

Event #2: Far Buildin' Scoring Guidelines

Material to be provided by Station Master:

3 matches per competing patrol and a box to light them on

Lighters

Stopwatches

Dixie cups

Pancake batter

Vegetable oil

Rope

This event is based on time. Patrols will bring their own fuel along with a fire starter. Charred cloth, lint and other natural materials are acceptable but may not contain petroleum jelly, paraffin, or other types of flammable accelerants. On go Scouts #1 and #2 build and light a fire. They will be given three matches. If they light the fire with only 1 match and return the other two, they will be given 10 bonus points. If they can't light their fire with the three matches, they will be given a lighter and 15 points will be subtracted from their score. While Scouts #1 and #2 build their fire, Scout #3 will race to a different location to obtain pancake batter and oil in two different Dixie cups. To receive the supplies he must first give the Scout sign and recite the Scout Oath. Scout #3 will return to the fire where Scout #4 awaits with a frying pan. Scout #4 cooks the pancake on both sides and then races to another location and passes off the pan with the pancake to Scout #5. Scout #5 must flip the pancake in the pan over an 8 foot high rope and then catch the pancake in the pan. Only the pancake may go over the rope. Scout #6 must eat the pancake. When the pancake is consumed, Scout #6 must give the Scout sign and recite the Scout Laws. Scout #6 then races back to the fire and tags the remaining patrol members who must completely douse their fire for the clock to stop. If a patrol has less than 7 members, some members will have to compete in more than one part of the contest. Patrol members cannot compete in two consecutive parts of the contest. Patrols may give their Scoutmaster the frying pan, spatula, and gallon jug to return to camp at the conclusion of this event.

Successfully starting a fire 10 points

Successfully starting a fire with only 1 match +10 bonus points

Lights the fire with a lighter -15 points

Time to go through all of the steps including dousing the fire:

0-5 minute 30 pts

5-7 minutes 25 pts

7-9 minutes 20 pts

9-11 minutes 15 pts

11-13 minutes 10 pts

13-15 minutes 5 pts

Over 15 minutes 0 pts

Total points possible: 50 points