

PLANNING GUIDE

Star Patrol Skills Challenge

SCOUT SKILLS CHALLENGE
Inspired by Wali-Ga-Zu event from
legacy Northwest District

conducted at
Northern Star Scouting Spring Camporee
May 12-14, 2023
Stearns Scout Camp

The Star Patrol Skills Challenge is one of the events offered at the 2023 “Choose Your Adventure” Spring Camporee. However, to do well in this challenge, a Patrol needs to study and practice prior to the event. It also is designed for the entire Patrol to participate in all five of the skills. Patrols can earn recognition based on their performance across all the skills, being recognized one a 1-star to 4-star scale based on their score against absolute standards.

The Star Patrol Skills Challenge is designed to promote learning, practicing and demonstrating basic Scout skills. The basic Scout skills covered in the Challenge are:

- Tripod Building (Lashing)
- First Aid (knowledge and skill demonstration)
- Nature Identification (this year the subject is “Constellations”)
- Map and Compass Symbols, and
- Knot Tying

Make no mistake about it; this is a difficult challenge, requiring the patrol’s willingness to learn the skills. It also requires the dedication and training by the Senior Patrol Leader, and the adult Scouting staff of the troop, to prepare each patrol through training these skills. But the rewards are immense. The Scouts learn and retain the skills, complete rank advancement with this knowledge, and learn to work together as a patrol. All of the skills involved directly apply to rank advancement.

A set of constellation cards are available in electronic (PDF) format. You may use this file to print your set(s) of constellation cards to practice. A laminated set will be available at the event. Note: The format of the PDF file is seven pages of pictures (4 to a page) followed by seven pages (4 to a page) of the picture name, which can be cut into index cards. The name pages are formatted to be printed on the back side of the picture pages, to correctly line up with the picture. You can run the pages a second time through your printer to print the names on the backs of the pictures, or you could paste the entire name page to the back of the corresponding picture page.

Patrol Skills Challenge Summary

- **Tripod Building** - Three uprights, three crossbars. Uprights lashed together with round or shear lashing. Crossbars lashed on with square lashings. Maximum time: 12 minutes.
- **First Aid** – All questions will be taken directly from first aid requirements for Tenderfoot, 2nd class and First Class requirements. First Aid will be a two-part event. The first part is all questions. The second part is all skills demonstrations. Both parts will be a timed event at 12 minutes for each part.
- **Map and Compass Relay** - 25 map symbol cards and 25 compass cards are placed on an answer sheet in a 7-minute relay. Map symbols are those given in Scout handbook. Compass points are the 8 major compass points, give in letters, N, NE, E, SE, etc, and numbers, 0, 45, 90, 135, etc.
- **Nature Identification** – 25 Constellation cards to be identified in a 2-1/2 minute relay.
- **Knot tying relay** - The six knots, square knot, clove hitch, timber hitch, two half hitches, tautline, and bowline will each be tied twice in random order in a six-minute relay.

SCORING AND AWARDS:

- Each event has a possible 50 points. Total 250 points.
- Each Patrol participating in all 5 skill challenges will receive a 1-star ribbon.
- Each Patrol earning a total of 140 points or more earns a 2-star ribbon.
- Each patrol earning a total of 170 points or more earns a 3-star ribbon.
- Each patrol earning a total of 200 points or more earns a 4-star ribbon.

Patrols will need the following equipment to practice for the event.:

_____ Six tripod poles	_____ 12 knot cards
_____ Seven ropes for tripod lashing	_____ One six foot length of 1/4" rope
_____ 25 map symbol cards	_____ One pole, 3' by 2", for knot relay
_____ 25 nature identification cards	_____ 25 compass cards
	_____ One map and compass answer sheet

EVENTS

TRIPOD BUILDING

Equipment: Three 2" poles – 6' to 8' long
 Three 2" poles – 3' to 4' long
 Seven 1/4" ropes, whipped or fused ends, 10 to 12' long

Time: 12 minutes. Starting position - Scouts seated beside equipment. Finishing position - Scouts seated beside completed tripod. Top lashing can be either round lashing or shear lashing. All others are square lashings. Patrols may use either the conventional square lashing (started with timber hitch or clove hitch on upright pole and below horizontal pole, three or four wraps, two or three fraps, finished with clove hitch on horizontal pole) or, may use the Japanese Mark II square lashing (Scout Handbook, 13th edition (2016), Chapter 12).

Judging:

Seven lashings, 4 points each	28 points total
1-2 wraps or fraps missing or out of place (minus – 1/2 point each lashing)	
Three or more wraps or fraps missing or out of place (minus –1 point each lashing)	
Loose lashing (minus –1/2 or –1 point each lashing)	
Knots improperly tied/out of place (minus –1/2 point or –1 point each knot)	
General construction of tripod	12 points total
Top of tripod centered over base (6 points total)	
Cross bars all horizontal (6 points total)	
Bonus for speed	10 points maximum
Tripod complete in 7 minutes: + 10 points	
Tripod complete in 8 minutes: + 8 points	
Tripod complete in 9 minutes: +6 points	
Tripod complete in 10 minutes: +4 points	
Tripod complete in 11 minutes: +2 points	50 points total

MAP AND COMPASS RELAY

Equipment: 25 map symbol cards.
 25 compass cards, one each: N, NE, E, SE, S, SW, W, NW 0°.
 two each: 45°, 90°, 135°, 180°, 225°, 270°, 315°, 360°.
 One answer sheet.

Suggested answer sheet (on a piece of 18” x 36” poster board, or similar, that can be taped to the floor).
 Design it so that the symbol card does not cover up the name of the symbol when placed on sheet.

	Open Pit Mine	Unimproved Road	Building – Dwelling
	Contour Lines	Trail	School
	Power Line	Bridge	Church
	Telephone Line	Footbridge	Cemetery
	Railroad	River	Building – Barns, etc.
	Hard Surface Road	Water Well	Sand Area
	Improved Road	Spring	Woods
Compass Cards	Map Cards	Lake	Orchard
		Marsh	Shrub

Time: Seven minutes. Map and Compass is a patrol relay event. The starting position is standing single file behind the starting line. Each Scout, on their turn, will select one map card and one compass card, and place each card **face down** on the answer sheet. If the Scout does not know, they **must** guess. No previously placed card may be moved. The Scout returns to the starting line and tags the next Scout. Finishing position is the entire patrol seated behind the starting line.

Scoring: Each correct card scores one point. Total 50 points.

FIRST AID

First Aid will be a two-part event. Part 1 will be all verbal questions. Part 2 will be all skills demonstrations. All questions and skills will be based on the First Aid requirements from Tenderfoot rank through First Class rank. Questions may be general knowledge or situation questions. Demonstrations may be bandages, techniques, or carries.

Time: Each part will be 12 minutes. First Aid is a pairs relay event. Two Scouts come forward at a time and answer a question or demonstrate a skill as a team to the best of their ability. After responding or demonstrating the skill asked of them, the two go back to the Patrol line and the next two Scouts come forward. All questions and skills must be answered or attempted. The starting position is standing single file behind the starting line.

Scoring: Points will be awarded according to difficulty and complexity of the question or skill. Partial points may be awarded for incomplete answers or demonstration. No points will be awarded for incorrect answers or demonstrations. Total possible points for each part: 50. Final First Aid score: 50 points (an average of the two parts).

NATURE IDENTIFICATION RELAY

Equipment: 25 Constellation cards.

Time: Two and a half minutes. Nature Identification is a patrol relay. The starting position is standing single file behind the starting line. Each Scout, on their turn, will run to the judge. The judge will show *two* nature cards at the same time. The Scout will identify or attempt to identify either of both cards. Correctly identified cards will be placed in a pile on the floor. Incorrectly identified cards will go to the bottom of the pile where they may come up again if time permits. The Scout returns to the starting line and tags the next Scout. Finishing position is the entire patrol seated behind the starting line.

Scoring: Each correct card scores two points. Total 50 points

KNOT TYING RELAY

Equipment: One 1/4" rope 5-6' long
 One 2" pole, 2-3' long (tripod poles are still in tripod)
 Twelve 3x5 cards; two each, labeled: square knot, clove hitch, two half hitches, tautline, bowline, timber hitch.

Time: Six minutes. Each runner will tie and untie one knot as directed by the card shown to the Scout by the judge. Each correctly tied knot scores four points. The card for an incorrectly tied knot is returned to the bottom of the pile. If time allows, it can be tried again.

Scoring: Each knot tied correctly scores 4 points each. If the patrol has correctly tied all twelve knots and is seated within the six minutes it will score a bonus two points, bringing its total to 50 points.

Star Patrol Skills Judging Instructions

First Aid

If the Scout handles the questions well, they should be assigned the designated points. Don't trim points just because you think "nobody's perfect". True, but fortunately they don't have to be perfect, they just have to save the person's life. Give the Scout the benefit of the doubt if the concept/idea is correct. Part scores can be assigned for an incomplete answer. Where possible correct responses have been broken into several components, each worth one point if correct, zero if wrong.

Map and Compass

Watch to be sure each runner places *one* map symbol card and *one* compass card. They cannot elect to "pass". They must try. No subsequent Scout can move any card. Remind them to place cards face down. At the end of the contest, score one point for each correctly placed card. Invite the patrol leader up to watch the scoring.

Nature Identification

Shuffle the cards and place them in a pile in front of you. Place correctly identified cards to one side or behind you. Place incorrectly identified cards on the bottom of the pile where the patrol might get a second chance at them. When time is called record the number of cards correctly identified, multiply by two to calculate total score.

Knot Tying

Sit in the judge's chair, have the pole handy for the two half hitches, tautline, clove hitch, and timber hitch. Present it to them in the vertical position as soon as those particular cards are drawn. Scouts untie their own knots, dropping the rope in front of you.

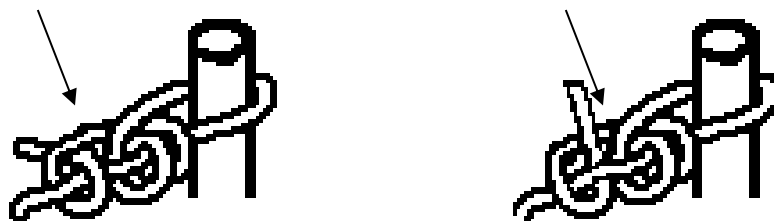
Sit on the stack of cards with one end of the stack projecting out to the side where you can pull of the top cards. Show it to the approaching Scout. If the Scout knows that they don't know it, they can simply turn around and go back. As with incorrectly tied knots, return the card to the bottom of the pile where it could possibly come up again. Place correctly tied knot cards under your chair, not off the side where a card falling out of your stack could get mixed in.

Multiply the number of correctly tied knots by four. If they tied all twelve knots correctly and are seated on the floor when time is called add a bonus of two points bringing the total to fifty.

NOTE: It is absolutely critical that you *watch as the knot is being tied* so that as soon as the Scout pulls it tight you know if it is correct or not. Be mindful that there are often several ways to tie a knot but still do it correctly, especially the bowline. You should not very often have to turn a knot this way and that to make your decision. For a patrol to do well in this event, both the Scouts and the judges have to know their stuff and be fast.

Do not let a Scout struggle too long with a knot the Scout obviously is not going to be able to tie. Send the Scout back so that the next Scout can get on with the next knot.

Remember, both the double half-hitch and tautline hitch can be tied from the right or left and "upside-down". The critical point sometimes overlooked is that the traveling end of the rope must come into the knot from one side and continue out the other. If it comes back to parallel the incoming rope, there is an error.

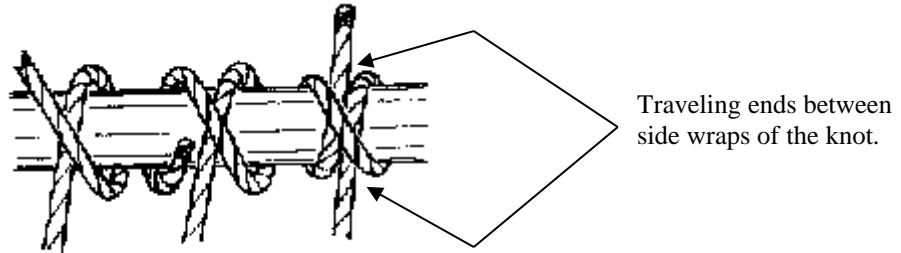


Correct

Incorrect

Be ready to supply your foot as a tent peg for the tautline. They may also want you to function as the "tent" by pulling back on the rope. Do so if asked so that they have a tight line to tie against (or they may want to tie it around the pole - either way is okay).

On the clove hitch, the traveling ends of the rope MUST come out of the middle of the knot to be correct.



FIRST AID EVENT SCORE SHEET

Keep prompting Scouts if they would do anything else, until they say “no”, or they “can’t think of anything else”.

Grade all bandages on four points: Completeness, neatness, is it snug, tied with a square knot?)

SCORE POINTS (50 TOTAL POINTS POSSIBLE)

- _____ (4) List the four Hurry Cases.
 - _____ Severe Bleeding
 - _____ Poisoning
 - _____ Heart Attack
 - _____ Stopped Breathing

- _____ (4) List four of the five possible symptoms of a heart attack.
 - _____ Uncomfortable, squeezing pressure in the chest
 - _____ Nausea
 - _____ Sweating for no reason
 - _____ Shortness of breath
 - _____ Feels Weak

- _____ (3) What information do you give when you are sending for help?
 - _____ Who you are.
 - _____ Where you are.
 - _____ What happened. The condition of the victim.

- _____ (1) What telephone number do you call to get help? (9-1-1)

- _____ (3) Give three symptoms of shock.
 - _____ Weak
 - _____ Pale
 - _____ Cold and Clammy
 - _____ Shivering
 - _____ Vomiting

- _____ (3) Tell what you would do for a blocked airway.
 - _____ Four abdominal thrusts.
 - _____ Turn head and sweep finger through the mouth.

- _____ (4) Tell first aid for poisoning.
 - _____ Find container of poison, if possible.
 - _____ Call for help, 9-1-1 or poison control center.
 - _____ Give antidote, IF listed on bottle.
 - _____ Follow instructions from poison control center.

- _____ (3) Describe first aid for poisonous snake bite.
 - _____ Have victim lie down with bitten area lower than the rest of body.
 - _____ Constriction bandage 2-4 inches above the bite.
 - _____ Call 9-1-1 and tell authorities with kind of snake if possible.

- _____ (3) **Show** treatment for shock. Victim is conscious and in a cool room.
 - _____ Have victim lie down.

- _____ Raise feet slightly.
- _____ Cover victim to keep warm.

- _____ (5) **Show** treatment for bad cut on wrist. Judge should tell Scout that bleeding has continued after each step.
 - _____ Grab wrist tightly with direct pressure on wound.
 - _____ Call for help 9-1-1.
 - _____ Wrap tightly with bandage.
 - _____ Elevate arm.
 - _____ Apply pressure to inner side of upper arm. (pressure point)

- _____ (4) Tie a knee bandage.

- _____ (3) Tie a hand bandage.

- _____ (4) Tie an arm sling.

- _____ (4) Tie a head bandage.

_____ Total Score (total possible 50)

TROOP _____ PATROL _____

JUDGE _____

TRIPOD BUILDING TROOP _____ PATROL _____

Lashings (28 total, 4 points each)

Top	_____	Vertical Alignment (6)	_____
#2	_____	Horizontal Alignment (6)	_____
#3	_____		
#4	_____	Bonus Time to Complete (10)	_____
#5	_____		
#6	_____	TOTAL SCORE	_____ (total possible 50)
#7	_____		

Speed bonus: <7min, 10pts; <8min, 8pts <9min, 6pts <10min, 4pts <11min, 2pts

NATURE IDENTIFICATION TROOP _____ PATROL _____

Number of cards correctly identified _____ X 2 = _____ (total possible 50)

JUDGE _____

MAP AND COMPASS TROOP _____ PATROL _____

Number of map cards correctly identified _____ (total possible 25)

Number of compass cards correctly identified _____ (total possible 25)

TOTAL SCORE _____ (total possible 50)

JUDGE _____

KNOTS TROOP _____ PATROL _____

Number of knots correctly tied _____ X 4 = _____ (total possible 48)

Bonus 2 points if patrol is finished and seated _____ (2 points)

TOTAL SCORE _____ (total possible 50)

JUDGE _____