

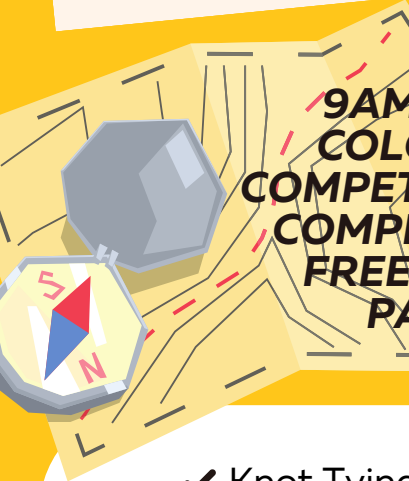
HENRY J. THOMAS MEMORIAL

# VFW POST 845

## SCOUT SKILLS CONTEST AREAS OF COMPETITION & PROCEDURES 2024

APRIL 22, 2024

9AM-ARRIVAL & FLY SETUP,  
COLORS POSTED AT 9:45AM,  
COMPETITION STARTS AT 10:00 AM,  
COMPETITION OVER AT 12 NOON,  
FREE LUNCH SERVED FOR ALL  
PARTICIPATING SCOUTS  
AND 2 LEADERS

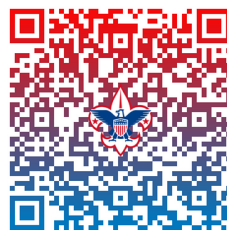


- ✓ Knot Tying
- ✓ Lashings
- ✓ First Aid: Bandages
- ✓ Nature Identification
- ✓ Rescue Techniques
- ✓ Navigation & Map
- ✓ Reading
- ✓ Citizenship
- ✓ Flag Etiquette
- ✓ First Aid: CPR
- ✓ Scout Basics

**VFW Post 845 Downingtown**

4601 Lincoln Hwy, Downingtown, PA 19335

## Registration



<https://www.scoutingevent.com/539-2024ScoutsSkillsChallenge>



# Scout Skills Contest procedures

Scoutmasters, here are some of the details about the Scouting Skills Challenge slated for April 22.

Following an opening ceremony at 9:45 each patrol should assemble at their assigned first event area. You have been asked to set up a dining fly for your first event station so you will know where your first contest event will be held. At 10:00 a.m. an air horn will sound and the first contest will begin. Ten minutes later an air horn will sound that signals an end to the competition and your Scouts should move to the next skill area which will be located nearby. Two minutes are allowed between the end of one competition and the start of the next. The judge of the skill competition will record your score on the patrol's score sheet that should be carried to the next skill area. At the end of the contest each patrol will add up their event scores to arrive at a total score. Be sure all totals are correct.

The contests have been designed to involve all participants as much as possible. Skill areas such as citizenship, Scout basics, and flag etiquette will involve questions and answers. The judge will ask the patrol to form a line. The judge may ask a question to the first Scout in line or he may ask a "patrol question." If it is an individual question, after answering, the Scout then moves to the end of the line so the next individual question will be asked of a different Scout who is then first in line.

If the question is an individual question, 1 point is awarded for a correct answer. If the Scout answers incorrectly or doesn't know the answer, the same question will be asked to the patrol (everyone) and if someone gives the correct answer, the patrol will be awarded  $\frac{1}{2}$  point.

If it is a "patrol" question, a Scout who thinks he knows the answer should raise his hand, not blurt out the answer. We don't want simultaneous answers being blurted out with one being correct and another incorrect. The judge will point to a person whose hand is raised and if the answer is correct there will be either 1 or  $\frac{1}{2}$  points awarded depending on whether the question was originally a patrol question or an individual question. If a Scout blurts out an answer without being called on, the patrol will be penalized by the judge considering the answer being wrong and moving on to the next question without awarding a point.

Some skill areas such as folding the American Flag and First Aid -- CPR will be subjectively graded by the judge.

In a separate document each skill area is described with an overview of what will be asked of the Scouts and how best to prepare for the contest.

# Scouting Skills Areas of Competition

1. **Knot Tying:** the contest will be a relay race tying 7 knots – 1. square knot, 2. two half-hitches, 3. taut-line hitch, 4. timber hitch, 5. clove hitch, 6. bowline, 7. sheet bend. Judge will ask scouts to form a line and will ask the first scout to tie a square knot, the second scout to tie two half-hitches, and so forth. After a scout ties (or fails to tie) the knot, he returns to the end of the line. There will be a one-minute time limit for each attempt. After the 7<sup>th</sup> knot has been tied, the same knots will be tied again in the same order. The final score will be the number of correctly tied knots when the ten-minute period ends. These knots are shown on handbook pages 365-370.

2. **Lashings:** the project will be to create an H-trestle using six provided poles – 2 spars, 2 ledgers, and 2 cross pieces and provided ropes. Square lashings will be required at the 8 outside joints and a diagonal lashing will be required where the cross supports meet in the middle. Teamwork is required to complete the project by the six-minute mark when disassembly must begin. The judge will award a maximum of 20 points. See handbook pages 372 – 376.

3. **First Aid Bandages:** divide the patrol into two groups. The first group shall select a victim while the other scouts apply a splint and arm sling for an assumed lower arm fracture. The other group shall select a victim and apply a splint for an assumed lower leg fracture. The judge will deduct points from each group if someone does not indicate that he/she has summoned help. Each group will earn a maximum of 10 points. See handbook pages 144 – 148.

4. **Nature Identification:** Scouts will form a line. The judge will show a picture of a mammal, bird, reptile, tree or plant and ask the first person in line to identify it. If incorrect, that scout moves to the back of the line and the next person in line is asked the same question. Once the correct answer is given, a new picture is shown to the next scout in line. Participating troops will be provided a list of 40 possibilities which the scouts will be able to see ahead of time.

6. **Navigation and Map Reading:** Patrol will be lined up in two-man teams and asked questions. First pair will be asked to orient a topographic map, second pair will be asked to tell what compass direction to follow to reach a given location and point to that direction. Questions will be asked about the difference between true and magnetic north, determining distance, and time to walk to a given point. They will be asked to identify various map symbols. No questions regarding north star or determining distance other than by a map scale. Prepare by reading Chapter 11 of Scout Handbook. In recent years the USGS (US Geological Survey) has changed the maps they produce by replacing old map symbols with photographic images. They have added some images not depicted in the Scout Handbook. The contest will not require Scouts to identify any of the new symbols. Focus will be on map scale, contour lines, orienting the map and practical use of knowing a Scout's pace. Some old map symbols like water and swampy areas, roads and railroads should be known. The topographical map will show the VFW Post 845 location.

7. **Citizenship:** Scouts will be asked 20 questions about forms of government, how the USA came into being, the Revolutionary War, the Constitution, the Bill of Rights, the First Amendment, citizens' responsibilities, the name "Pennsylvania", and services provided by local governments. Prepare by reading Chapter 2 of Scout Handbook.

8. **Flag Etiquette:** Scouts will individually be asked 10 questions about when to fly the flag and when and how to salute the flag. What is the correct placement of the flag on stage or when hung from a wall, etc. Time allotted for questions is 5 minutes. Next, patrols will be divided into two groups with both groups tasked with unfolding and refolding a flag. Each group will be subjectively graded on flag-folding. Prepare by reading Scout Handbook chapter 2, Citizenship, pages 56 – 72 and practice folding a flag properly.

9. **First Aid – CPR:** Several questions will be asked pertaining to the First-Aid method followed by doing chest compressions on a dummy. Prepare by reading Scout Handbook pages 111 – 118.

10. **Scout Basics:** There will be 20 questions asked individually. Scouts will be asked to recite the Scout Oath, the Scout Laws, motto, slogan, and to describe the First-Class rank insignia and the meaning of the various parts. Questions will be asked about the Scout Sign, the seven Scout ranks in order of attainment, the salute and handshake. Several hypothetical scenarios will be given to determine if the Scout really understands the meaning of each Scout Law, motto, slogan. Prepare by reading pages 10 – 28 (Adventure Ahead) in the Scout Handbook.

#### 5. **Rescue Techniques:**

1. Stretcher carry – select one scout as the victim and two scouts make a stretcher out of 2 poles and a blanket (poles and blanket provided) carry the victim approximately 10 ft. for a maximum of 2 points. Handbook does not show how to create a simple stretcher but image at right should suffice.
2. One-man (pack-strap) carry – one scout carries another scout approximately 10 ft. using the pack-strap method shown on page 150 of Scout Handbook. Maximum of 2 points.
3. Two scouts form a four-handed seat to carry a third scout approximately 10 ft. as illustrated on page 150 of Scout Handbook. Maximum of 2 points.
4. One scout demonstrates on another scout how to help a choking victim by using a back-slap. See page 121 in Scout Handbook. Maximum of 2 points.
5. One scout demonstrates on another scout how to help a choking victim by using abdominal thrusts. Maximum of 2 points.
6. Scouts demonstrate how they would coil and throw a rope to an assumed drowning victim. Two lines of scouts compete at the same time. A 40 ft., 3/8" diameter rope will be used to toss at a target 30 ft. distant. If rope touches the target (approximately 3 ft. wide), 1 point will be awarded. As soon as one scout has thrown, the next person in line will coil the rope and throw. Throws will continue until time is up. A maximum of 10 points will be awarded for rescue throws. Handbook page 178 states: "Practice throwing a rope both with a weight on it and without any weight. Remember to hold onto the other end. We will be using a rope without any weight."

**Note:** Scouts should practice the stretcher and other carries so they can be completed quickly (one minute or less). First 5 requirements should be completed in under 7 minutes to permit a minimum of 10 total rescue throws. With practice, scouts should be able to coil the rope and complete a throw in 30 seconds. ( Two groups, 5 throws each in 30 seconds = 2.5 minutes.)

## **Questions and answers format:**

The contest is designed to encourage all participants to learn as much as possible and to prepare and participate regardless of their age, rank, and experience level. Scouts form a line and a question will be asked of the first person in line. If the first person in line answers the question correctly, the patrol gets full credit for a correct answer. Once the question is answered, that scout moves to the end of the line.

If the first person in line answers incorrectly or doesn't know the answer the judge will then say "PATROL?" and anyone who knows the correct answer must raise his or her

hand. The judge will then point to that scout and listen to the answer. If that person gives the correct answer, the patrol gets half credit. If the second person also gives a wrong answer, there is no credit given and the judge moves on to the next question.

The judges shall insist that when a question is asked of the patrol at large, scouts raise a hand and wait to be called upon. We can't have more than one person answering at the same time.

TIP: If time runs out before all questions are answered, the score is what it is. Potential correct answers and credits are lost. It behooves the participants to answer questions quickly and if a scout clearly doesn't know the answer he should quickly "PASS" so another patrol member can answer for half credit.

Virtually all of the questions asked should be answered correctly if a scout remembers what he read in the Scout Handbook. Older scouts would be well advised to brush up on what they supposedly learned early on in Scouting.

It is likely that some modifications will have to be made to proposed contests outlined above in order to meet the time constraints. Scout leaders will be advised of any changes prior to the contest.