## Event #1: Battle for Bastogne Scoring Guidelines

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

Clipboard

Pencil

10 - 20' x 1/4" lashing ropes

7 - 8' spars

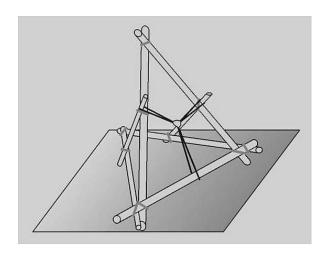
Launching Apparatus

Mortar rounds (newspaper balls)

"Barb wire" protected ammunition bunker

Stopwatch

Event score sheet



Each patrol is a mortar team firing at an enemy bunker. Each patrol must first erect their mortar nest and then supply the mortar with mortar rounds from the protective bunker. The scouts will have runners to go get more ammo while avoiding enemy fire. Once you have your mortar round, aim and fire!

Mortar rounds are made by rolling sheets of newspaper into tight balls about 3 inches in diameter and wrapping with masking tape. The mortar nests are built by lashing 2 x 2 spars together as shown below using square lashings and must be placed within the patrol's designated space. The mortar rounds will be launched by a scout sitting inside the carriage with a provided elastic apparatus. The other members of the patrol (runners) will need to resupply their mortar with ammunition from the bunker. Runners will start at their mortar nest and crawl under the "barbed wire" into the bunker. A scout may retrieve one shell to return with to the mortar. If the ammunition is dropped the scout is presumed dead and can't continue the game. Scouts can only carry one shell at a time; if they are caught carrying more than one shell they are eliminated.

Getting hit by a mortar round from other patrols removes the "injured" patrol member from the game. Should the mortar operator get hit, he may be replaced by an "uninjured" patrol member. A patrol may begin launching mortar rounds as soon as their mortar nest is assembled. The winning patrol will be the one that is left after the elimination of all members of the other patrols.

20 points will be awarded for tying the lashings correctly Additional points are awarded for eliminating the competition:

Last team standing 20 pts 2<sup>nd</sup> place 10 pts

Points awarded for speed of lashing the mortar nest together

 $1^{\text{st}}$  place 20 pts  $2^{\text{nd}}$  place 15 pts  $3^{\text{rd}}$  place 10 pts  $4^{\text{th}}$  place 5 pts  $5^{\text{th}}$  place and lower 0 pts

Total maximum points possible: 60 points

**Event #1: Battle for Bastogne Score Sheet** 

Event #1: Dattle for Dastog	Lashing	Competition	Total	Time	Total
Patrol and Troop #	Points	Points	Time	Score	Score
	1	1		1	l