

Obstacle Course Scoring Guidelines

Material to be provided by Station Master:

Obstacles - May include tires to run through and/or roll a certain distance, straw bales to hurdle, drainage pipes to climb through, rope swings, 6 x 6 balance beams set as a zigzag on the ground, crawl under a lane of ropes tied to stakes, throw tennis balls and knock cans over, etc. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing, or whip a rope end).

Cones or other objects for creating course

4 Stopwatches for timing

Contubernium members will run the obstacle course as a relay. As one member finishes, he will tag the next member who will then tackle the course and so on until all members have finished the course. The average time will be used to score the event.

30 points will be awarded for participation by all patrol members

Additional points are awarded at the end of the day for speed in completing the course:

Fastest time	30 pts
2 nd place	27 pts
3 rd place	24 pts
4 th place	21 pts
5 th place	18 pts
6 th place	15 pts
7 th place	12 pts
8 th place	9 pts
9 th place	6 pts
10 th place	3 pts
11 th place and lower	0 pts

Total points possible: 60 points

