

Challenge, GPS Challenge Trek, Iron Man Classic or New Scout Adventure Trail) they will be free to partake in this segment of the program. This is not meant to be a primary activity for the Scouts, only a supplement to the main program. As of this date, the official requirements for these badges have not been published by National, however, unofficial **draft** requirements can be found at the end of this guide. The intent of this aspect of the program is to expose the Scouts to these new badges and, where possible, complete some of the requirements for them. We need counselors to support this activity! More information will be published once the final requirements are published.

Mega Scavenger Hunt – All Scouts are eligible for this event in addition to the four above. Registered teams or Patrols will be given a special Scavenger Hunt package at activity registration stations. During the course of the day your team/Patrol will have the opportunity to locate items on the list. Winners will be determined by total points earned. The top three winners will each receive a secret treasure chest full of bounty they can share with each other.

Scoutmaster Merit Badge – Scouters will have two ways of earning this prestigious award: participating in an adult training program or assisting on program staff during Sunday's activities.

Detailed Program Discussion:

Patrol Challenge

The Patrol Challenge will feature 10 unique stations where Patrols will be judged on speed, accuracy and Scout-craft. Patrols will be limited to 8-10 Scouts. Scouts must be pre-registered by Patrol and will be issued a special score card with member's names assigned to it. During the course of the Challenge there will be no substitution and all Patrol members must be present at each Station before they will be allowed to compete. Patrols with the highest total number of points wins. Gold, Silver and Bronze team medals will be awarded to the winners. Everyone participating in the Patrol Challenge will receive a special participation patch. The following details each of the Patrol Challenge stations:

Station 1. Silent Observation

The patrol stands around a picnic table covered with a blanket. The blanket is removed for 10 seconds and the patrol is told to observe what is under the blanket. Under the blanket is a large board divided into 16 squares and each square has a recognizable item on it. The patrol is then asked to move to a second table some distance away with an identical blank board also divided into 16 squares, but with nothing on it. Each Scout takes a turn and places an item on a square or moves an item from one square to another. Each Scout is allowed two turns. There will be no talking allowed among

patrol members. Twenty-five (25) points will be scored for each item placed in the correct square.

Station 2. Flap Jack Frolic

The cooking relay consists of a runner's circle, Quarter Master's circle and cook's circle laid out in a large triangular course. At the start the patrol identifies a Cook and an Eater. The remaining patrol members will act as runners. The cook is stationed some distance away in the cook's circle. The runners gather in their circle along with the designated Eater. At the Start of the relay, the first runner sprints to the Quarter Master circle and picks up a stove. He then takes the stove to the cooking circle and then returns to the runner's circle and "tags" the next runner. The relay continues until water, pancake mix, spatula, skillet, plate, cooking spray and mixing bowl are all delivered to the cook. When the cook has all the supplies he must light the stove, heat the skillet, mix the pancake batter and make one six-inch pancake. It must be completely cooked before he calls for a runner to retrieve the pancake and deliver to the Eater. Once the pancake is completely eaten the relay ends.

Each Patrol starts with 2,000 points. Each second it takes to complete this task, from the word "Go!" to completely eating the cooked pancake, is a 1-point deduction. For example: If it takes the patrol 5 minutes and 40 seconds to complete the task, that equates to 340 seconds...the patrol then receives a score of 1,660.

Station 3. Lava Flow Rescue

This is a timed challenge that involves Scout skills, teamwork and problem-solving skills. The object of the event is to safely transport an injured Scout across an active lava flow. Before the event begins, the scorekeeper will designate an "injured" Scout. The remaining Scouts will be divided into two groups of roughly equal size. Group 1 remains behind and Group 2 waits on the other side of the lava flow. The event begins with a card being issued to the first group outlining a particular injury the designated Scout has received. The team must properly treat the injury and then transport him to the lava flow by stretcher. Two staves, a blanket and some rope are provided to the Scouts. Once a suitable litter has been made and the Scout is correctly treated he is placed on the litter and transported to the lava flow. At this point both groups must figure out a way of passing the Scout and litter safely over the lava flow. The Scout/litter cannot touch the lava, if he does then they must return to the starting position and begin the litter carry portion all over. Neither group of Scouts may cross the lava flow during this event once it has started. Once the Scout/litter is safely over the lava flow the second group completes the relay to an end point. The Patrol is scored on how well they can treat the injured Scout and how quickly they can get him transported to the end of the course.

NOTE: Know your first aid!

Station 4. The Great Fishing Trip

This is a very challenging and fun event. Scouts will be judged on time, Scout-craft and teamwork. The Patrol must cross a 12-foot wide stream without touching the water. They must make the crossing using only the materials provided. All members must safely make it across. Once on the other side, they will have to lash together a set of poles and construct a long fishing rod and use it to catch a fish. All that is provided is some cord, two 8-foot long wooden boards and some poles.

Note: Know your lashing skills!

Station 5. Flagpole Raising

This will be a timed patrol event. At the start of the event, the patrol is equally divided in two. Each group is given five Scout Staves, a flag, 8 pieces of sash cord, three guy lines, three wooden stakes and one mallet. Once the "Go" signal is given each group use the cord to lash the five staves together with four double lashings. Next they must attach the flags and the three guy lines to raise the pole. Then they must raise the poles and stake down the guy lines so the pole stands vertically. When finished, both groups will form up in front of their flagpoles and stand at attention. Each lashing must be correctly tied. Points will be deducted for each incorrect knot.

Note: Know your lashing skills!

Station 6. Plutonium Portation

This is a timed patrol event. All patrol members except one are blindfolded. Each blindfolded patrol member takes hold of a rope that is attached to a large rubber band. The array is similar to a wheel with the ropes forming the spokes and the rubber band is the hub. The object of the event is to pick up a "nuclear bomb" and safely transport it to the lead safety container. The Scout without the blindfold will be allowed to provide verbal instructions to the Patrol. The "bomb" is a softball and the rubber band must be slipped over the ball, picked up and moved over to a large can and safely deposited into it. The patrol that completes the task in the quickest time wins.

Station 7. Stick It To 'Em

Scouts are to assemble and disassemble a shear-lashed pole. The Patrol is divided into two groups and positioned on each side of a 20 foot "valley." On each side the groups will find three 7-foot lashing spars and two lengths of lashing cord. On a signal from the judge, each group lashes the spars into a pole, then passes it across the 20 foot space to the other group (in other words, each side must swap its pole with the other side). Each group must disassemble the pole it receives to complete the task. This is a timed event. If the pole touches the ground between the two sides, the pole has to be brought all the way back and be repassed.

Note: Know your lashing skills!

Station 8. Fahrenheit 212

The Patrol must light a fire and boil a pint of water as quickly as possible. When the judge says go, members must quickly gather tinder and kindling then build a fire and tend it until the water is brought to a boil. The water is **suspended 6" from the ground**. This is a timed event.

Station 9. Raging River Crossing

The Patrol must **successfully cross a "raging river" that is about 35-feet across**. The only material they are given is an 8-foot long 2 x 4. There are "stones" in the water every 7 feet to assist in the crossing. The object is to get the entire patrol safely across the river without touching or falling into it. No more than two Scouts will be permitted on a stone at a time. Penalties will be applied. This is a timed event.

Station 10. Electric Fence

The object of this event is to get your patrol over an "electric fence" without injury. Using props provided, safely get all Patrol members on the other side of the electric fence without touching it. This is a timed event. Points will be deducted for unsafe acts.

GPS Challenge Trek

The GPS Challenge will consist of three separate patrol activities to be accomplished during the course of a hike through the Goshen Scout Reservation. Each patrol will accumulate GPS Challenge points according to the rules of each activity. Patrols will be limited to 8-10 Scouts. Scouts must be pre-registered by Patrol and will be issued a **special score card with member's names assigned to it**. During the course of the Challenge there will be no substitution and all Patrol members must be present at each Station before they will be allowed to compete. Patrols with the highest total number of points wins. A maximum total of 100 GPS Challenge points may be earned by each patrol.

Activity	Maximum Score
Geocaching Hike	25
Rifle Competition	25
Initiative Games	50
Total	100