

Northwoods District Scout Skills Triathlon

A one weekend event at Hanna Venture Base - Friday, 4/27/18, 6:30 PM till Sunday, 4/29/18, 10:00 AM
Pitting troops against each other in three separate scout events, and total score for all three events.

Events:

1. Ready – Assemble Launcher for speed & accuracy
2. Aim & Fire – Target practice with assembled launcher
3. The Iron Gut – Camp Cooking

Official rules:

1. Assemble a tennis ball launcher and fire tennis balls at targets for points. Units are encouraged to assemble and reassemble launcher to determine a method of best practice for the unit to assemble launcher accurately and efficiently the day of the event. They are also encouraged to take target practice with that launcher to improve accuracy. Each unit will supply their own materials for the launcher, but cannot make or use any special fasteners other than those suggested in the instructions to assemble the launcher. **Adult leaders participate as coaches/mentors only, no hands on day of event.**
2. Rules for the individual events below.

Event #1 – Ready

Duration: 2-hours (max)

Team Size: Entire Unit Youth available (if not cooking)

Each unit will prepare their unassembled materials in their designated area prior to the event start time. Upon a signal, all units will start to assemble their launcher, and give a team yell when complete. **All materials must be broken down (no pre assembly).**

Points will be awarded based on:

- a. Speed of assembly:
- b. Strength and accuracy of lashings used:
- c. Level of troop involvement. (Shouldn't be a select few doing the assembly)

Event #2 – Aim & Fire

Duration: 2-hours (Or till all members of all units participate)

Team Size: Entire Unit Youth available (if not cooking)

Each troop in turn will allow each member of their team to fire 6 projectiles (Tennis Balls) into the range, at various targets. Each target will have various points assigned to them pending their size, distance, and difficulty of shot. Non-shooting members of the unit will be assigned to tennis ball retrieval and assistance.

Points will be awarded on an average of the total team, based on the following items .

- a. Cumulative points per target hit (Practice before the day of the event is encouraged)
- b. Special points assigned by referee for exceptional catches in the field by non-shooting members of errant shots. (Baseball gloves recommended)

Event #3 –The Iron Gut

Duration: 3-Separate Meals

Team Size: unit determined Grub Team (Separate grub team for each meal, if troop size allows).

1. Teams will be required to prepare one Breakfast, one Lunch and one supper meal, each to be planned and prepared by the youth and be presented to the judges table at a specific time. Each meal will have required ingredients that must be incorporated into the menus chosen by the team and served to the entire troop. Points will be awarded for menu originality, presentation, temperature, flavor, cooking method, and presentation of recipe for each menu item to the judges:
 - a. Cooking Methods: (Example)
 - i. Dutch Oven and/or Open Fire cooking, Most-points
 - ii. Gas Stove Cooking, Some-points
 - iii. Pre-bought / pre-packaged, No-points
 - b. Meal timing: (Each team will be assigned a specific meal time – 10 min. increments)
 - i. Complete meal on the table on time, (hot's hot/cold's cold), Most-points.
 - ii. Partial meal on the table, (hot's hot/cold's cold), Some-points.
 - iii. Entire meal late, (hot's hot/cold's cold), No-points.
 - c. Menu: (Each meal will have a minimum of two required ingredients)
 - i. Units will be assessed points from 0 to 50 points, based on originality/dietary completeness/flavor/required ingredients.

Meals required Ingredients

Ingredients that must be used, but are not limited to, for this competition are as follows. Ingredients must be used in at least one recipe of your menu, they do not have to be in the same recipe.

Breakfast – To be Determined

Lunch – To be Determined

Supper – To be Determined

Note: Grub teams can be excused from other activities to prepare meals

Also Note: Class "A" uniforms required for Sunday, Class "B" all other times.

Scoutmaster / Unit Leader Information Sheet

Welcome to the Northwoods District Scout Skills Triathlon. This document is intended to give you, the Scoutmaster / Unit leader, an idea of what the purpose and expectations of the Northwoods District Scout Skills Triathlon are, and how you as the unit leader can best prepare your unit for this event.

Purpose: First of all the main focus is for the boys to have FUN!!!! Secondly, is to provide an avenue for the scouts to practice their scout skills, and for units to utilize the boy run unit / patrol methods. It is not intended to be a place where a staff will teach these scout skills, but merely provide an opportunity for the scout to utilize the skills they have already acquired from your unit through training from the SPL, ASPL, Troop Guides, Instructors, older scouts, or unit leadership.

Furthermore, this event is designed to develop youth leadership, while preparing for and participating in this event. It is anticipated that the youth leadership be responsible for all aspects of this event, including the advanced preparation, and only use the adult leadership as mentors/counselors.

Staff Expectations: The staff of the Northwoods District Scout Skills Triathlon, expects that all units will come to this event ready to participate in all events to the best of their abilities. Units may, pending the event and prerequisites, utilize as many teams / patrols they can form, to help as many scouts participate as possible. Scoring will be provided for each team / patrol that participates, and individual recognitions MAY be awarded for team / patrol accomplishments, or per activity accomplishments. But this will not be the primary focus of the event. Where necessary in an event, (where more than one team / patrol from the same unit participates in the same event) the highest score from a Team / Patrol will be chosen to be added to the Unit Score, with one unit being presented with a Traveling Trophy at the close of the event. That trophy is to be held by that unit until the next corresponding event. (generally 1 year)

The staff will be primarily working with the SPL's and ASPL's to disseminate information to the units about general information, schedules, rules, safety policies, and to provide judging based on a set of predetermined rules. Any conflicts will be settled by the event chairman after reviewing the facts and will be the final answer.

Unit Leadership Expectations: Unit leaders are expected to provide guidance, support, and mentor the SPL, ASPL's, and encourage scouts to participate to the best of their ability and to have fun. Under no circumstances during the duration of the event, should a leader participate in the event beyond giving guidance and support. Prior to the event, leaders may assist in training the scouts, but would be preferred and ideal to utilize the boy led methods of scouting and have the older boys, teach the younger boys. Basic principles of the scout skills being highlighted during the yearly event will be provided ahead of time to insure that units have had time for the youth leadership to have discussed and given at least basic training to their fellow scouts. Continued training (scout to scout) may continue and is encouraged during the events duration. If leaders participate, or appear to participate beyond the above mentioned guidelines in judged activities, points will be removed from the overall unit score. It is recommended that this discussion be held with your SPL prior to the event so that he is not blindsided by the events about to take place. Ultimately leaders should, and are encouraged to, attend this event and relax and have a good time in the non-judged events, and to provide the support the SPL, ASPL and scouts will require during the event.

Remember that youth new to leadership roles, will face many leadership challenges while preparing for, and completing this event. Adult leaders should remember to be supportive and caring, while encouraging and mentoring your youth leaders regardless how successful they are in their leadership roles.

SPL / ASPL Information Sheet

Welcome to the Northwoods District Scout Skills Triathlon. This document is intended to give you, the SPL / ASPL, an idea of what the purpose and expectations of the Northwoods District Scout Skills Triathlon are, and how you as the unit leader can best prepare your unit for this event.

Purpose: First of all the main focus is for the scouts to have FUN!!!! Secondly, is to provide an avenue for scouts to practice their scout skills, and for units to utilize the boy run unit / patrol methods. It is not intended to be a place where a staff will teach these scout skills, but merely provide an opportunity for the scout to utilize the skills they have already acquired from your unit through training from the SPL, ASPL, Troop Guides, Instructors, older scouts, or unit leadership.

Staff Expectations: The staff of the Northwoods District Scout Skills Triathlon, expects that all units will come to this event ready to participate in all events to the best of their abilities. Units may, pending the event and prerequisites, utilize as many teams / patrols they can form, to help as many scouts participate as possible. Scoring will be provided for each team / patrol that participates, and individual recognitions **MAY** be awarded for team / patrol accomplishments, or per activity accomplishments. But this will not be the primary focus of the event. Where necessary in an event, (where more than one team / patrol from the same unit participates in the same event) the highest score from a Team / Patrol will be chosen to be added to the Unit Score, with one unit being presented with a Traveling Trophy at the close of the event. That trophy is to be held by that unit until the next corresponding event (generally 1 year).

The staff will be primarily working with you, the SPL's and ASPL's to disseminate information to the units about general information, schedules, rules, safety policies, and to provide judging based on a set of predetermined rules. Any conflicts will be settled by the event chairman after reviewing the facts and will be the final answer.

SPL / ASPL Expectations: You are in charge of your unit for the preparation and performance of this event, **not the Scoutmaster (He/She is your mentor/advisor only).**

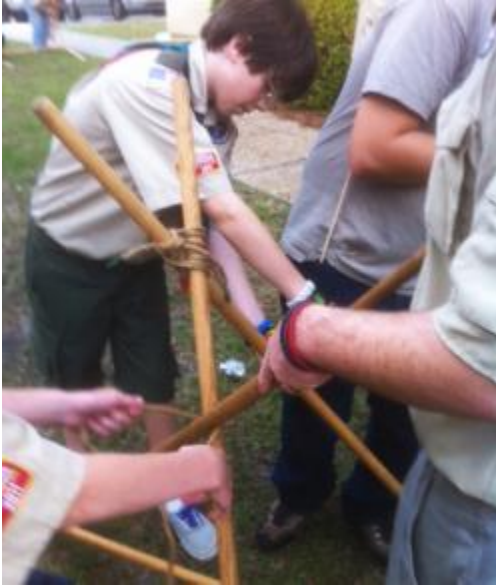
SPL, ASPL's are expected to attend meetings during the event according to a schedule provided to you at your arrival at the event, and then to pass along that information to your assistants / unit. SPL / ASPL's are expected to conduct themselves as leaders for the duration of the event which includes, but is not limited to, providing support and motivation to the members of your unit, and encouraging them to participate and have fun during the event. Encouraging and demonstrating by example, how to be prepared for the next events and how to participate while providing leadership.

If issues arise, you may seek counsel with unit leadership, but preferably event staff during the event to help you resolve those issues or conflicts, but ultimately the decision making process is yours and yours alone. The success of your unit depends upon your leadership prior to, and during this event. Prior to the event you should be setting up, at least, basic training of the scout skills being selected for the yearly event. These skills will be made known to you early enough for you to prepare before the event. As SPL / ASPL, you have the ability to utilize the trainers your unit may have, like yourself, ASPL's, Troop Guides, Instructors, and unit leadership. But scheduling that training is your responsibility in order to ready your unit.

Set goals to lead your unit to the best of your ability and bring home a traveling trophy in the process. If you have questions, contact the event chairman. See yearly rules for contact information.

SCOUT STAVE LAUNCHERS

Launcher Instructions



Here's what each unit will need:

- six Scout Staves – Approx. 6' in length
- seven 6-foot x 1/4-inch lashing ropes
- three short lengths of an elastic type of cord (to secure the shot holder to the structure)
- one pre-made "shot-holder"
- 6 - Tennis Balls

In a nut shell, here's what happens:

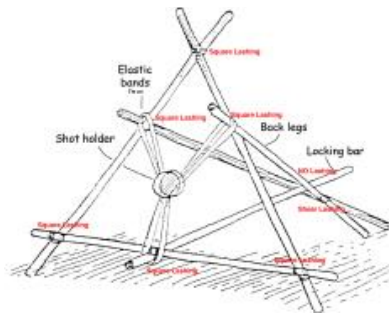
At an outdoor area, targets will be set up at which each troop will fire the launcher to score point based on accuracy and distance. Each member of the troop will shoot 6 tennis balls at the targets and an average score will be taken. Each troop will provide ALL the necessary materials (unassembled for the day of the event), including tennis balls to build the launcher and will be scored on knot accuracy and speed.

On signal, troops will race to build their own Launcher and give a team yell when complete. Assemblies will be timed for points and scored on accuracy of lashings. (**NOTE:** It is highly encouraged that each troop build and rebuild this launcher several times before the event to perfect the method of building)

Once all construction is complete, each unit will need to move their launcher into position for shooting when called to the line. Each Scout of that unit will shoot 6 tennis balls at a various targets, while other member of his troop retrieve errant shots where additional points **may** be scored for spectacular catches (So bring you're baseball gloves along). And average score will be calculated based on the number of scouts attending per unit. (**NOTE:** It is highly recommended that as your unit builds the launcher that you get as much practice shooting the launcher as you can so that you can keep a high average score)



Balled up newspaper “shots” can be used in an indoor setting, but tennis balls will be used at the event.



It should be noted, the “locking bar” (refer to the drawing) is only lashed to the bottom crossbar of the A-frame. The angle of fire is adjusted by moving the “locking bar” up and back.

Each launching can serve as a point of reference to adjust the “locking bar” and, if necessary, the position of the elastic bands.

A sample shot holder—one procedure that works well is as follows:

For each shot holder, you’ll need a can and a length of surgical tube, inner tube, or some kind of stretch material bands. Six feet works well with Scout staves.



Launcher rigged with surgical tubing. (Notice the cord used to secure the tubing to the structure.)

Prepare the cans. Using 12.5 oz. cans (commonly filled with canned chicken or beef) cut three slits in the bottom the same width as the stretch material strips or more narrow if you're using surgical tubing. Flatten the sharp edges as much as possible against the inside of the can and then apply tape to serve as a cushion between the slits and the stretch material.



Sample Shot Holder made from a strip of a 6-foot exercise Stretch Band and a 12.5-ounce can.

The stretch material. One bicycle inner tube can be cut into three to four 6' strips each of which are just the right size for one shot holder. If you can't easily obtain inner tube, heavy duty exercise stretch bands work okay, but are less durable. *What works best by far are six foot lengths of 1/4" surgical tubing!* They're the stretchiest and can withstand a lot of strain. (Spare bands may be a good idea in case of a break)

Attach the stretch material. Tie together the ends of the rubber strip or surgical tube making one loop with a circumference of approximately six feet. Feed the loop through one slit in the can. The objective here is to extend an even-sized loop through each slit, by forming bights in the loop and threading them through the other two slits.

NOTE: Eye protection is required for this activity in case the stretch material bands break.

Enlarged diagram

