

Viking Olympics
Troop 13
Lashing / Battering Ram
Final Description

Event Description:

1. Tie one end of a rope to the battering ram (log) using a timber hitch, the other end of the rope is tied around the waist of one Scout, using a bowline.
2. Scout drags the battering ram 50 feet to the lashing area
3. In lashing area, remove timber hitch, and lash two staves to the battering ram.
4. Four Scouts pick up the battering ram, using the staves as handles, and cross the field of battle, knocking down 5 targets. Targets must be knocked down in order, with the end of the battering ram. If targets are hit out of order, or with any other part of the battering ram, a 30 second penalty will be awarded.
5. After the fifth target is knocked down, the Scouts return to the starting point and drop the battering ram, time is stopped. Lashings are judged.

Scoring

Timber hitch	10 points
Bowline	10 points
Lashings	
Clove hitches	10 points
Wrapping	10 points
Frapping	10 points
Tautness	10 points
Teamwork	10 points
Time	30 points

Equipment provided

Battering ram (log)
Targets

Equipment required

Two ropes, 1/4"-3/8" in diameter, 15 feet long
Two staves, 5'-6' long, 1"-2" in diameter

Points for time:

Time	Points
Under 2:00	30
2:00-2:29	28
2:30-2:59	25
3:00-3:29	23
3:30-3:59	20
4:00-4:29	18
4:30-4:59	15
5:00-5:29	13
5:30-5:59	10
6:00-6:29	8
7:00-7:29	5
7:30-7:59	3
8:00 or over	0

**BSA Glacier Ridge District Klondike Derby 2009 “Vikings”
Event: Ship Navigation Orienteering
Hosted by BSA Troop 367**

Items brought to event by patrol:

- Score Card.
 - A few sharpened pencils (don't bring pens - the ink freezes).
 - At least one compass.
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Overview:

- There will be 7 poles spread out in the event area, each with a color on it.
 - The patrol begins at the designated starting point and will be given a degree measure (e.g. 42°).
 - A patrol member will then go to the pole which he thinks is in that direction, measuring his pace to learn the distance.
 - When he reaches the pole he will then have to write down on the provided blank Answer Sheet - next to the order number he thinks is correct - the color on the pole (e.g. BLUE), and the distance to it from the previous coordinate (e.g. 36 ½ ft.).
 - On the pole there will be another degree measurement for the next scout to follow.
 - They will do the same with the rest of the poles and they will end up back at the starting point if they have completed the course correctly within the event time limit.
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Rules:

(There will be an event judge with each patrol playing at all times to ensure that all rules are followed.)

1. The event time limit is 5 minutes.
2. Each time **only 1 boy is allowed figure out which one is the next pole and he must do this without help from other patrol members.** The same boy will have to measure the distance using his pace, also without help. When they reach the pole he must write down, beside the number which he thinks is next in order, the color displayed on the pole and the distance to it from the previous coordinate without help from other patrol members. The patrol must not communicate while an answer is being worked out.

3. Another boy from the patrol will then do the same as the boy in Rule 2. This will continue with each pole until the event time limit runs out (or the patrol completes the course). At which time the patrol gives their answer sheet to an event judge.
 4. The patrol playing must tell an event judge the order they plan to go in before the event time starts, and they must progress in that order.
 5. If the patrol does not have enough scouts to fill the event time limit (or complete the course) – then the first boy to find a coordinate will go again, et cetera, in the original order.
 6. While an answer is **not** being worked out, the patrol may talk to each other and decide (under the direction of the Patrol Leader) if they want to re-work one of their answers. If the patrol chooses to do this, all rules still apply.
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Scoring:

7 pts. For each color which coincides to the correct order number.

7 pts. For each correct distance measurement which coincides to the proper color. (A measurement is only judged correct if it is within 2 ft. of the actual distance.)

7 pts. are taken off of a patrol's score each time the rules are broken.

The remaining 2 pts., in the total of 100, are given by default to any patrol that participates in the event.

If there is a tie in points between winning patrols, the patrol with more accurate distance measurements is given the award.

PATROL'S

Patrol Name

ANSWER SHEET

ORDER #:	COLOR:	DISANCE FROM PREVIOUS COORDINATE:
EXAMPLE:	BLUE	36.5 ft.
4		
1		
2		
3		
4		
5		
6		
7		

Pyre Building- Troop 662

- objective: give your fallen comrade (small paper with flare powder folded inside)
- fire lay can be built eight inches high (troops responsible for bringing their own firewood)
- the comrade will be placed at 12 inches
- the scoring will either be fastest time or be based on a table of points for every certain time frame
- the time starts when the first match is lit
- time ends when the flame colour is first seen by the judge.
- no accelerants or fire starters may be used
- fire must be lit at the bottom of the lay

First Aid and Shelter Building

Crew 1

Scenario:

You and your band of Vikings are 30 minutes into your trip to the dock to sail away to plunder and pillage England. While stopped for a water break at the Tov River, 2 of your unruly men have gotten into a duel. One of them was quite large and stronger than the other. He escaped without a scratch...the smaller one wasn't as lucky and is seriously hurt. Properly assess and care for your comrade's injuries.

Judging

Teamwork 10 points

Shelter 20 points

- Covers 2 people (victim+one)
- 5 points deducted for each improper lashing used

First Aid 70 pts

5 Points each:

- Make sure the scene is safe
- Send 2 people for help
- Ask the victim where they are hurt
- Identify the head wound
- Identify the stab wound
- Identify the bee stings
- Treat the victim for shock
- Make sure someone is keeping them alert

10 points each

- Care of head wound
- Care of stab wound
- Care of insect bites

Blindfold A Frame Relay

Patrol Leader will instruct from a certain distance their patrol members to tie an A Frame and then race it through an obstacle course while carrying an object.

We will provide the logs, rope, blindfolds, object to carry
Patrols must bring a Tarp if they want to, to hold the object

Scoring

The Patrol with the best time will be the winner

We will add 5 seconds every time the object falls off

We will also add 5 seconds if the tarp (if they choose) falls off

If both fall off we will only deduct 5 seconds (in case wind catches tarp)

We will add 10 seconds if lashings break

Add 10 seconds if lashings are tied wrong

Add 10 seconds if Patrol Leader Touches lashings or patrol member to assist

Catapult (Viking Olympic Klondike 2009)

Objective: Build a catapult and launch a ball for distances and accuracy with extra points for hitting specific targets.

Scenario: Your patrol is traveling through the woods. You come across a castle with high walls and surrounded by a moat. Being Vikings you decided to attack. Looking around you find a stack of poles, a pile of 9 ropes and a frying pan. You have lots of rocks to use as ammunition. You have only 20 minutes to attack before the castle can form their defense. The walls of the castle are too high to attempt to scale them. Besides, the moat looks like it has a few crocodiles. There doesn't seem to be any other way in. The only chance that you have of defeating the castle is to construct some type of catapult to destroy the wall.

Procedure: Using supplied materials you have 20 minutes to create a structure to launch a ball. No one will be allowed to touch the pole that has a frying pan mounted (or the pan). You will be given 3 practice launches, and 3 real launches to score the most points.

Materials supplied: 9 poles 1 to 2 inch in diameter, 8 ropes 6 foot long and 1 rope 20 feet long, Frying pan,

Materials needed: None

Scoring:

Lashings - 5 points per correct lashing (5 diagonal or square with at least one of each) for a possible of 25 possible points.

Accuracy - 10 points per projectile that lands within the four-foot diameter of the target for a possible 30 points.

Distance – 1 point for each yard the ball travels, marked where it hits (Up to 15 points per ball)

Clean up- 10 points for disassembly and clean up