Skills Night 2005 Troop 80, B.S.A.

	Event Description	Judge
1 st Rotation	(7:10 – 8:00)	
1a	Pitch a Canadian Tent	
2a	Tripod with hanging bucket	
3a	Get over the electric wire	
4a	Challenge Station	
5a	Stretcher carry with bandage	
6a	Measure height of pole, take bearing, pace distance	
7a	Log raising	
2 nd Rotation	(8:00 – 8:50)	
1b	Frisbee throw	
2b	Kim's Game	
3b	Marble game	
4b	What knot would you use?	
5b	Fire by Friction	Garry Wood
6b	Parts of Ax	
7b	Name that Merit Badge	



Pitch and Fold Up a Canadian Tent

- 1. Open up tent out of bag and spread out on the ground in a circle, with all ropes going straight out.
- 2. Each scout takes two ropes and pulls on tent at the same time and lifts the tent up to about 2 feet off the ground.
- 3. Rotate the tent to face door where you want it.
- 4. Carefully set tent straight down.
- 5. Adust each rope so that connector is ½ of the way between end of loop and edge of tent.
- 6. Pull each rope straight out from tent and set on the ground.
- 7. Make sure that the ropes around door are spaced so that door will overlap and close.
- 8. Stake each rope with a rebar stake and loop end of rope around stake.
- 9. Put center pole into tent.
- 10. Stake down grub stakes with nail stakes.
- 11. Put bag inside tent.
- 12. Take out tent pole first.
- 13. Pull out all stakes and stack them.
- 14. Pull top of tent and drag along ground until tent is on its side.
- 15. Spread out tent in a pie shape, with all ropes pulled straight down.
- 16. Fold edges of tent to the middle twice.
- 17. Throw all ropes on top of canvas.
- 18. Fold top of tent down to bottom corner of tent.
- 19. Roll tent up and place in bag.

SCORING

Description	Points (Maximum)
Patrol follows the sequence on handout	20
Tent is pitched correctly	20
Tent is taken down and put up correctly	20
Patrol Leader shows leadership skills	20
Patrol works as a group	20
Maximum Score (tie breaker is time)	100 points

Pitch a Canadian Tent	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Tripod with Hanging Bucket Lashing Game

Each patrol will have:

- ► four (4) six foot long (6') poles
- three (3) fifteen foot long (15') ropes
- one (1) six foot long (6') rope, and
- a large cooking pot from a patrol cook kit.

The patrol is to tie a tripod lashing and set up the tripod. Either the method shown in the Handbook, p. 146, or the method taught by the Troop may be used (3 poles side by side, start with clove hitch on middle pole, wrap 8 times, going over and under each pole, frap twice, and finish with clove hitch on an outside pole).

The other pole is to be lashed horizontally on two of the tripod legs using square lashings. See Handbook, pp. 140-141.

The short piece of rope is to be looped over the standing tripod and two half hitches tied at the top. The bottom end of the rope is to be looped through the handle of the large pot and a taut line hitch tied, suspending the pot off the ground. See Handbook, pp. 36-37.

Tripod Lashing	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Electric Fence Game

Tie a rope horizontally between two poles $4\frac{1}{2}$ feet off the ground. Patrol is to get each member over the "electric fence" without touching it. Best time wins. Each touch of the fence is a 10 second penalty.

Electric Fence	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Challenge Station

Patrol picks ten cards from a stack of cards that contain questions about scouting, scout skills, or physical feats. Each member does one card in turn. 10 points for each correct answer or physical performance. (Hint: get lucky.)

Challenge Station	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Stretcher Carry with Bandage

Each patrol will make a stretcher from a wool blanket and two poles, will tie a head bandage and foot bandage and will transport the "victim" 15 feet. Tie breaker for scoring is time.

Correctly assemble stretcher	20 points
Correctly place victim on stretcher	20 points
Correctly tie head bandage	20 points
Correctly tie foot bandage	20 points
Correctly transport victim	20 points
Total	100 points

Stretcher Carry	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

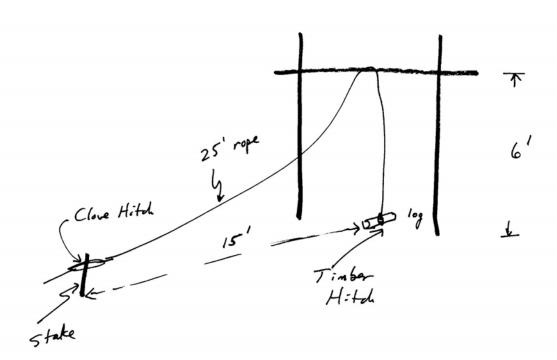
Measure height of pole, take bearing, pace distance

Each patrol will measure the height of the light pole on the SW corner of the treelot, will take a bearing on a landmark set by judge from a set location (same for each patrol), and measure a distance between two stakes by pacing. Maximum score is 100 points. Deduct one point for each foot or degree of error.

Measuring	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Log Raising

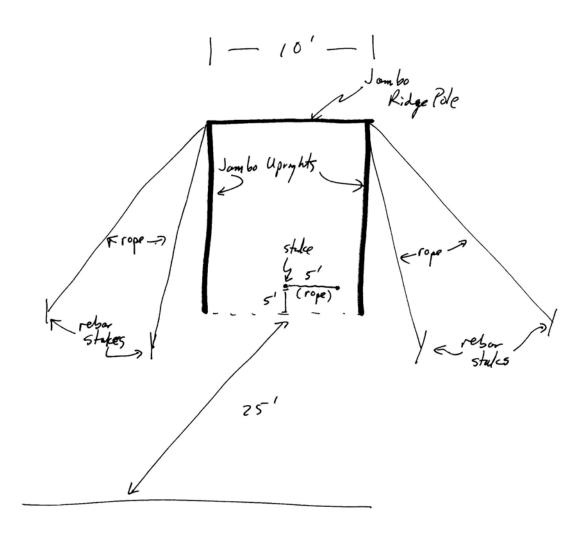
Two man team. One team member tosses one end of a rope over a cross pole 6 feet off the ground. Other member ties a timber hitch to the log. First member pulls log off of ground and ties rope to a stake with a clove hitch. Points awarded for speed and subtracted for incorrect knots. (Hint: watch a good team do this.) Troop record is under 8 seconds.



Log Raise	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Frisbee Toss

Each person throws five frisbees 25 feet, trying to go through two goal posts and land in a ten foot circle (Hint: this is not a high point event, but is a lot of fun.) Five points to go between the goal posts and five more points if you land closer than 5 feet to stake.



Frisbee Toss	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Kim's Game

Twenty objects are shown to you for 45 seconds and then covered up. The team members must pick the 20 objects off of a list that is given to you (Hint: remember not only the object but its color.) Five points for each correct answer.

Kim's Game	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Marble Game

Each patrol will get one chance to run the game.

Object: The object of the game is to have a patrol of Boy Scouts, under the verbal leadership and directions of their Patrol Leader, handle the marble board, cause the marbles to go through the hole in the center of the board into a hat on the floor, directly under the hole in the board, within 60 seconds from starting. Any marble that goes through the hole and does not end up in the hat, fails to score a point.

Players: There are a total of 8 ropes secured around the edge of the marble board. This will accommodate up to 8 players. There must be at least 4 players, one on each corner, with the Patrol Leader standing to the side to give instructions and encouragement. There must be a time keeper/referee for each participating team, to enforce the rules and to keep score. The score keeper starts the game by pouring the marbles onto the board with each player and the Patrol Leader in place.

Scoring:

There are 10 marbles which carry scoring points on the following basis (only if they pass through the center hole and land in the hat):

1 black marble 10 points
3 white marbles 7 points each
3 red marbles 5 points each;
3 blue marbles 3 points each

For each second that the team comes in under 60 seconds, add 5 points

Penalties:

Only the Patrol Leader (who is not a player on the board) may speak during the 60 second game. The Patrol Leader is encouraged to give verbal directions to his team mates.

- a. For each word spoken by a player (other than the Patrol Leader) during the 60 second game: deduct 2 points. For example: "Dad burn it!" Three words -- 6 points deduction.
- b. Deduct 2 points for each second over the 60 second game limit.
- c. Any swear word disqualifies the entire team for the game.
- d. If the Patrol Leader touches the marble board, the handles or ropes, a marble or any player during a game, that touch disqualifies the entire team.

Marble Game	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Name and Tie That Knot!

Where or How the Knot is Used	Name of Knot and Reference	Knot Correctly Identified	Knot Correctly Tied
Tie a rope around a post	Two Half Hitches. Handbook Page 36		
Knot that is tied on a line that is tight. Used on down ropes on tents.	Taut Line Hitch. Handbook Page 37		
The "rescue" knot. Ties a loop that will not slip.	Bowline Knot. Handbook Pages 148-49.		
Used for tying two ropes together, either of same size or different sizes.	Sheet Bend. Handbook Page 150.		
Joining knot. Used in first aid bandages.	Square Knot. Handbook Pages 8, 300.		
Used to start square, and other lashings. Used to secure rope to a standing pole.	Clove Hitch. Handbook Page 139.		
Used to start diagonal lashing. Used to drag log across the ground.	Timber Hitch. Handbook Page 138.		
Simplest knot. Stopper knot.	Overhand Knot. Pioneering MB Pamphlet.		
Stopper knot used to keep ropes from going through pulleys. Used in climbing.	Figure Eight Knot. Pioneering MB Pamphlet.		
Used to make a rope shorter without cutting the rope.	Sheepshank Knot. Pioneering MB Pamphlet.		

Scoring:

Each knot named correctly: 5 points.
Each knot tied correctly: 5 points.

Maximum score: 100 points.

Tie Breaker: Time to Finish.

Knots	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Fire by Friction

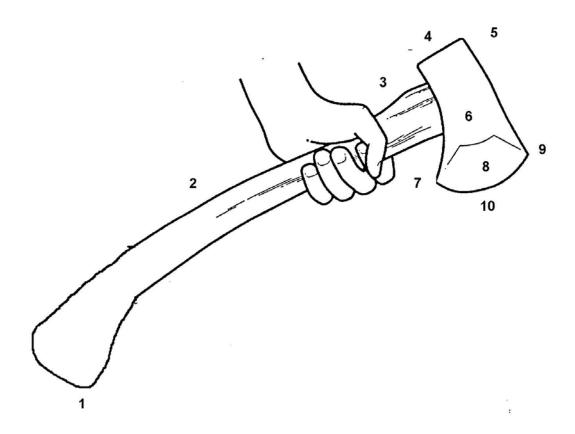
Each patrol will attempt to start a fire with a fire by friction kit provided by the judge. Tie breaker is time.

Set up and use kit correctly	20 points
Get base plate to smoke	20 points
Get a bug	20 points
Get a bug into bird's nest still burning	20 points
Get bird's nest flaming	20 points
Total	100 points

Fire by Friction	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Parts of Ax

Patrol must correctly name each of the 10 parts of the ax. 10 points for each part correctly named. Tie breaker is time.



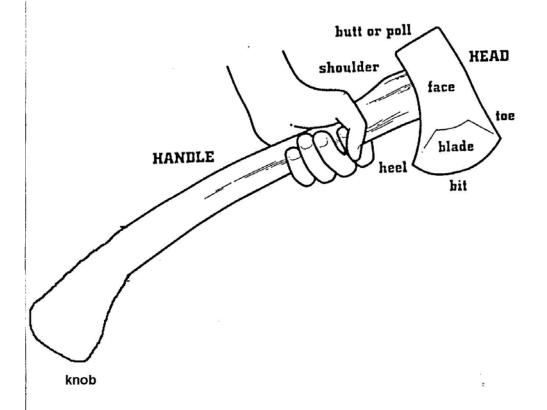
Parts of Ax	A 1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

Parts of the Ax Relay Game 9

All patrol members will point to the location of the following points of an ax: handle, heel, shoulder, bit, blade, toe, face, head, butt or poll.

**The HANDLE is the entire piece of wood attached to the iron

**The HEAD is the entire iron or steel part



Name That Merit Badge











3









6







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SCORE SHEET

Merit Badges	A1	A2	B1	B2	В3	D1	E1	F1
Scores								
Place								

1	2	3	4	5
Cooking	Citizenship in the Community	First Aid	Soil and Water Conservation	Forestry
6	7	8	9	10

SCORE SHEET

(Place of Finish)

LIST THE PLACE OF FINISH, NOT THE RAW SCORE, FOR EACH EVENT.

Event	A1	A2	B1	B2	В3	D1	E1	F1
Pitch a Canadian Tent								
Tripod with hanging bucket								
Get over the electric wire								
Challenge Station								
Stretcher carry with bandage								
Measure height of pole, take bearing, pace distance								
Log raising								
Frisbee throw								
Kim's Game								
Marble game								
What knot would you use?								
Fire by Friction								
Parts of Ax								
Name that Merit Badge								
Totals								
Place								_