starting area and touched the dock the third scout may jump in feet first.
- The third leg will be a front crawl (freestyle) leg. Scouts may use any stroke as long as they remain on their stomach in the water. They must swim out to the floating dock, touch the floating dock and return to the starting area.

- The 4th and final leg will begin when the 3rd scout has touched the dock at the starting area. The 4th scout shall enter the water using a feet first jump
- The 4th leg shall be a long swim event where thy scout should swim the length of the whole swimmer's area, touch the far end of the dock and return to the beginning point. The scout may use any stroke
- Once the scout has touched the dock at the starting point the timer will stop.

Scoring

- After each event the teams will be ranked and first-place troop in an event will gain the same number of points as their team competing in the Grand Ole Adventure.
- The team that come in last place of an event will gain 1 point.
- The total number of points that are gained by a team as determined by their ranking in each event will be added together and the team with the highest total at the end of the adventure shall be determined to be the winners.
- In the event of a tie, the team with the highest number of first place finishes in an event will be the winner. If there is still a tie the team with the highest number of second place finished shall be the winner etc..... until a winner is declared
- The winner will be announced during the closing campfire on Friday evening.