

## **Event #9 Gully Crossing Scoring Guidelines**

### **Material to be provided by Station Master:**

Thick rope stretched between two trees (3)

Stopwatches for timing

### **Gully Crossing**

Each member of the patrol must cross a “gully” on a thick rope (provided by the District) which will be stretched between two trees. Extra points will be awarded if the patrol is able to transport its sled across the rope as well. No riders may be in the sled as it is being transported. An adult must test the installed ropes with their full weight before Scouts can cross. Height of ropes must be such that the feet of a Scout hanging by both hands and about to fall will be close to the ground. Ground beneath the ropes must be free of sticks, stumps, rocks, etc. Event with 3 ropes in operation needs 6 Scouters. A Scouter should coach and spot each Scout traversing on a rope. For timing purposes, all Scouts from a patrol must cross the gully before they try to transport the sled. Time stops when the last patrol member is across the gully. Total average time along with sled transport points will be used for scoring.

20 points will be awarded if the sled is successfully transported

Additional points are awarded at the end of the day for fastest average time in getting all members across the gully:

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

