## **Stepping Stones Scoring Guidelines**

## Material to be provided by Station Master:

Stopwatches

Clipboard

Pencil

Cones

24 6-inch-square blocks of wood (Life-support capsules)

Everyone in the patrol except the patrol leader will be given a "life-support capsule" (a 6-inch-square block of wood) to travel across the depths of space. Each life-support capsule is powered by human contact and must be in contact with at least one human at all times. If a capsule loses contact with a human it dies and will be taken away. (The capsules can be touched by more than one human.) The patrol must get from point A to point B, about 25 feet, without touching the ground, using the life-support capsules as stepping stones. If anyone touches the ground, the patrol must start over. 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

**Stepping Stones Score Sheet** 

Stepping Stones Score Snee		Dontining			
Patrol	Troop #	Participa tion Points	Total Time	Time Score	Total Score