Etowah Stampede

Camporee 2013

Wranglers Rally Participants and Leaders Guide

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Overview

The Wranglers Rally is all day (9:00 am - 3:00 pm) event that consists of a number of challenging events placed at longer distances apart throughout Belk Scout Camp. Each Troop will have the opportunity to enter a patrol to participate. All of these patrols will make up the Wrangler Troop for the day.

- The Wrangler Troop will camp together in [WRANGLERCAMP].
- The Wrangler Troop patrols will break camp and travel with all of their gear through the day.
- They will compete in the different events at various locations throughout Belk Scout Camp.
- The last event will be a location not far from the parade field.
- After the last event, the Wrangler Troop will march together into the [PARADEFIELD]
- They will be dismissed to join their own troops at that point.

The Wranglers Rally events will be scheduled so that the Rally participants will be available to observe and/or participate in the Troop Events.

Entry Requirements

Number of Patrol Members

Each patrol entered will be required to consist of a minimum of six scouts and a maximum of eight scouts

Rank of Patrol Members

Although there will not be a minimum rank requirement for this event, it is <u>recommended</u> that all patrols members be at least a First Class scout.

Required Equipment

Because the Wrangler Troop patrols will be required to break camp and carry all gear with them, patrol members must have a backpack to help carry their personal and patrol gear throughout the day.

- Each Patrol must have a Patrol Standard that will be carried with them during the event.
- Enough firewood to complete the Messenger of Fire event. (to be turned in at check-in)
- Food for breakfast and lunch that requires cooking (backpacking style)

Recommended Equipment

Many challenges that will be presented in the course of competition will require the knowledge and use of a number of scout skills that would be necessary on a back-country hiking trip, it is recommended that equipment be packed. This equipment includes, but may not be limited to:

- Compass
- Fire starting gear (no matches or lighters)
- Rain gear

- First aid equipment (see the First Aid Transport Race and be prepared!)
- Cooking gear and food for lunch
- Dining Fly (might be in an area with trees, might not – be prepared for either)

Rally Schedule

Friday	5:00 – 9:00 pm	Rally Patrols set up camp in Wrangler's Rally Campsite
Friday	11:00 pm	Light's Out
Saturday	7:00 am	Reveille
Saturday	7:00 – 8:15 am	Prepare Breakfast, Clean up, break camp and pack
Saturday	8:30 am	Assembly at Flagpole – Camporee Field
Saturday	9:15 am – 2:45 pm	Rally Events
Saturday	2:45 - 3:00 pm	Gather and march together to Camporee Field
Saturday	3:00 pm	Dismissed to return to troops

Competition Event Schedule

Session 1	9:15 – 10:00	Event Session 1
Session 2	10:00 – 10:45	Event Session 2
Session 3	10:45 – 11:30	Event Session 3
Lunch	11:30 – 12:30	Lunch Session
Session 4	12:30 – 1:15	Event Session 4
Session 5	1:15 – 2:00	Event Session 5
Session 6	2:00 – 2:45	Event Session 6

Scoring and Awards

Scoring will be done in the following manner. For each event:

First Place	10 points
Second Place	7 points
Third Place	5 points
Fourth Place	3 points
Fifth Place	1 point

The patrol with the highest number of points after all events will be the champion

Awards will be given for:

1st Place overall
2nd Place overall
3rd Place overall

Events

The list of events is:

- Over and Under Relay
- First Aid Transport Race
- Board Walk
- Blind Squirrel
- Pony Express
- Messenger of Fire

Over and Under Relay

Location: [LOCATION1]

Object: Navigate an obstacle course that requires a scout and his pack to go over and under some obstacles as well as the scout to go over/under some obstacles while his pack does the opposite. On the return trip a container of water will be carried to fill a container to a specified level. Scouts will repeat the course until water container is filled.

First Aid Transport Race

Location: [LOCATION2]

Object: Treat three different injuries and transport the injured scout to the next station and return as a patrol to the finish line.

Injuries could include:

- Broken Leg
- Broken Collarbone
- Eye Injury
- Poisonous Snake Bite

This is a timed event.

Board Walk

Location: [LOCATION3]

Object: Five Scouts (with packs) all navigate a short course using two 8 foot 2x4 boards. The scouts will start on the starting line together on one of the boards. The scouts will use the two boards to get form the starting line to the finish line; however, their feet cannot touch the ground at any time. If any of their feet do touch the ground, they must return to the starting line and start over. Scouts must remain on the two boards given to them for the entire race.

This is a timed event.

Lunch

Location: [LUNCHLOCATION]

Object: Set up a dining fly and prepare a backpacking meal (cooking required) and eat together as a patrol. Patrols will be judged on nutritional quality of meal, cleanup and observations of Leave No Trace Principles.

Blind Squirrel

Location: [LOCATION4]

Object:

Three scouts will take turns being blindfolded and guided by a separate callers in pairs to locate five selected objects in a maze/obstacle course and return to the start.

This is a timed event.

Pony Express

Location: [LOCATION5]

Object: Deliver a message over a long distance broken down into eight segments. For patrols with less than eight members, scouts will have to repeat.

This is a timed event

Messenger of Fire

Location: [LOCATION6]

Object: Start a fire without the use of matches or lighters in one location, transport the fire to another location, and build it to burn through a string set at twenty-four inches.

This is a timed event.

Maps

Map will be provided to patrols at check-in time on Friday evening.