

Event #8: Obstacle Course Scoring Guidelines

Material to be provided by Station Master:

Clipboard and Pencil
Scoring Sheets

Cones or other objects for creating course
4 Stopwatches for timing

Possible Obstacles

1. A tire course of two lines of tires side-by-side and scouts run through them, putting each foot in a different tire.
2. Scouts roll a tire around a cone and back.
3. Complete a zigzag course through cones carrying 2 full buckets of water.
4. Several straw bales to hurdle.
5. Roll a ball with your head a certain distance.
6. A large drainage pipe on the ground to crawl through.
7. 6 x 6 balance beams set as a zigzag on the ground.
8. Crawl under a lane of ropes tied to stakes.
9. Hop a certain distance in a large sack (sack race style).
10. Throw tennis balls and knock cans over.
11. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing)
12. Bear crawl a certain distance with your hands and feet like a bear and return doing a crab walk (Instead of your belly facing the ground like in the bear crawl, flip over and face the sky. Use your hands and feet to scurry across the yard like a crab.)
13. Each person has to jump rope 15 times before going to the next station.
14. Dribble a soccer ball through the cones and back.
15. The whole obstacle course is to end with a 50-yard dash
Obstacles - May include tires to run through and/or roll a certain distance, straw bales to hurdle,

Patrol 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 total time will be divided by the number of scouts in the patrol to determine an average time for overall place at the camporee. 30 points will be awarded for participation by **all patrol members**. Subtract 5 points for each person that sits out. In addition, all patrol members must participate to be eligible for the additional points for the fastest times. Exceptions will be made only if a person is medically exempted through an injury or disability.

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

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

Total points possible: 60 points

