

# Grand Ole Adventure Events & Rules

In 1992, Camp Bud Schiele introduced a unit competition program called the "Grand Ole Adventure!" For more than 30 years, this program has been very successful and has offered Scouts the opportunity for a fun-filled afternoon of competitive events.

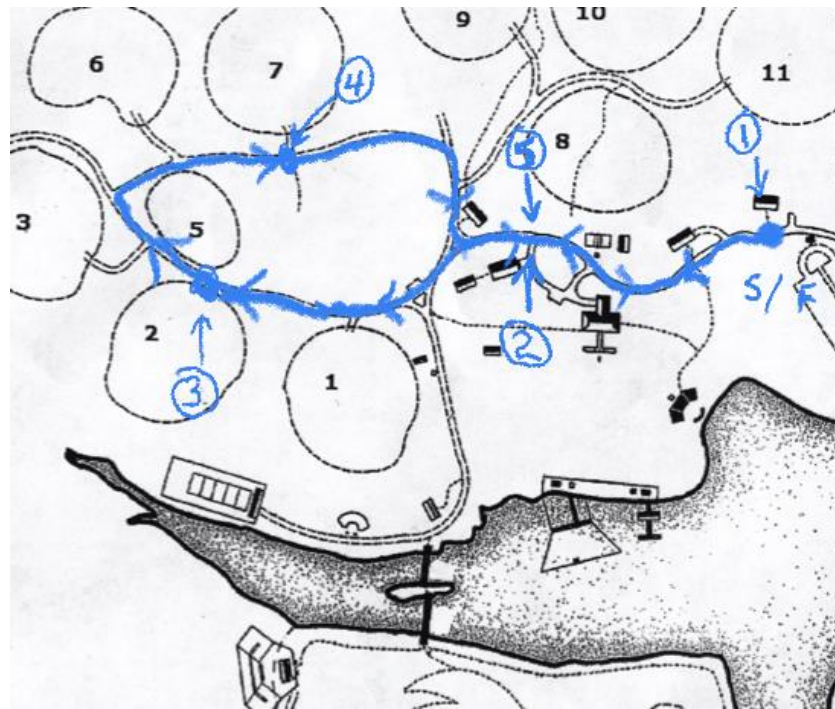
The Grand Ole Adventure will begin on Friday afternoon at 1:30. With the exception of the Marathon, start time TBA, the events can be visited in any order. We encourage each troop to enter into each event, but it is understood that smaller troops may not have the time to complete each one. In order not to put these smaller units at a disadvantage, **troops who compete in at least five events will be awarded five points towards Bud Schiele's Best. At the Friday night campfire, troops placing first through third place in each event will be recognized.** It would also be acceptable for smaller troops to join together to increase the available "scoutpower." The Grand Ole Adventure will conclude Friday afternoon at 4:00 with the Mario Cart Race in the activity field.

Below are the "rules" for each of the events. There is the possibility that some of the guidelines for the events may be modified once they've been presented to our program area staff for review.

## Marathon Relay Race

This event will start and end at the leaders' lodge. The runners will start running along the main camp road towards the dining hall. Then they'll take the gravel road loop towards campsite one and pass by the entrances of campsites 2, 3, 6, and 7 before returning to the main road and finishing at the leaders' lodge. This event is for five scouts.

- Each Troop must have a baton/spirit stick that will be passed from runner to runner during the race. At a minimum, the Baton/Spirit stick should sport 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 one will be positioned at the start line in front of the Leaders' Lodge 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.
- Troops with fewer than five scouts may combine with another small troop for this and other events.



## First Aid Scenario

Scouts will be presented with a scenario that will require first aid to be administered. After being presented with the scenario, the scouts must assess their subject and render or describe first aid appropriate to his/her "injuries." The scouts may also be asked to answer first aid-related questions about the scenario.

The camp health officers are working to create appropriate scenarios that test scouts on first aid through First Class skills.

## Kim's Game

This event will involve up to 6 scouts. The goal of this game will be for scouts to memorize as many objects as they can. The rules are as follows.

- A wide variety of objects will be spread out on a picnic table and covered with a sheet.
- The sheet will be removed for one minute, during which time, the scouts will observe the objects with the goal of remembering as many as possible.
- Scouts are not allowed to take pictures or make notes.
- After one minute, the sheet will be replaced.
- The scouts will have five minutes to list as many objects as they can remember.
- Scouts receive one point for each item correctly listed and are penalized 1 point for every item they list that wasn't on the table.

## Swimming Relay

4 Scouts, no more, no less, can participate in this game. 2 Scouts must be Swimmer classification. The other 2 may be beginners or non swimmers. The objective of this game is to quickly swim a course through a relay of 4 Scouts.

- Timing will start when the staff member says "Start" and end when the last swimmer reaches the finish position.
- Scouts will be placed in 4 locations: beach near the fence, middle of the beginner area, on the dock at the bottom of the swimmer area, and on the dock at the top of the swimmer area. On "Start," the Scout on the beach will race through the beach and halfway through the beginner area and tag the next Scout. That scout will swim to the dock between the beginner and swimmer areas and touch the dock. The next Scout jumps into the swimmer area and swims to the other side of the swimmer area. They will touch the dock. The last swimmer will swim back to the other side of the swimmer area. They will touch the dock to complete the course.
- For safety, Scouts cannot dive into the water to begin swimming. If a Scout dives into the water, their group will be given a time penalty. If a 2nd Scout dives, the entire group will be disqualified, and they will not receive any recognition.

## Knot Tying Relay

Each lodge must field a team of seven scouts (smaller units may use fewer scouts, but troops should be trustworthy to not allow a few "skilled" scouts to complete the whole event.) In a relay fashion, one person will be asked to tie a randomly selected knot by the judge. The team will not know which knot each member will tie.

- The seven knots are:
  - Square Knot
  - Bowline
  - Sheet bend
  - Taut-line hitch
  - Clove hitch
  - Two-half hitches
  - Timber hitch
- The team with the best time wins and timings will start when the word "GO" is issued by
- the judge.
- Each knot must be tied correctly.
- Any incorrectly tied knot will result in a 30-sec time penalty, up to 90-sec of penalty time.

## Bear Bagging

At least 2 and up to 3 scouts can participate in this event.

- Scouts will be provided with 50 feet of rope, 1 "bear bag," a rock sack, and various "food" items that weigh ~15 pounds.
- For this event, the PCT bear hang method will be judged (<https://youtu.be/cpQZf0UERZc>).
- Scouts must put items in the bear bag, securing it properly.
- The rock bag should be used to toss the bear line up and over an appropriate branch.
- The bear bag should be secured to the line and appropriately hoisted. The toggle should be attached, and the bag will be lowered.

- When completed, the bear bag should be at least 10' off the ground and at least 6' from the trunk of the tree.
- The recording of time will start once a staff member says start and time will stop after the bag is fully suspended.
- A two-half hitches knot should be used to tie the rope to the carabiner; a clove hitch is used to secure the toggle.
- Each incidence of incorrect knots or not following the distance standard will result in a 20-second penalty added to the completed time.

## Packing the 10 Essentials

This is a timed relay event for up to three scouts.

- Scouts will be provided with a backpack and table full of supplies that could be used on a hiking or camping trip.
- Scouts must pack the 10 essentials that should be brought to every camping trip in the backpack and take them to another location.
- Once the table of supplies is revealed to the scouts, the timer starts. Time stops when the scouts finish packing the backpack and take it to the other location.
- At the other location, the staff member will check the items packed. For every incorrect item packed, the team will be assessed a 15 second penalty (e.g. scouts who pack 8/10 items would be penalized 30 sec.)

## Tree ID

Leaves of trees and plants found at camp will be available on a picnic table. A team of up to five scouts from each troop will identify as many as possible.

- A fair number of leaves (20-30) from plants and trees around camp will be laid on a table and numbered.
- A team of up to five scouts will have up to five minutes to correctly identify each leaf.
- Scoring will be based on the number correctly identified.