

## Pipeline Ball Scoring Guidelines

### Material to be provided by Station Master:

Stopwatches

Clipboard

Pencil

Cones

District will supply the PVC pipes and marbles

This activity involves moving marbles down lengths of PVC pipe. Each participant has only one short length of pipe each, and the start and finish points are separated by an obstacle course. The marble must travel the entire distance without leaving the pipes until it is deposited in a box at the end. If the marble falls out of a pipe before being deposited in the box, the patrol must start over. All participants will initially form a line and then will need to take turns in the established order. The Scouts will be given the pipes and the marble and 3 minutes planning time before the clock is started. This event will be scored on total time needed to complete the task.

The patrols will be given up to 3 minutes to discuss strategy prior to time beginning.

**Scoring:** 20 points will be awarded for participation. Additional points will be awarded for a patrol's overall place in this competition.

Additional points awarded for speed in completing the task:

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

Total points possible: 50 points

