

Leader's Guide and Game Guidance for 2024 GTBAC – Skyway District Baden Powell Games

Introduction: The concept of the Baden Powell Games is simple. Multiple events that test a Patrol & Patrol Leaders Scout Skills, Teamwork, Scout Spirit, Endurance and following the Scout Law.

There will be 9 Graded activities at the Games this year – This packet will explain the events and scoring for each event. Patrol Leaders will receive a copy of the Patrol Scoresheet & must fill in the top portion before starting the games. It is the Patrol Leaders responsibility to keep the scoresheet, ensure scores are filled in by the event hosts, and turn in at the dining hall by 1630 on Saturday at the dining hall. Patrols that lose their scoresheets will be disqualified. Patrols that turn in their score sheets after 4:30PM will lose 1 point for every minute the sheet is late. All games must be conducted while following the Scout Oath & Law – Good Sportsmanship is vital! Sunday's awards ceremony will celebrate the top three patrols in the district as well as awards for Scout Spirit and other accomplishments. The top Patrol Leader in the District will be recognized accordingly.

Let the Games Begin!

Yours in Scouting,
John Tredo BPG 2024 Chair

Event #1 – Capture the Flag Points – 1-10

Location: Camp Soule

Description – Patrols will need to bring a patrol flag to camp. At the leaders meeting chemlights will be distributed for each patrol. Each patrol must attach the glow stick to the top of the patrol flag pole. The patrol must place their flag somewhere on camp soule in a visible location. Patrol Flags should be in position & glow sticks activated by 10:00PM. Scouts will receive a 3x5 card to designate flag hunters. Flag hunters need to write their name troop & patrol on the card. Captured flags will be brought to the dining hall and the game will be over at 11:00PM. All patrols should send representatives to the dining hall to either show they still possess their own patrol flag or retrieve their captured flag.

Defense – The patrol can designate 2 or more scouts to defend the flag. The scout's defensive position cannot be closer than 5 body lengths of the taller scout from the flag. Scouts can tag flag hunters before they touch the flag pole to get them out – When tagged a flag hunter must surrender his 3x5 card to the defenders and can no longer be a flag hunter.

Flag Hunter's – Flag hunter's will quietly explore Camp Soule looking for patrol flags. If a Flag hunter can touch the pole without getting tagged first that hunter has "Captured the Flag" and can bring it to the dining hall for points.

Other Notes – **All Flags must be on the Camp Soule Grounds and visible – No hiding flags in bushes or buildings** Use the honor system: If tagged admit it, if your flag is captured give it up gracefully.

Scoring: • 4 points for keeping your flag • 2 points for each flag captured • 1 point for each Flag Hunter Card captured • All points will be tallied & sorted & patrols will receive 10 points for 1st place down to 1 point for last place.

Event 2: Skyway's Got Talent (Patrol Skits) Points: 1-10

Location: Council Ring

Description: Each Patrol will present a skit and will be judged by a panel on entertainment, originality, enthusiasm, performance skills & could we HEAR YOU! Skits should be no more than 5 minutes in length and follow BSA guidelines for appropriate skits. Patrols will be presented in Troop Number, Then Alphabetically by Patrol Leaders last name.

NOTE: Patrol's skit must be cleared by Troop Adults before taking the stage.

Event 3: Master Chef Scout (Golden Spoon) Points: 1-10

Location: Flammer Pavillion

NOTE: Youth will be judged on Entree(Main Course) and adults will be judged on dessert. This is a change from prior years.

Description: Each Patrol will prepare a **main course** to bring to the Camp Pot Luck Dinner at Flammer Pavilion. Dishes should be completed and in place no later than (NLT) 5:30p Saturday 11/4/2023 . Dishes will be served by a patrol member using appropriate precautions (Gloved and Sanitized) Dishes will be marked with a small card with a letter designating the patrol that prepared it. The letter and name of the dish will be the only identification on the card. **Patrols should prepare enough food to feed 5 times the number of Scouts in their patrol.** This should ensure everybody gets to try all the dishes. Judges will receive score sheets to score all of the meals.

Adults who wish to participate with a dessert should limit dishes to one per troop and will be designated with a Alphabetical letter on their cards. Scoring: Judges scores will be tabulated, and 1-10 points will be awarded based on those scores

Event 4 - Bonus: Camp Gadget Points: 1-10

Location: Troop Camp Sites

Description: Each Patrol should build one camp gadget to be entered. The gadget must be constructed from rope and natural items found around Camp Soule. Gadgets need to be marked with a luggage tag identifying the Troop & Patrol that built it, and a brief description of the gadget if needed.

Gadgets should be prominently displayed in the camp site and be completed and ready for inspection by 5:00p on Saturday. Gadgets can be built from local materials or items from the Troop Trailer, such as staves and rope. Bolts nuts, screws etc. are not part of pioneering and should not be used Scoring: Gadgets will be scored for originality, usefulness, humor and quality of lashings

Event #5: Whaling
Points: 1-10 Location: Waterfront

This Activity requires knowledge of knots & lashings & should be restricted to Boy Scouts and Venturers.

For One Station: (Teams of 4 to 6) One Whale (2"x4"x36") with metal Eyelets at each end 2 steel snaplinks 2 wooden dowels approx 1" dia and 36" long 2 x 15' lengths of parachute cord. 4 Lengths of parachute cord 30-40 inch length Cones to mark home ports Pad & Pen to record team names & times.

Space required: Approx 25'x75' Staff: One adult to supervise

Set up: Cones are placed at each end of the playing field with pole, snap-link, 15' length of parachute cord and two 30-40" lengths of cord. Whale is placed exactly in the middle of the two home bases

Action: Each team designates a team leader who will direct the actions of the team. Teams are shown the materials at the ends of the field. The teams are told they are in a race to Harpoon the Whale and bring it back to their base. Each team must assemble their harpoon using only the materials provided. They must lash the snap link to the pole and also lash the tow line to the pole. The first team to complete their lashings and secure the whale in their home port wins.

Rules: • No touching the whale with your hands – the whale must only be captured using the harpoon • Each team member should have a different job, Lashing the snap link, lashing the tow-line, harpooning the whale, towing the whale to base, Team Captain. Jobs can be adjusted for team size. • Those towing must tow using the full 15' of the tow cord • Teams may not leave home port until harpoon is prepared. • Only harpooner and towing scout go to the whale. Only the towing scout will pull the tow line (This is not a tug of war) • In the event that both teams hook the whale monitor closely that the whale is not jerked on to prevent injury.

Staff Action: Staff member calls GO when both teams are in place, Monitor play to ensure rules are followed and game does not turn into tug-of-war. Record Results. Results: Teams will develop teamwork and test their speed and quality of lashings (and have fun!)

Event #6: First Aid Knowledge
Location: Trading Post Points: 1-10

KIM'S GAME: FIRST AID

- *Materials:* blanket or tarp, collection of ten or more first-aid objects such as: gauze pads, bandages, splints, adhesive tape, absorbent cotton, scissors, tweezers, sunburn ointment, antibiotic ointment, rubber gloves, thermometer, etc., and ten or more objects not used in first aid such as: a ball, paper clip, merit badge pamphlet (not first aid), pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.
- *Method:* All objects are spread on the floor and covered with the blanket or tarp. The patrols gather around the covered objects. The cover is removed for exactly one minute. Afterward, the patrols huddle separately and write down all first-aid objects they can remember.
- *Scoring:* The patrol with the most complete list wins. One point is deducted for each non-first-aid object listed.

STRETCHER RELAY

- *Materials:* two sturdy, 6-foot poles, one blanket, one inflated balloon for each patrol
- *Method:* The patrols line up in relay formation with the blanket and two poles. One patrol member is designated as an “injured Scout” and lies on the ground twenty-five feet away at the rescue point. On signal, two Scouts serving as stretcher carriers run up from the starting line with the blanket and two poles. When they reach the rescue point, they make a stretcher and put their “injured Scout” on it. When ready, they lift the stretcher and a junior leader (or judge) places the inflated balloon on the “injured Scout.” The carriers transport the “injured Scout” to the starting line without letting the balloon fall off. If it does, they must return to the rescue point and try again. The “injured Scout” may not hold onto the balloon. At the starting line, the carriers lift the “injured Scout” off. Another patrol member is designated as an “injured Scout,” and two other Scouts run up to make a stretcher for transporting them to the rescue point.
- *Scoring:* The patrol that most carefully transports their “injured Scouts” to the starting line in the least amount of time, wins.

Event #7- Flag Ceremony
Competition Points: 1-10 Location: Gilwell Field

Description: 3 US Flags required, 2 Clotheslines on sides of field, Flagpoles

Preparation: Set up the Field with space for 3 teams at a time.

Station 1 – Flag Pole – Present the Colors, Station

#2 – Present the colors without a flagpole hanging horizontally,

Station #3 – Present the colors Vertically without a flagpole.

Action: Teams will rotate through the 3 stations conducting the 3 types of Flag Ceremony as listed above. Flagpole specifics: Team should present the colors half staff and depart, then return and retrieve the colors and correctly fold the flag

Horizontal Presentation: A Pole or clothesline type arrangement should be set up on one side of Gilwell Field. The Patrol should present the colors correctly (Blue Field in the upper left as it faces the audience) Then retrieve the colors and Correctly Fold them. Vertical Presentation: Another Pole or Clothesline – Scouts will present the colors and hang the flag vertically. The Patrol should present the colors correctly (Blue Field in the upper left as it faces the audience) Then retrieve the colors and fold them. Scoring: Patrols should be scored on confidence, competence, and overall presentation – This will probably be a little subjective so a multi-person, multitroop scoring committee is probably a good idea here. On Folding the Flag Full points should only be awarded to Patrols that Fold the Flag with No Red/White Stripes showing – Only Blue & Stars.

Event - #8 - Orienteering

Each patrol will attempt to complete the First Class rank requirement set up in camp:

Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/ or width of designated items (tree, tower, canyon, ditch, etc.).

Points to be given for each waypoint achieved.

Event - #9 – Skyway Idol
Points – 1-10 Patrol Singing Competition

The patrol must sing a song together at the campfire. All Patrol members must have a part. Solos are allowed as long as the rest of the patrol sings too. Song's must be cleared by your Troop's Scoutmaster.

**Bonus point: An additional 5 points for each patrol that brings one (only one) Dr. Pepper to the BP Chair