

Event #8: Marshmallow Gun Top Shot Scoring Guidelines

Material to be provided by Station Master:

Marshmallow guns
Styrofoam cups
Sawhorse
Target with opening
Measuring tape
Calculator
Pencil

Target Range #1: Set up five Styrofoam cups on a sawhorse or some other high surface. Everyone takes turns with 10 marshmallows to see how many cups they can knock over. Total cups knocked over by the patrol will be divided by the number of patrol members to determine the average score. Scores will be rounded to the nearest whole number.

Score for Target Range #1 = Average number of Styrofoam cups knocked over x 4
Maximum of 20 points

Target Range #2: Everyone take turns with 10 marshmallows to see how many marshmallows they can put through the target opening. Total number of marshmallows placed through the target opening by the patrol will be divided by the number of patrol members to determine the average score. Scores will be rounded to the nearest whole number.

Score for Target Range #2 = Average number of marshmallows in the target hole x 2
Maximum of 20 points

Target Range #3: Distance shooting contest. Everyone in a patrol takes a turn with 1 marshmallow to see who can send it the farthest. Only the farthest marshmallow will be measured for distance. The measurement will be to the lesser quarter of an inch for the closest point of the marshmallow.

Score for Target Range #3 = One entire foot equals one point
Maximum number of points possible is variable.

In the event of a tie between two or more patrols, the actual distance of each patrol's farthest marshmallow will be used as the tie breaker in determining the event winner.

