

## Snow Snake Scoring Guidelines

### Material to be provided by Station Master:

Snow Snake distance trough  
Snow Snake accuracy trough

The Trough is made by dragging a smoothbarked 10 inch diameter log lengthwise through the snow packing it firmly and removing any protruding objects. The track should be 100 to 150 yards long. Setup wooden stakes at 100' intervals along one side of trough and label distances from start line. Use a 100' vinyl measuring tape to measure between stakes. If sub freezing conditions exist then the trough can be hand sprayed with water an hour before competition.

Snow Snake is a game where Scouts take a carved piece of wood, generally in the shape of a ski, and hurl it across the snow to see whose will slide the furthest. The piece of wood must six feet long. There will be two snow snake areas, the distance competition area and the accuracy competition area. Practice throws are not allowed in the competition troughs. You will have to go elsewhere to practice.

1. All decisions by the judges are final
2. Each Scout's best of two throws in the competition trough will count towards the patrol score. Scoring will be based on the total average distance for a patrol. The longest average patrol throw will win the distance competition. The second longest throw will be used to break any ties. If a tie still remains, the third longest throw will be used, etc.
3. Each Scout will get two attempts on the accuracy competition trough. The Scout in the patrol that comes closest to the accuracy line but not touching or going past will be used to determine who wins the accuracy competition. The second most accurate throw will be used to break any ties. If a tie still remains, the third most accurate throw will be used, etc.

#### Farthest average distance competition:

1 <sup>st</sup> place	25 pts
2 <sup>nd</sup> place	23 pts
3 <sup>rd</sup> place	21 pts
4 <sup>th</sup> place	19 pts
5 <sup>th</sup> place	17 pts
6 <sup>th</sup> place	15 pts
7 <sup>th</sup> place	13 pts
8 <sup>th</sup> place	11 pts
9 <sup>th</sup> place	9 pts
10 <sup>th</sup> place	7 pts
11 <sup>th</sup> place	5 pts
12 <sup>th</sup> place	3 pts
13 <sup>th</sup> place	1 pt
14 <sup>th</sup> place and lower	0 pts

#### Accuracy competition:

1 <sup>st</sup> place	25 pts
2 <sup>nd</sup> place	23 pts
3 <sup>rd</sup> place	21 pts
4 <sup>th</sup> place	19 pts
5 <sup>th</sup> place	17 pts
6 <sup>th</sup> place	15 pts
7 <sup>th</sup> place	13 pts
8 <sup>th</sup> place	11 pts
9 <sup>th</sup> place	9 pts
10 <sup>th</sup> place	7 pts
11 <sup>th</sup> place	5 pts
12 <sup>th</sup> place	3 pts
13 <sup>th</sup> place	1 pt
14 <sup>th</sup> place and lower	0 pts

Total points possible: 50 points



**Snow Snake Patrol Distance/Accuracy Score Sheet**

**Snow Snake Distance Competition:**

Each Scout's best of two throws in the competition trough will count towards the patrol score. Scoring will be based on the total average distance for a patrol. The longest average patrol throw will win the distance competition. The second longest throw will be used to break any ties. If a tie still remains, the third longest throw will be used, etc.

Patrol Name \_\_\_\_\_ Troop \_\_\_\_\_ Please Print Neatly

Scout Name	Snow Snake Distance			Snow Snake Accuracy		
	1 <sup>st</sup> Attempt	2 <sup>nd</sup> Attempt	Best Distance	1 <sup>st</sup> Attempt	2 <sup>nd</sup> Attempt	Most Accurate
<b>Patrol Average Distance</b>				<b>Most Accurate Throw</b>		