

# SCOUT SKILLS FIELD DAY

<b>DATE:</b>	<b>2023 Mar 4, Sat.</b>
<b>EVENT TIME:</b>	<b>0900 – 1600</b>
<b>TOTAL TIME:</b>	<b>0700 – 1730</b>
<b>LOCATION:</b>	<b>Cabrillo Beach Youth Waterfront Sports Center, 3000 Shoshonean Road, San Pedro</b>
<b>SPONSOR:</b>	<b>Scout Parents Inc</b>

**(Revised Feb 15, 2023)**

## **Invitation**

Scout Parents Inc invites all Scout BSA and Girl Scout units in the Palos Verdes area to our 58th Annual Scout Skills Field Day. Field Day is designed to test basic outdoor skills of scouts between 11 and 18 years of age. Younger scouts between 9 and 10 years old are also invited to observe and/or participate at Field Day. All scouts will have a chance to earn Participation Patches and various **E** Excellence Awards.

## **Procedures**

There is a Practice Session in the morning where scouts can visit various Event stations and assess their own abilities. Some instruction is given during the morning, but scouts are expected to prepare for Field Day in advance. A Challenge Session is conducted in the afternoon, where scout proficiencies are tested. Younger scout units such as Webelos and Girl Scout Juniors may opt to skip most of the Challenge Session.

During the morning hours, Scoutmasters and/or Event Managers may be able to sign scouts off on some of their requirements for rank advancement.

All Scout BSA and Girl Scouts are expected to be in full uniform with matching leather or canvas shoes or with appropriate boots. Scouts should bring:

- Pencil & Paper
- Compass
- Personal or Patrol First Aid Kit (recommended)
- Scout Knife (optional)
- Fire by Friction Kit (optional)

Scouts should also bring their own sack lunches.

## **Events and Managers**

The Scout Parents Field Day consists of many scout skill events. An Event Manager will be appointed for each. Event Managers may be Scout Parents Inc personnel, but are more commonly adults or qualified senior scouts from the participating troops. Each event will have a single Event Manager who is expected to plan, organize and operate the event. The Event Manager will recruit other adults and scouts to help run the event. If the Event Manager is a qualified senior scout, he/she can earn the Silver **E** Award.

Some Event Managers may find it necessary or convenient to staff and operate multiple work stations. Scout Parents Inc recognizes some events will require much more effort than others. Scout troops should consider the work involved before committing to manage an event. Regardless of the number of work stations operated, no more than one Silver **E** Award will be presented for each Event except Knots where two Silver **E**'s may be awarded.

## **Recognitions and Awards**

Scout Parents Inc will present an embroidered Participation Patch to each scout and adult who participates at Field Day. Scout Parents will also present Block **E**, Golden **E**, Silver **E** and Platinum **E** awards to each scout who satisfies the requirements for these special recognitions.

## **Troop Scoring**

Scout Parents Inc will appoint an Official Scorer for Field Day. This year the Official SPI Scorekeeper is

Clark Custer (310)357-9973, troop413scoutmaster@gmail.com

It is requested for troops to submit a troop roster to the Official SPI Scorekeeper at least one week in advance of the Field Day. The Official Scorer will use the troop roster to pre-print event scoring forms and other materials with a complete list of scout names. We find this saves a lot of time and effort filling out various forms by hand.

As part of scoring process, the Official Scorer will expect each troop to have a designated adult scorekeeper(s) for Field Day. It shall be the responsibility of the troop scorekeeper(s) to review all official scores at the end of the day that are kept for each event, record those scores for each scout and determine if that scout had earned the award for which the scout attempted to earn. Silver E candidates should attend the Post Event Scoring procedure to provide information and clarify scoring of their event.

## **Younger Scouts**

Webelos and Girl Scout Juniors normally attend the opening assembly and participate in the morning Practice Session. Younger scouts can attempt to earn the Block **E** Award if so inclined. However, most of younger scouts are not able to earn that award. All scouts and their adult leaders who participate at Field Day are eligible for Participation Patches. An adult leader should pick up awards before leaving the park.

## **Older Scouts**

Older scouts are expected to be all-day participants and attempt to earn the Block **E** or another advanced award. Experienced scouts will have an opportunity to earn Golden **E**, Silver **E** or Platinum **E** awards.

Scouts attempting to earn these latter awards must register in advance. Registration forms for advanced awards will be available at Field Day.

## **Rain Policy**

Rain can cause problems. A heavy rain can result in the cancellation of Field Day. In such a situation, no awards or patches will be presented. A light intermittent rain will not halt Field Day. In the event of a light rain, Scout Parents may conduct the morning Practice Session and even extend the Practice Session into the early afternoon. Because of the required paperwork, even a light rain may result in the cancellation of the afternoon Challenge Session. If the Challenge Session is cancelled, no Block **E**'s or Golden **E**'s will be awarded. Participation patches, Silver **E**'s and Platinum **E**'s will probably be awarded. Please note that Field Day is never cancelled based on forecasts alone. All decisions will be made at the park.

## **Supervision**

All participating units must provide dedicated adult supervision for their own troop. Neither Scout Parents Inc nor the Event Managers can assume responsibility for individual scout conduct or safety.

Scout Troops that are regular Field Day participants are expected to manage one or more events depending on troop size. The Scout Parents Inc Field Marshall will contact participating troops concerning their event management preferences. First-time participants and younger scout units are not expected to manage events. troops.

<b>FIELD DAY SCHEDULE</b>	
0700 – 0900	• Event Set-Up
0900 – 0915	• Kick-Off Assembly
0915 – 1200	• Practice Session
1200 – 1245	• Lunch Break
1245 – 1300	• Mid-Day Assembly
1300 – 1600	• Challenge Session
1600 – 1700	• Site Restoration
1615 – 1730	• Field Day Scoring and Awards

FIELD DAY EVENTS				
1B.	Scout BSA Inspection			<b>G</b>
1G.	Girl Scout Inspection			
2B.	Scout BSA Oath and Law	<b>R</b>		
2G.	Girl Scout Law			
3.	First Aid	<b>R</b>	<b>P</b>	<b>G</b>
4.	Knots	<b>R</b>		<b>G</b>
5.	Plant Identification	<b>R</b>		<b>G</b>
6.	Silent Signals		<b>P</b>	
7.	Compass	<b>R</b>		
8.	Orienteering			<b>G</b>
9.	Fire by Friction			<b>G</b>
10.	Lashing	<b>R</b>	<b>P</b>	<b>G</b>
11.	Map Reading			<b>G</b>
12.	Measuring			<b>G</b>
13.	Physical Fitness			<b>G</b>
14.	Scout Pace			
15.	Historic Trail Signs			<b>G</b>
16.	Astronomy	<b>R</b>		
17.	Fire Building		<b>P</b>	
18.	Animal Tracks			
19.	Backpacking Gear			
20.	Water Purification			
21.	Leave No Trace		<b>P</b>	<b>G</b>
<b>R</b>	= Required Event			
<b>P</b>	= Patrol or Team Event			
<b>G</b>	= Golden <b>E</b> Activity			

## BLOCK **E** REQUIREMENTS

The Block **E** is the principal award for achievement that a scout can earn at the Scout Skills Field Day. The requirements are:

1. Earn **Acceptable** scores in 6 of the 7 required events.
2. Earn **Acceptable** scores in a total of 12 events
3. **Qualify** in 4 of the required events
4. **Qualify** in a total of 8 events.

Scouts who have previously earned the Block **E** Award are encouraged to earn a second or third.

## GOLDEN **E** REQUIREMENTS

The Golden **E** is awarded to older scouts who demonstrate performance excellence at scout skills. The requirements are:

1. The scout must have earned the Block **E** in a previous year.
2. The scout must have attained the rank of Star Scout or reached his/her thirteenth birthday.
3. The scout must make known his/her desire to work for the Golden **E**. The scout must register at Field Day headquarters before 1000. Blank Registration Forms are available on the Scout Parents Inc website. They may be filled out in advance and just submitted at Field Day. All Golden **E** candidates from a scout troop may register on a single form. Extra Registration Forms will be available at Field Day.
4. In the morning, the scout must support a designated Scout Field Day project, to be assigned at registration time.
5. In the afternoon, the scout must challenge all twelve Golden **E** Events. He/she must **Excel** in ten events and achieve **Acceptable** scores or better in the remaining two. The scout will challenge all events as an individual, even those normally considered patrol or team events.

The Golden **E** is meant to be a difficult challenge for our more senior scouts. In general, the performance required to **Excel** is more stringent than that required to **Qualify** for the Block **E**.

## SILVER **E** REQUIREMENTS

The Silver **E** is awarded to older scouts who perform a service for their troop and/or Scouts Parents Inc. The Requirements are:

1. The scout must have earned the Block **E** in a previous year.
2. The scout must have attained the rank of Life Scout or reached his/her fourteenth birthday.
3. A scout must make known his/her intent to work for the Silver **E**. The scout must register at Field Day headquarters before 1000. Blank Registration Forms are available on the Scout Parents Inc website. Registration Forms may be filled out in advance and just submitted at Field Day. Additional Registration Forms will be available at Field Day.
4. The scout must manage a Field Day Event for his/her Troop. The Silver **E** candidate must plan and organize the Event. Arrange for needed adult and senior scout support. Bring all necessary equipment to the park. Set up the Event. Run the Practice Session in the morning and the Challenge Session in the afternoon. Support end-of-day scoring. Clean-up the Event Site at the end of the day. Return any borrowed equipment to its owners. Only one scout can earn the Silver **E** for managing an Event except Knots can have two Silver **E** candidates.
5. Silver **E** candidates will be visited several times during the day to be sure they are performing the required work. The scout will need the approval of both his/her scout leader and the Scout Parents Inc officer responsible for this award.

All scouts who accept the Silver **E** challenge are expected to put in a full day's work. Those who have other commitments that conflict with Field Day should really not try for this award.

Only one Silver **E** candidate will be recognized for each Event except for up to two candidates for Knots. This award is a leadership or management award. Scout Parents Inc recognizes that some events are more difficult to organize and manage than others. A Scout must recognize his/her commitment before volunteering to manage an event.

It is highly recommended that an Event Manager conduct a practice session including scoring for his/her own troop. This gives the manager a chance to spot and correct problems before actually conducting the event at Field Day. It also gives all troop scouts a chance to practice the event.

The Assembler can also earn this award for managing the Field Day Assemblies. The Scout Parents Field Marshal will judge the Assembler performance.

## PLATINUM **E** REQUIREMENTS

The Platinum **E** is awarded to older scouts who perform a leadership service for their troop or for Scout Parents Inc. The Platinum **E** Requirements are:

1. The scout must have earned the Block **E** in a previous year.
2. The scout must have attained the rank of Life Scout or reached his/her fourteenth birthday.
3. A scout must make known his/her intent to work for the Platinum **E**. The scout must register at the Field Day headquarters before 1000. Blank Registration Forms are available on the Scout Parents Inc website. They may be filled out in advance and just submitted at Field Day. Extra Registration Forms will be available at Field Day.
4. The scout must Guide and Assist a Patrol of four or more scouts, *not counting the candidate*, and insure that at least two patrol scouts earn the Block **E**. It is assumed that the candidate has trained his patrol members before coming to Field Day. The candidate is not permitted to challenge any events himself/herself but concentrates on helping the patrol.
5. Platinum **E** candidates will be observed several times during the day to be sure they are performing the required work. The scout will require the approval of both his/her scout leader and the Scout Parents Inc officer responsible for this award.

All scouts who accept the Platinum **E** challenge are expected to put in a full day's work. Those who have other commitments that conflict with Field Day should really not try for this award.



# ASSEMBLIES

Three general Assemblies are conducted at Field Day. The designations, functions, preparations and procedures for each assembly are defined.

## **Kick-Off Assembly**

- Flagpole Construction
- Call to Assemble
- Master of Ceremonies Introduction
- Raise Colors
- Pledge of Allegiance
- Scout BSA Oath
- Girl Scout Promise
- Welcome by Scout Parents Inc President
- Review of Field Day Procedures
- Leadership Induction and Commentary
- Review Young Scout Procedures
- Review Older Scout Procedures
- Advice and Dismissal

## **Challenge Assembly**

- Call to Assemble
- Review of Afternoon Procedures
- Official Scorer Commentary
- Distribution of Scout Score Trifolds
- Advice and Dismissal

## **Wrap-Up Assembly**

- Call to Assemble
- Review of Scorekeeping Procedures
- Scout BSA Law
- Girl Scout Law
- Lower Colors
- Dismissal

The Master of Ceremonies for Field Day will be the Scout Parents Inc Field Marshal or his/her designee. Scout Parents Inc will also appoint an Event Manager for Assemblies. The Assemblies Event Manager, also known as the Assembler, can be a candidate for the Silver **E** Award. The Master of Ceremonies will judge whether or not Assembler has performed well enough to earn the Silver **E** Award.

## EVENT SCORING

Each scout will be given an Individual Scout Score Trifold prior to the start of the afternoon Challenge Session. He/she will present this Scout Score Trifold to the Event Manager or Judge each time the scout participates in an Event. The scout's participation and performance score will be recorded on his/her Scout Score Trifold, which will be returned to the scout when he/she completes the Event. Scouts should make sure they obtain a signature at each Event in which they participate.

Each Manager of an Event will also maintain one or more Event Scoring Forms on which the name of each participating scout must be recorded along with his/her score or time for the Event. It is important to record each participant's name and troop, even if the scout only minimally participates in the Event. For the most part Scout Skills Field Day awards are based on the results recorded on the Event Scoring Forms. Savvy scouts know this and will want to be sure that their scores are properly recorded.

Most Event Managers will develop and assign numerical scores for their Events based on elapsed time or other objective performance measures. This is the recommended approach. It is important that scores be assigned in a consistent manner throughout the day. All scores will be recorded on both the Scout Score Trifold and the Event Scoring Forms.

At the close of the Challenge Session, the Event Manager will collect all Event Scoring Forms from those who helped with the Event. The Event Manager will review the scoring forms for legibility, consistency and accuracy. With the advice of his/her assistants, the Event Manager will then recommend scoring ranges for the different Event grades. There will be four grades: X=Excellent, Q=Qualified, A=Acceptable, and I=Insufficient. In general a scout who thoroughly understands the material and performs competently should be able to Qualify in the Event. To Excel, a scout should be a standout and score significantly better than would normally be expected of 15-year-old scout. A minimal standard can be established for the Acceptable grade but it should not be too strict. After determining the Excel, Qualify and Accept ranges, the Event Manager will assign each participating scout an X, Q, A or I.

For some Events such as Knots, it is possible and even desirable to establish the Excel, Qualify and Accept criteria in advance and reveal the requirements to the participants. In other Events, Measuring for example, an objective  $\pm 10\%$  could be established in advance; but the participants cannot be told their X/Q/A/I grades without giving an advantage to their buddies who may participate later in the day. In a few Events, it may not be possible to establish any scoring criteria in advance. The Event Managers will end up grading on a curve established at completion of the Challenge Session. Finally, it is recognized that sun versus rain or other environmental differences might necessitate using different scoring criteria at different times. Scout Parent Inc sincerely hopes that such adjustments are not often necessary.

Scout Parents Inc will provide pre-printed and general purpose Event Scoring Forms, similar to that illustrated on the next page. The pre-printed Event Scoring Forms will come with the name and troop number of all scouts expected to participate at Field Day.



## **SCORING ISSUES and PROBLEM RESOLUTION**

Scouts Parents Inc will designate an Event Manager for each Field Day Event. More often than not, he/she will be a senior scout from one of the participating units. On occasion, the Event Manager may be an adult leader or an invited guest. The Event Manager will usually assign numerical scores and grades (**I, A, Q, X**) for each scout's performance in an event. The Event Manager's assigned score is final. Scout Parents Inc may advise the Event Manager on scoring criteria and offer scoring recommendations, but the Event Manager makes the final decision on the scout's score and grade. Attempts by scouts or Unit Leaders to intimidate or otherwise influence scores or grades will not be tolerated. Scout Parents Inc will not change any assigned grades. However .....

Scout Parents Inc will appoint an Official Scorer for the Field Day. He/she will never change assigned grades, but may occasionally waive **E** award requirements in special circumstances. For a scout that is permanently disabled, the Official Scorer may waive or modify some award requirements. A broken limb will not be considered a permanent disability. Unit Leaders with disabled scouts should coordinate with the Official Scorer in advance of Field Day. Alternate activities or requirements will usually be specified.

The Official Scorer can waive some requirements in other circumstances. If written materials provided by Scout Parents Inc are misinterpreted by units acting in good faith, award requirements may be relaxed. Scout Parents Inc makes every attempt to accurately present its award requirements and individual units are expected to make a diligent and honest attempt to understand what is expected.

The Official Scorer may waive the award requirement for a particular Event, if he/she has evidence that the Event Manager is prejudiced in favor of or against particular scouts or units. The Official Scorer may also waive an Event requirement if he/she has reason to believe that the Event Manager is clearly applying substantially stricter or substantially more lenient scoring criteria than intended by Scout Parents Inc.

The decision of the Official Scorer at Field Day shall be considered final, pending an appeal. Dissenting units must tentatively accept all Official Scorer rulings.

Units that disagree with any decision made at Field Day may appeal to Scout Parents Inc sitting as a tribunal at the next regular meeting of Scout Parents Inc. Any Dissenting Unit should plan a presentation of its position. Scout Parents Inc will also receive an oral report from the Official Scorer at the same meeting. Scout Parents Inc will be inclined to accept the judgment of the Official Scorer but can overrule him/her in clear-cut situations. There are no provisions for additional appeals.

## EVENT REQUIREMENTS

Field Day Events will be managed by teams of knowledgeable adults and senior scouts. At least one adult scouter will be present at each event at all times. Scout units participating in the Field Day are generally expected to assume responsibility for running one or more events with guidance from Scout Parents Inc. Events and requirements are described below. These are the standard events for which participating scouts should be preparing. However, those managing individual events are permitted and even encouraged to introduce appropriate changes for the sake of variety and heightened interest.

### Event # 1B: Scout BSA Inspection

PURPOSE: Promote and Inspire Proper Scout Dress

REQUIREMENTS:

1. Scouts are inspected individually
2. The “Scout BSA Uniform Inspection Sheet” or “Webelos Uniform Inspection Sheet” will be the Guide.
3. A scout shirt, scout pants, a scout belt and a troop neckerchief are required. Matching leather or canvas shoes or appropriate boots are required. Socks must also match the uniform. Scout BSA must have a neckerchief for inspection. If troop custom, requires a scout to “earn” his neckerchief, it should be “earned” prior to Field Day.
4. A cap or hat is a Troop Option. A written statement from the Scoutmaster may be required if the Troop Option is different from the usual scout cap. Each troop must have a single consistent standard for the entire troop.
5. Scout BSA will also be asked to show their registration cards at the inspection station.

NOTE: In preparing for Inspection, Scout BSA Troops and Webelos Packs will probably want to review the latest Inspection sheets available at the Scout Shop.

NOTE: Standard Scout Inspection Sheets can be also found in the reference materials section on the Field Day Webpage of the Scout Parents’ Website.

## **Event # 1G: Girl Scout Inspection**

PURPOSE: Promote and Inspire Proper Scout Dress

REQUIREMENTS:

1. Scouts are inspected individually
2. Girl Scouts are expected to be clean and neat and wear their awards sash. Individual troops may require other uniform items such as Girl Scout Slacks or a Troop Cap.
3. It is recognized that Girl Scout uniforms vary with the age range of the troop. More detail on Girl Scout inspection standards can be found in the reference materials on the Field Day webpage of the Scout Parents website.

## **Event # 2B: Scout BSA Law**

PURPOSE: Inspire Commitment to Principles of Scouting.

REQUIREMENTS:

1. Scouts will be asked to recite the Oath and Law.
2. Each scout will be graded on his/her understanding of the Scout Oath and Law.
3. Each scout will be asked about the Scout Motto and the Scout Slogan.
4. Each scout will be asked about good turns that he/she has done within the last two weeks. Two good turns are required.
5. Each scout will be asked about the meaning of the parts of the Scout Badge.

## **Event # 2G: Girl Scout Law**

PURPOSE: Inspire Commitment to Principles of Scouting.

REQUIREMENTS:

1. Scouts will be asked to recite the Girl Scout Promise and Law.
2. Girl Scouts will also be asked questions about the meaning of the Promise, Law and other Girl Scout traditions.

## Event # 3: First Aid

PURPOSE: Prepare Scouts to Deal with Common Medical Emergencies

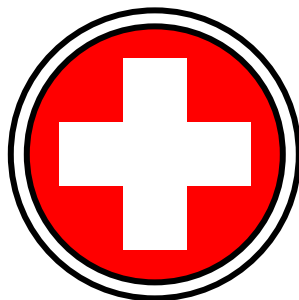
EQUIPMENT: Triangular Bandages, Scout Staves, Compresses, Blanket.

REQUIREMENTS:

1. The patrol will be given a medical problem to solve. The problem will include the use of
  - Three Triangular Bandages such as (a) Head, (b) Hand, (c) Knee, (d) Ankle, (e) Foot, (f) Arm Sling or Fractures of Arm, Leg or Collarbone.
  - A Compress that must cover the Wound.
  - A Carry or an Improvised Stretcher using Staves and Blanket.
  - Any Problems or Situations found in the Scout BSA Handbook on First Aid.
2. First Aid is normally a Patrol Event. However, Golden **E** candidates are expected to challenge the First Aid Event as individuals and will be graded accordingly.

NOTE: The Patrol will be judged on

1. Their understanding of the problem.
2. Compresses to cover wound or bleeding sites.
3. Proper Procedure – checking Breathing, Bleeding, Shock and Poisoning in the Proper Order.
4. Bandages must be tied with a Square Knot with tucked-in ends.
5. Teamwork should be graded.

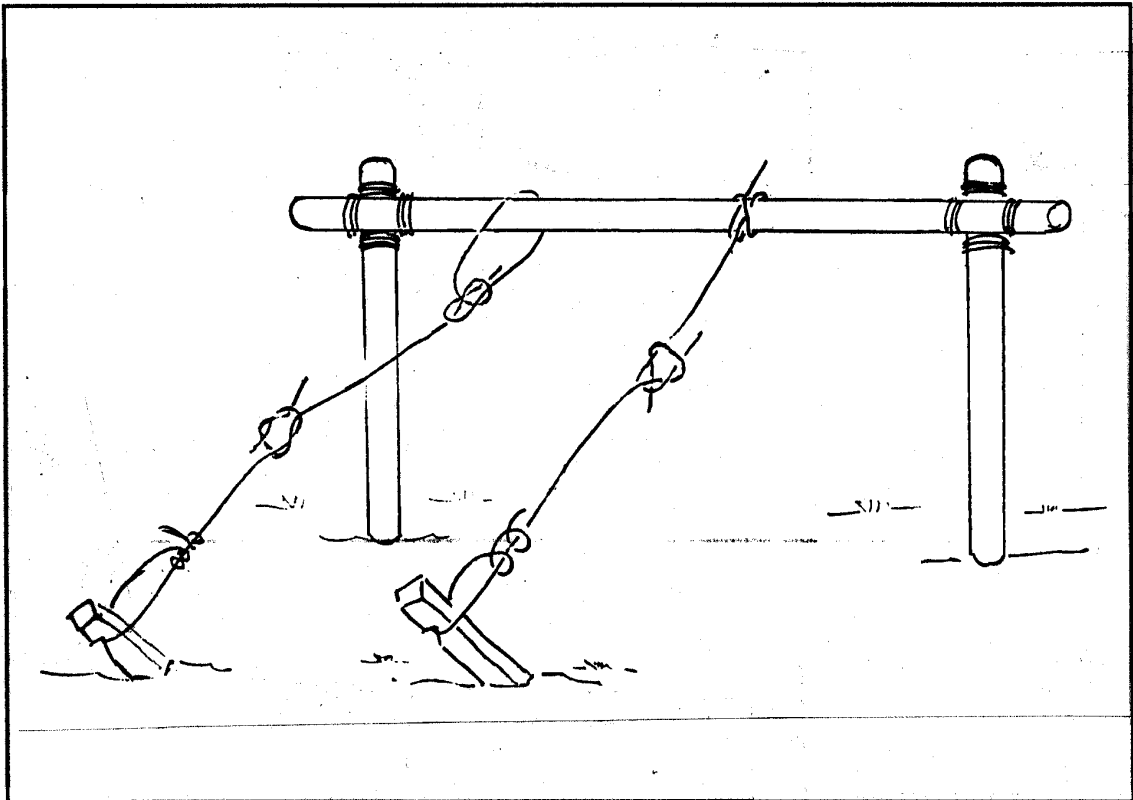


## Event # 4: Knots

PURPOSE: All scouts should be able to tie these basic knots.

### REQUIREMENTS:

1. Scout waits at the starting point. On signal, he/she ties the six basic knots, using 4 lines, two stakes, horizontal bar.
  - A. Bowline
  - B. Square Knot
  - C. Tautline Hitch
  - D. Clove Hitch
  - E. Sheet Bend
  - F. Two Half Hitches
2. The event is timed. To Qualify, all six knots must be tied correctly within one minute. Any incorrect knot will disqualify the scout.
3. To Excel, a Golden **E** Candidate must tie all six knots correctly in 50 seconds or less.
4. Judges record the number of knots tied correctly and the total time required to tie the six knots.





## Event # 5: Plant Identification

PURPOSE: Develop an Interest and Knowledge of Plants and Respect for Environmental Dangers.

### REQUIREMENTS:

1. Scouts will be asked to identify plants from the leaves, stems, and/or flowers on display.
2. Judges will score one point for each plant properly identified. Bonus points will be awarded for each properly identified plant that is also correctly designated as being poisonous, or edible, or useful in other ways. If a scout designates a poisonous plant as edible, 15 points will be deducted from his/her total score.
3. Scoring will be as follows:

Acceptable:	Correctly identify 5 plants and score at least 7 points
Qualified:	15 or more points
Excellent:	25 or more points
4. See sample plant list on next page.

## Event # 5: Plant Identification (concluded)

The following is a list of plants that are considered “useful” and have been used on more than one of the previous Field Days.

<u>Scientific Name</u>	<u>Common Name</u>	<u>Use</u>	<u>Useful Part</u>
<i>Artemisia californica</i>	California Sagebrush	Medical Tea	Leaves, Wood used as Fragrance
<i>Avena fatua</i>	Wild Oats	Forage	Stem and Leaf, Seed*
<i>Brassica sp.</i>	Mustard (common, field, black)	Food	Leaves-boiled
<i>Capsella bursa-pastoris</i>	Shepherd’s Purse	Food, Medical	Leaves and Seeds
<i>Chenopodium album</i>	Goosefoot, Lambsquarter White Pigweed, Wild Spinach	Food	<u>YOUNG</u> Leaves as Salad
<i>Erigeron canadensis</i>	Horseweed	Medicine	Leaves, Stem
<i>Eschscholzia californica</i>	California Golden Poppy	Medicine	Root Juice
<i>Foeniculun vulgare</i>	Sweet Fennel, Licorice, Anise	Food	Edible Root. Stem, Leaf, Seed
<i>Fraxinus sp.</i>	Ash	Lumber	Stem
<i>Heteromeles arbutifolia</i>	Toyon, Christmas Berry	Edible Fruit	
<i>Malva parviflora</i>	Cheese Weed	Food	Edible Fruit
<i>Marrubium vulgare</i>	Horehound	Medicine	Cough Syrup, Candy from Oil
<i>Medicago sativa</i>	Alfalfa	Medicine	Seeds to make “medical tea”
<i>Opuntia littoralis</i>	Prickly Pear Cactus	Food	Edible Fruit
<i>Raphanus sativus</i>	Wild Radish	Food	Leaf, Root*
<i>Ricinus communis</i>	Castor Bean	Medicine	Castor Oil@@
<i>Rhus integrifolia</i>	Lemonade Berry	Food	Tea from Fruit
<i>Rhus ovata</i>	Sugar Bush	Food	Tea from Fruit
<i>Rubus ursinus</i>	Blackberry	Food	Fruit
<i>Salix sp.</i>	Willow	Medicine	Aspirin from Bark
<i>Tragopogon porrifolius</i>	Salsify or Oyster Plant	Food	Root
<i>Tropaeolum majus</i>	Garden Nasturtium	Food	Flowers, Leaf
<i>Urtica holosericea</i>	Stinging Nettle	Food	Cooked Leaves
<i>Vicia sp.</i>	Vetch	Forage	Stem and Leaf

\* In domesticated form these plants are useful, but in wild form their food value is miniscule.

@@ Plant seed is VERY VERY poisonous. Larger than recommended amounts of Castor Oil will be very harmful even fatal

# Event # 6: Silent Signals

PURPOSE: Mastery of Scout Silent Signals

REQUIREMENTS:

1. Patrols must demonstrate their knowledge of silent signals described below.

## Silent Hand and Arm SCOUT SIGNALS

ON HIKES, AT CAMP AND IN TROOP MEETING ROOMS, A NUMBER OF SIMPLE HAND SIGNALS ARE USED. FOR EXAMPLE, WHEN A SCOUTMASTER OR PATROL LEADER RAISES HIS RIGHT HAND IN THE SCOUT SIGN, IT MEANS "ATTENTION", "SILENCE!" LEARN AND PRACTICE THESE OTHER SILENT SIGNALS. THEY ENABLE A PATROL OR THE WHOLE TROOP TO MAKE VARIOUS FORMATIONS WITHOUT THE LEADER LUTTERING A WORD.

### TROOP FORMATIONS

<p>SINGLE RANK FORMATION</p>	<p>COUNCIL OR "U" FORMATION</p>	<p>TROOP CIRCLE FORMATION</p>	
<p>OPEN COLUMN OF PATROL</p>	<p>CLOSED COLUMN OF PATROL</p>	<p>PARALLEL FILE FORMATION</p>	<p>DISMISSAL</p>
<p><b>FIELD SIGNALS</b></p> <p>"FORWARD"...FOLLOW ME!</p>	<p>"DOWN"...OR TAKE COVER</p>	<p>"ASSEMBLE"...OR COME BACK</p>	
<p>"HURRY"...OR DOUBLE TIME</p>	<p>"HALT"</p>	<p>"SPREAD OUT"</p>	

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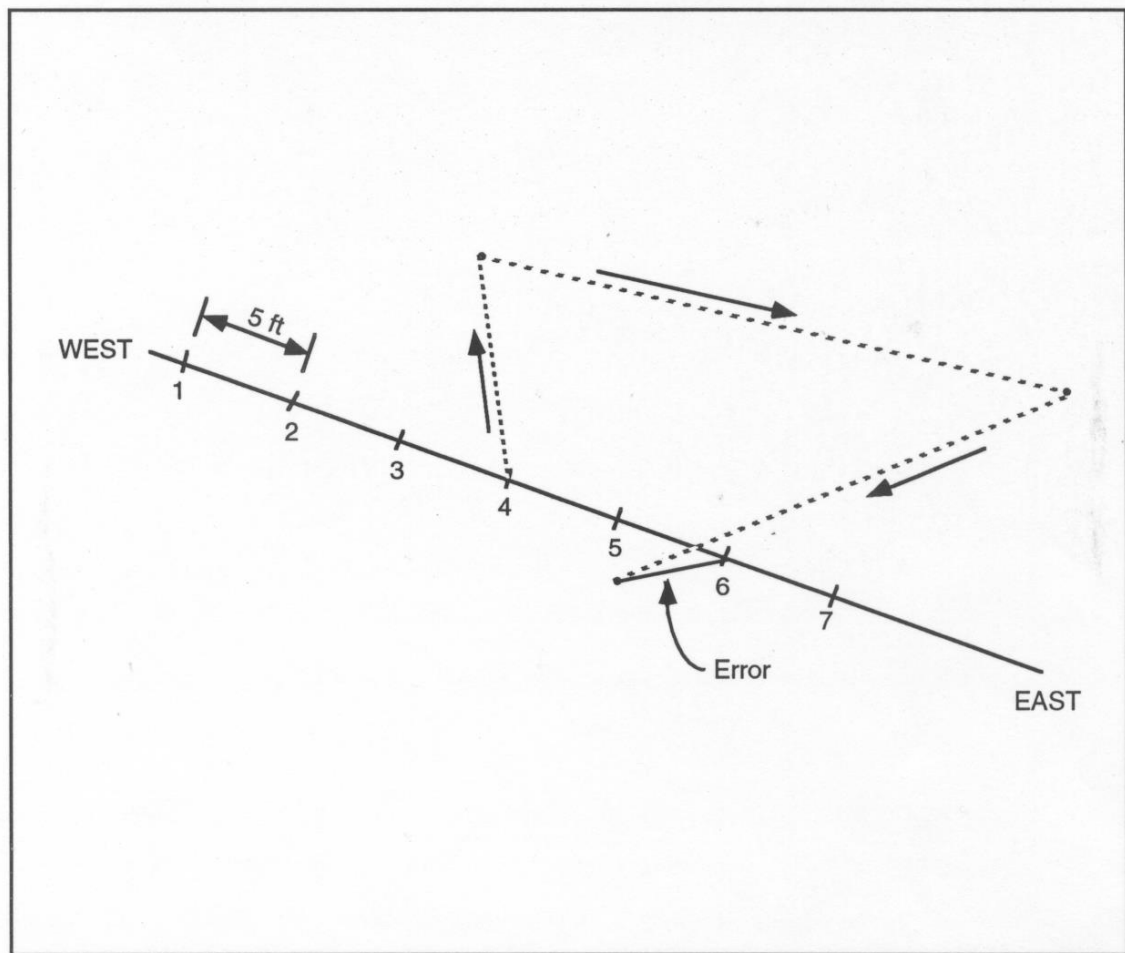
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## Event # 7: Compass

PURPOSE: Practice Compass Use.

REQUIREMENTS:

1. Each scout should bring his/her own compass.
2. Scouts will be asked to follow a course laid out in advance. The problem will consist of three compass bearings and three distances in feet.



NOTE: A 50 or 100 foot distance will be marked off in advance so that scouts can check their pace.

NOTE: Judges will record error of closure in feet.

## **Event # 8: Orienteering**

PURPOSE: Develop Compass, Map Reading and Outdoor Reckoning Skills.

REQUIREMENTS:

1. Each Scout will run an Orienteering Course about one-half mile in length with 3 to 6 checkpoints.
2. Scouts will check in with judges and be given a topo map showing control points – markers to be identified by scouts running the course. Individual scouts begin to run the course on command from a judge.
3. Judges will record the elapsed time and the number of correctly identified check points.

NOTE: The one mile long orienteering test requirement for First Class will be conducted separately in the morning.

## **Event # 9: Fire by Friction**

PURPOSE: Develop Appreciation of the Old Ways

EQUIPMENT: Event Managers will furnish Flint, Steel, and Tinder; or scouts may use their own kits. Several kits are available commercially.

REQUIREMENTS:

1. The scout will start a fire using Flint and Steel or acceptable alternative.
2. Judges will record the actual time it takes each scout to make a fire.
3. Qualify times and Excel times will be determined by the Event Manager before the Event Manager before the start of competition.

NOTE: Scout Parents Inc recognizes that the time to start a fire is a function of the equipment specifics and weather conditions. The Event Manager should have a fair idea of reasonable times which can be fine tuned based on morning practice experience.

## Event # 10: Lashing

PURPOSE: Develop Scout Skill and Appreciation for Lashing.

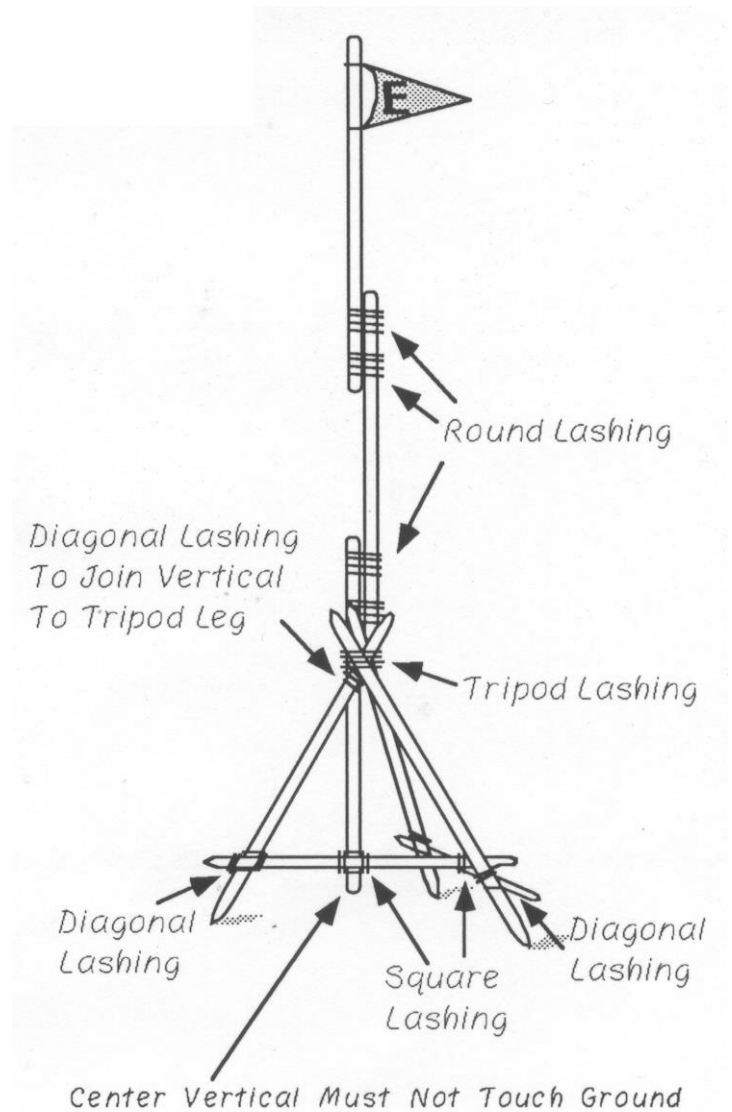
EQUIPMENT: Staves and Rope will be provided.

REQUIREMENTS:

1. Patrol will line up at the starting point and proceed to the work area when the signal is given. The Event will be timed.
2. Scouts will lash a flagpole as shown in the figure, using Clove Hitch, Timber Hitch, Square Lashing, Tripod Lashing, Diagonal Lashing and Round Lashing as appropriate.
3. Lashing is normally a patrol event, but each Golden **E** Candidate must assemble the flagpole by himself/herself.

NOTE: To Qualify, a stable and sturdy Flagpole must be constructed. Judges will record the time to complete the project and also note the number of incorrect lashings.

NOTE: Lashing personnel are also expected to erect a large flagpole in the Assembly Area.



## Event # 11: Map Reading

PURPOSE: Promote Scout Safety through Effective Map Use.

REQUIREMENTS:

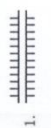




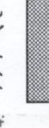




1. Scout will identify 25 Map Symbols
2. Scout will orient a map using a compass.















# Event # 11: Map Reading (concluded)

NOTE: Judges will record the symbols correctly identified and note whether or not the map was correctly identified.

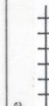


A sample worksheet is illustrated:

Name	Troop	Patrol
<b>MAP SYMBOL IDENTIFICATION</b>		
SYMBOL	USUAL COLOR(S)	DESCRIPTION
1. 	brown	
2. 	thin brown	
3. 	thick dark brown	
4. 	curve lines brown straight line black	
5. 	green	
6. 	black	
7. 	long dashes black	
8. 	black	
9. 	blue	
10. 	black	

Name	Troop	Patrol
11. 	black	
12. 	short dashes black	
13. 	black	
14. 	green	
15. 	lines blue fill blue	
16. 	black	
17. 	line blue fill blue	
18. 	brown	
19. 	black	
20. 	lines blue fill blue	
21. 	black (no fill)	
22. 	lines black fill red	

Name	Troop	Patrol
23. 	black	
24. 	green	
25. 	black	

**BONUS QUESTIONS (CIRCLE T if statement is true, F if statement is false)**

T F 26. Purple on US Geological Survey topographic maps indicates changes in an updated map.

T F 27. Declination in Southern California is 14 degrees west.

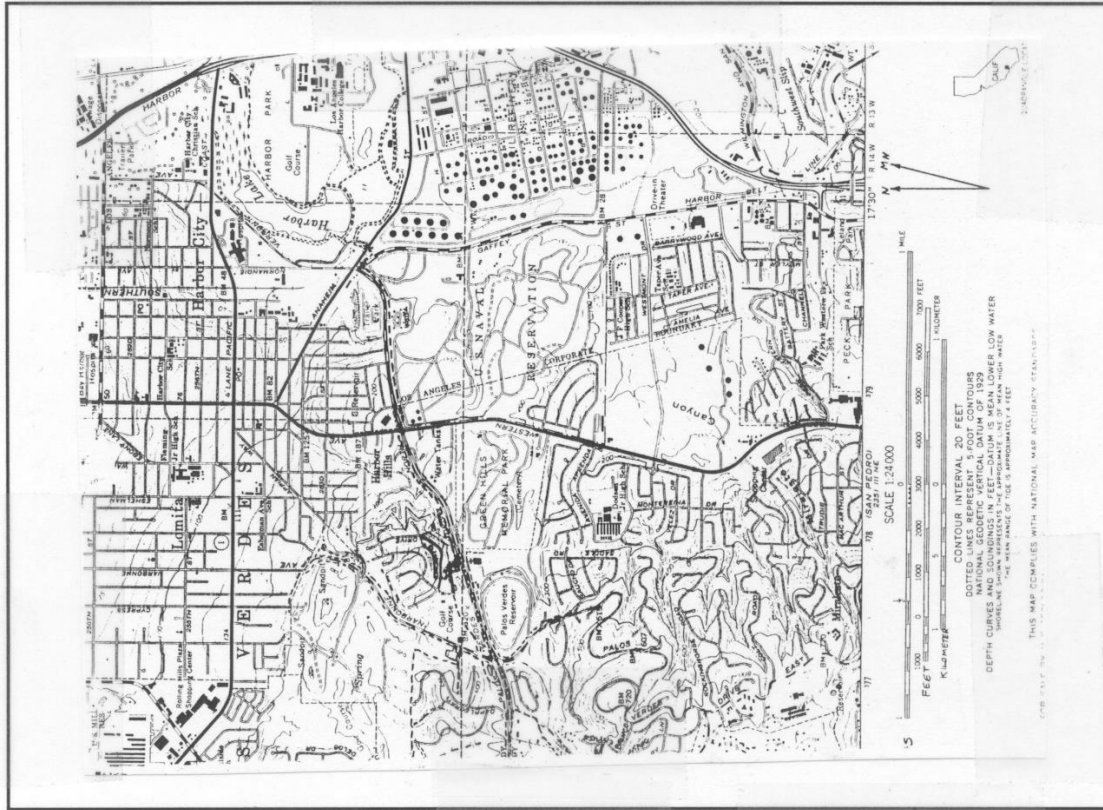
T F 28. A scale of 1:24 000 means 1 inch on the map equals 24,000 inches on the ground.

T F 29. Bearing is the number of degrees from magnetic north.

T F 30. The most obvious symbols on topographic maps are colors.

# Event # 11 Map Reading Alternate

The reproductions of the map and a practice test define expectations.



## MAP READING TEST

- Orient the map and show to instructor.
- Your present location is Rolling Hills Covenant Church, between Palos Verdes Reservoir and Green Hills Memorial Park. Circle this landmark on the map and show to instructor.

3. Identify the landmarks at the following magnetic bearings and distances from your present location:

POSITION	MAGNETIC BEARING	DISTANCE	LANDMARK
A	17°	1.92 MILES	
B	127°	2.15 MILES	
C	60°	2.10 MILES	

4. What is the magnetic bearing and distance (in miles) to the center of the following landmarks?

- A. Church on 255th Street east of Rolling Hills Plaza Shopping Center.

Magnetic Bearing \_\_\_\_\_°  
Distance \_\_\_\_\_ miles

- B. Intersection of Palos Verdes Drive East and Rocking Horse Road.

Magnetic Bearing \_\_\_\_\_°  
Distance \_\_\_\_\_ miles

- C. Intersection of Harbor Freeway and Pacific Coast Highway.

Magnetic Bearing \_\_\_\_\_°  
Distance \_\_\_\_\_ miles



## Event # 12: Measuring

PURPOSE: Teach Measuring Techniques, Use and Appreciation

REQUIREMENTS:

1. Measuring is an individual event. Scouts determine the height of an object that they cannot reach such as a flagpole or tall tree. They must also measure the distance between two markers that they cannot measure directly because of a lake, river or other substantial obstacle.
2. It is recommended that scouts make each measurement more than once and report their averages or best estimates.
3. Event Managers will record the actual height and distance determined by each scout.

NOTE: An accurately measure distance, marked by stakes should be established to help scouts gauge their pace. A 100 ft distance is recommended.

NOTE: The Event Manager will locate a tree, flagpole or some other object for scouts to determine its Height. It is common to use the Field Day flagpole. The true Height should be accurately determined.

NOTE: The Event Manager will also stake out a Distance to be measure by the scouts. Stakes should be easily seen. It works best if scouts cannot easily determine stake separation by simply pacing parallel to the markers. Judges should determine the true Distance quite accurately.

NOTE: To Qualify, a scout is normally expected to determine the Height within  $\pm 10\%$  and the Distance to about  $\pm 15\%$ . To Excel, the scout is expected to nail the Height within  $\pm 8\%$  and the Distance to within  $\pm 10\%$ .

NOTE: The Event Manager is expected to recommend an Accept, Qualify and an Excel ranges based on general guidance expressed above and his/her personal assessment of the specific difficulties involved. If the target flagpole were actually 50 ft tall, the typical Qualify Range would be 45-55 ft. If the true separation of a difficult cross-lake Distance were 200 ft, a typical Qualify Range would be 170-230 ft. Tighter limits would be specified for the Golden **E** Excel Range.

NOTE: During the competition, scouts should not be told whether they Qualify or not, because they would be inclined to tell their buddies that reported measurements of 48 ft and 205 ft are more than good enough to Qualify.

NOTE: It is recommended that different measurement targets be used for the morning practice session. At this time scouts can be given the correct answers so they can determine how well they are mastering the measuring techniques.

## Event # 13 Physical Fitness

PURPOSE: Promote Good Health by Encouraging Appropriate Physical Activity.

REQUIREMENTS:

1. Demonstrate fitness in the following:

- |                         |                       |
|-------------------------|-----------------------|
| A. Sit-ups              | D. 500 Yard Run       |
| B. Push-ups             | E. Standing Long Jump |
| C. Pull-ups / Free Hang |                       |

2. Judges will record the actual scout performance and an **I, A, Q, X** for Insufficient, Acceptable, Qualified and Excellent achievement.

NOTE: Scout BSA will do pull-ups and Girl Scouts a free hang.

NOTE: The Event Manager should give care to setting up an assembly for pull-ups. Scout Parents Inc can provide the equipment.

NOTE: The Event Manager should establish specific objective scoring criteria before the start of competition. He/she might be influenced by the morning's practice experience. Each of the five challenges should have equal weight in the scoring.

NOTE: Block **E** Scoring should be such that the average 13-year-old scout should be able to Qualify.

NOTE: The Golden **E** Excel scoring should be based on the expectations of a physical fit 15-year-old scout.

## Event # 14 Scout Pace

PURPOSE: Teach proper orienteering pace for accurate distance measurement.

REQUIREMENTS:

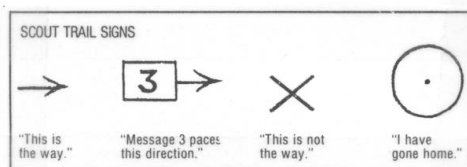
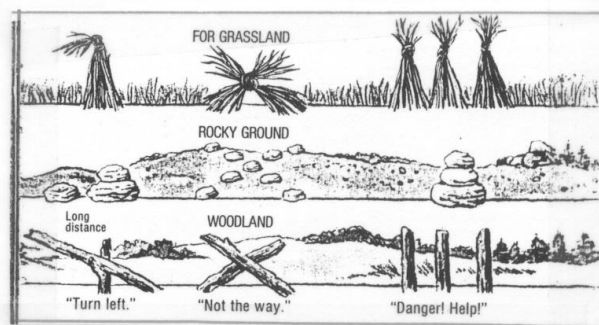
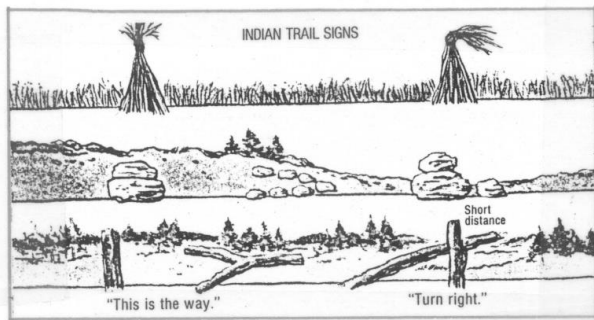
1. Scouts will determine their pace on a 100-yard practice course.
2. After determination of their pace, scouts will be assigned a course of approximately one-half mile each way, which they are to pace out and pack. They are to determine total distance. There will be several courses of different lengths.
3. The expectation is that scouts must come within 5 % of the correct distance to Qualify for the Scout Pace event.

## Event # 15: Trail Signs

PURPOSE: Encourages Trail Sign Use to Promote Scout Safety.

REQUIREMENTS:

1. Scouts will hike a route marked with trails signs.
2. Scouts are asked to discover and identify the meaning of the trail signs.



ILLUSTRATIONS FROM SCOUT BSA HANDBOOK

NOTE: The Event Manager will set up a trail with at least 10 trails signs. Each scout's score will be the number of correctly identified Trail Signs. A score of 75 % or better will normally Qualify a scout in this event. A score of 85 % is the normal Golden E requirement.

NOTE: At least two people are needed to run Trail Signs. The trail must be regularly patrolled to verify that all Trail Signs are being maintained and correct any observed problems. Trails Signs are often inadvertently or maliciously damaged.

NOTE: Scouts should be made aware that Trail Signs are not used as often today as they once were. There is an ecological reason not altering a wilderness area.

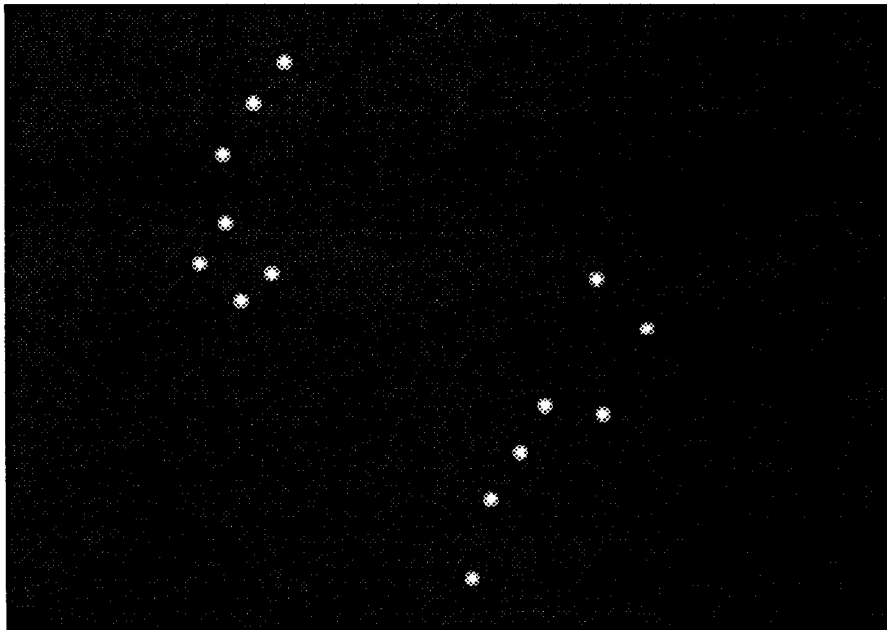
## Event # 16: Astronomy

PURPOSE: Awaken Scout Interest in Astronomy, Astrophysics and Cosmology.

REQUIREMENTS:

1. Scouts are expected to answer general information questions about astronomy.
2. Scouts are asked to explain the phases of the moon using diagrams provided at the event.
3. Scouts must explain how to find the North Star in the night sky.
4. Scouts are asked to identify 10 common constellations on unmarked star charts. The identified constellations must include 4 from the zodiac.
5. Scouts are asked to identify and locate 8 conspicuous stars, 5 of which must be of first magnitude.

NOTE: Scouts will have the opportunity during the morning session to learn the necessary specifics and then practice what will be expected for the afternoon competition.



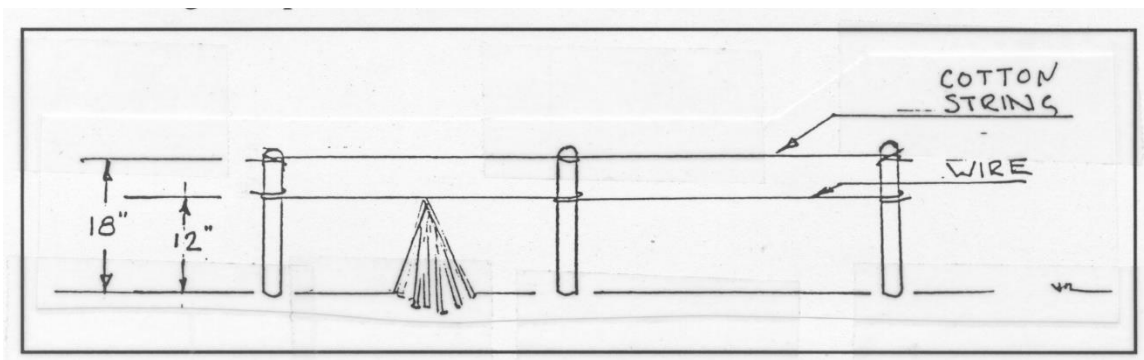
## Event # 17: Fire Building

PURPOSE: Teach Safe and Effective Fire Building Techniques

EQUIPMENT:

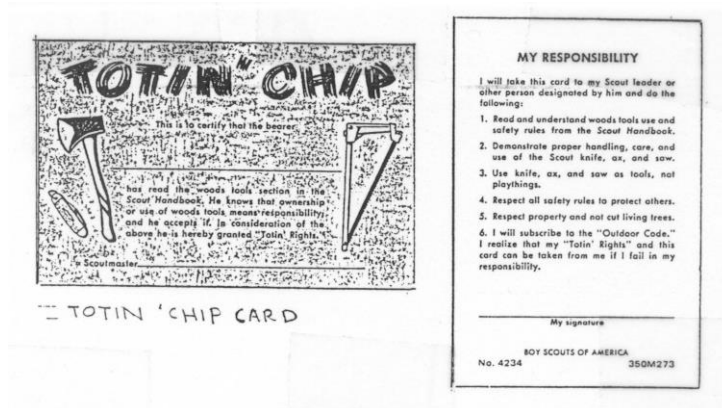
1. 1 Chopping Block
2. 1 Hatchet
3. 1 or 2 Scout Knives
4. 1 Block of wood about 2" x 4" x 12" without knots

String setup as illustrated



REQUIREMENTS:

1. Team of two Scouts. One scout must be at least Second Class and have "Totin' Chip".
2. Scouts will be asked procedural and safety questions before being allowed to begin the time event.
3. Build a Fire, keeping all wood below the 12" wire. The object is to build a fire that will balze up and burn the string within 15 minutes of start.
4. Judges will record the actual time in minutes and seconds.



## Event # 18: Animal Tracks

**PURPOSE:** Develop an interest in wildlife and learn to appreciate and protect our natural world.

**REQUIREMENTS:**

1. From the following list of animal tracks, approximately 15 tracks will be chosen for display. Bald Eagle, Beaver, Barred Owl, Chipmunk, Cottontail Rabbit, Fox, Deer, Frog, Mallard Duck, Muskrat, Opossum, Porcupine, Raccoon, Skunk, Snapping Turtle, Squirrel, Wolf, Woodchuck.
2. Each Scout will be asked to identify the animals from a plaster cast of its footprints.
3. Judges will record one point for each animal track properly identified.

## Event # 19: Backpacking Gear

PURPOSE: Familiarize scouts with equipment needed for different types of hikes.

### REQUIREMENTS:

1. On a large tarp, the Event Manager will display items that could be taken on a backpack outing. These items will include some that are entirely essential, some that are useful but not absolutely necessary, and others that are completely impractical.

#### Environment

#### Season

Desert

Fall, Winter, Spring, Summer

Local Mountains

Fall, Winter, Spring, Summer

Low Elevation (*eg Point Magu*)

Fall, Winter, Spring, Summer

2. The scout will select the items he/she will take on an overnight backpack, which will include a ten-mile, round trip hike. In selecting the correct equipment, the scout must consider the type of hike he/she will be taking:
3. The Event Manager will have prepared a checklist with a predetermined point value for each item. He may award both positive and negative points. The points earned by the scout will determine his/her Insufficient, Acceptable, Qualified, or Excellent score.

## Event # 20: Water Purification

**PURPOSE:** Prepare scouts for wilderness water purification.

**REQUIREMENTS:**

1. Answer questions concerning the official Scout policies on Pure Drinking Water and Safe Stove use.
2. Using manufacturer's instructions, demonstrate proper use of the following products:
  - Water pump, including proper maintenance. Bring your own pump or use an MSR Pump that will be provided.
  - Water purification using iodine tablets, halazone tablets and bottled iodine crystals.
  - Chlorine drops.
3. Discuss the impact of water temperature on the use of these products.
4. Discuss safe chemical stove use for boiling water. How long must water boil and cool? When should chlorine be added to the water? When is additional chlorine needed? An MSR stove and fuel will be available to aid scout discussions.
5. Explain the health risks of using untreated water. Be aware that a small segment of the population can have an allergic reaction to iodine.



## Event # 21: Leave No Trace

PURPOSE: Promote “leave no trace” camping and the use of environmentally safe cleaning methods.

### REQUIREMENTS:

1. Scouts will be asked to explain what “Leave No trace” Camping is.
2. Scouts will be asked to identify the seven rules of “Leave No Trace” Camping and provide a brief explanation of each of them.

### “Leave No Trace” Camping Rules

Respect other visitors and protect the quality of their experience.

Be courteous. Yield to other users on the trail.

Step to the downhill side of the trail when encountering pack stock.

Take breaks and camp away from trails and other visitors.

Let nature’s sounds prevail. Avoid loud voices and noises.

Pack it in, pack it out. Inspect your campsite and rest areas for trash and spilled foods.

Pack out all trash, leftover food and litter.

Deposit solid human waste in cat holes dug 6 to 8 inches deep at least 200 feet from water, camp and trails. Cover and disguise the cat hole when finished.

Pack out toilet paper and hygiene products.

To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.

Observe wildlife from a distance. Do not follow or approach them.

Never feed animals. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.

Protect wildlife and your food by storing rations and trash securely.

Control pets at all times, or leave them at home.

Avoid wildlife during sensitive times: mating, nesting, raising young or winter.

Durable surfaces include established trails and campsites, rock, gravel, dry grasses or snow.

Good campsites are found not made. Altering a site is not necessary.

#### **In popular areas:**

Concentrate use on existing trails and campsites.

Walk single file in the middle of the trails, even when wet or muddy.

Keep campsites small. Focus activity in areas where vegetation is absent

#### **In pristine areas:**

Disperse use to prevent the creation of campsites and trails.

Avoid places where impacts are just beginning.

## Event # 21: Leave No Trace (continued)

Campfires can cause lasting impacts to the backcountry. Use a lightweight stove for cooking and enjoy a candle lantern for light.

Where fires are permitted, use established fire rings, fire pans, or mound fires

Keep fires small. Only use sticks from the ground that can be broken by hand.

Burn all wood and coals to ash, out campfires completely, then scatter cool ashes.

Preserve the past: examine, but do not touch, cultural or historic structures and artifacts.

Leave rocks, plants and other natural objects as you find them.

Avoid introducing or transporting non-native species.

Do not build structures, furniture, or dig trenches.

Know the regulations and special concerns for the area you'll visit.

Prepare for extreme weather, hazards, and emergencies.

Schedule your trip to avoid times of high use..

Visit in small groups when possible. Consider splitting larger groups into smaller groups.

Repackage food to minimize waste.

Use a map and compass to eliminate the use of marking paint, rock cairns or flagging.