

SPECIFIC RULES

1. CROSS COUNTRY: Group A – run 440 yards
 Group B – run 880 yards
 Group C & D - run 1320 yards

JUDGED: time – Note: one race per group will be run at beginning of morning events, approx. 15 minute intervals

....no Punch, scored like an afternoon event

2. TRIPOD LASHING: One Cadet. Lash three 1" dia. poles, 6' long together with 15' of 14" cord. Start with CLOVE HITCH, a minimum of seven (7) WRAPPINGS followed by a minimum of two (2) FRAPPING, (2nd CLOVE HITCH not required), then a BOWLINE at the end for the Cadet to stand in. The structure must be able to hold the Cadet for three (3) seconds. See illustration below.

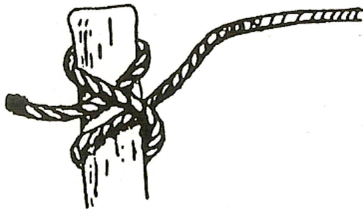
JUDGED: Speed and correctness.

PENALTY: 20 seconds added to time for each knot or lashing done incorrectly.

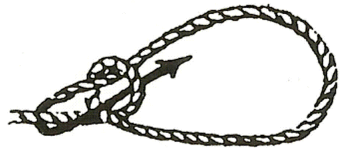
....1 Punch

ILLUSTRATION

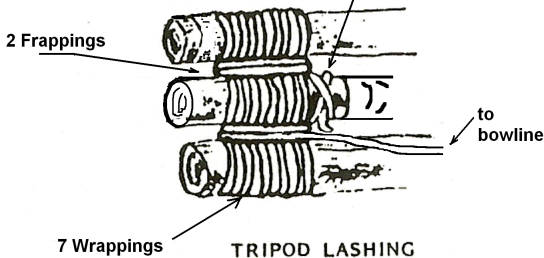
CLOVE HITCH, RAPPINGS, FRAPPING AND BOWLINE



CLOVE HITCH



BOWLINE

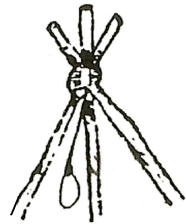


2 Frappings

7 Wrappings

TRIPOD LASHING

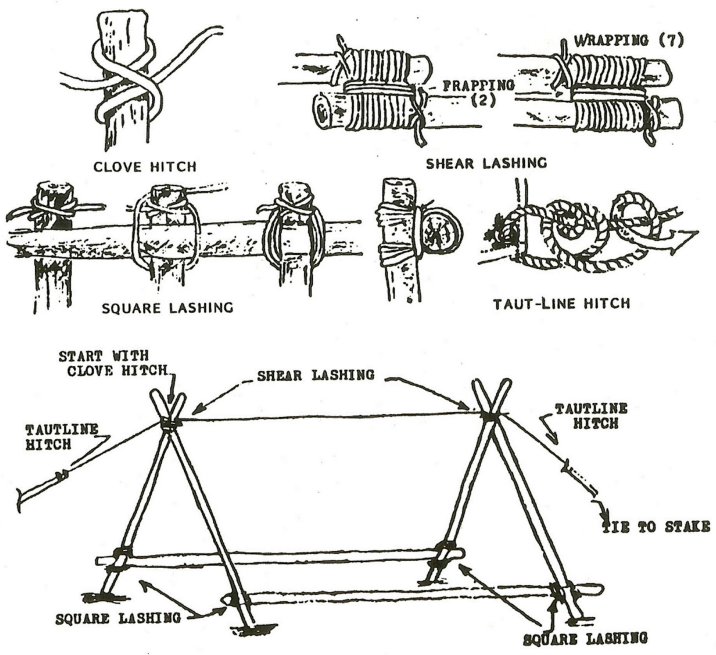
to bowline



3. SHELTER: Two Cadet Team. (same club any age group) Using six (6) 1" plus dia. wood poles, 6' long and 1/4" dia. cord. Construct the shelter using the following:
 SHEAR LASHING on both ends on top: seven (7) WRAPPINGS and two (2) FRAPS minimum.
 SQUARE LASHING on the bottom min. of three (3) WRAPPINGS, and two (2) FRAPS,
 and TAUT-LINE HITCH on guy lines (tip: wrap guy line around two top poles with a figure eight to keep assembly upright)
 All lashings starting and ending with the CLOVE HITCH.
 See illustration below.

JUDGED: Speed, correctness, neatness.
 PENALTY: 20 seconds added to time for each knot or lashing done incorrectly.
 1 punch

ILLUSTRATION

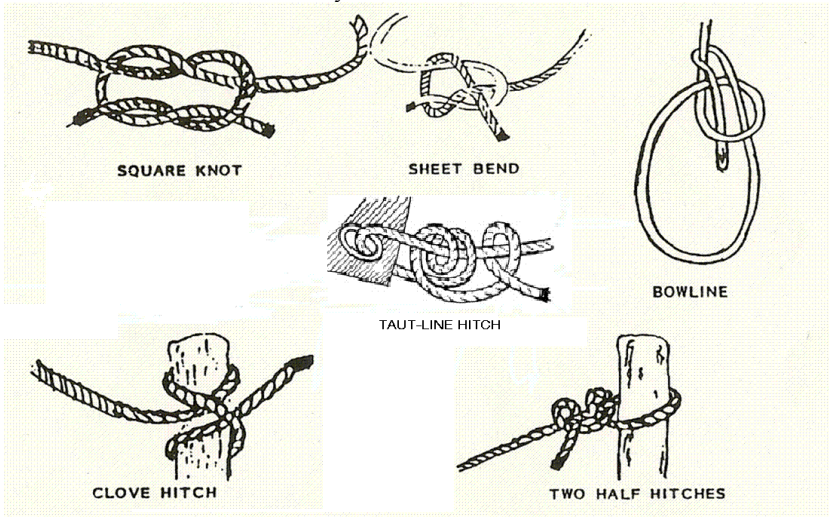


4. KNOT TYING: (Group B, C and D) Each Cadet shall be asked to tie the following six knots and describe what each knot is used for: SQUARE KNOT, SHEET BEND, TAUT-LINE HITCH, BOWLINE, CLOVE HITCH, AND TWO HALF HITCHES.

Group A Cadets will be asked to tie the following three knots: OVERHAND KNOT, SQUARE KNOT, SQUARE (SHOE LACE) KNOT.

JUDGED: Speed. All knots must be correct. 10sec. Penalty
For each incorrectly tied knot

....1 Punch



5. PUP TENT SET-UP: Two Cadet team.. (Same club – competes at highest age group if mixed) Set up pup tent with sewn in floor. 2 poles, 2 guy lines and 6 stakes. Use TAUTLINE HITCH at the guy line stakes.

JUDGED: Speed and neatness.

PENALTY: 20 seconds added to time for each knot done incorrectly.

10 seconds added to time for door not zipped.

5 seconds added to time for each improperly driven stake.

....1 Punch

6. **FIREBUILDING:** One Cadet. Cadet must demonstrate knowledge of safety rules. He must cut his own wood, start a fire with a maximum of three (3) matches, and burn a piece of crepe paper 15" above the ground.

JUDGED: Speed (2 stamps required)

....1 Punch

7. **COMPASS READING:** One Cadet

A. Cadet shall follow a specific compass course and answer the following questions:

1. How do you find North during the day? (by knowing where the sun rises and sets)
2. Which star is used to find direction at night? (North Star)
3. How do you find this star? (follow the pointer stars of the Big Dipper to the last star on the handle of the Little Dipper, which is the North star. The distance to the North Star is $5 \frac{1}{2}$ times the span of the pointer stars of the Big Dipper cup)
4. Which are the 4 major directions on a compass and what are the degree readings? (N – 0 / 360, E – 90, S – 180, W – 270)
5. What is compass variance? (It is the difference in degrees between true north (north pole) and magnetic N. (which the compass points to). 12-14 degrees is the compass variance in Southern California.

B. Group A only (for a punch only, must do option A. for ribbon): Cadets must be able to point out the four main directions (N, E, S, W) using a compass, and state their degree reading. Cadet shall be shown a distant object and state its degree reading.

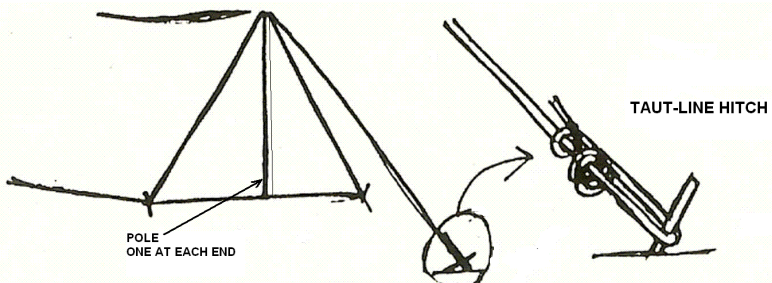
JUDGED: Correct answers and accuracy of sightings.

....1Punch

8. **MARKSMANSHIP:** One Cadet. Cadet must have already earned his marksmanship badge and must demonstrate knowledge of safety rules. Target is official 50 ft. small bore rifle target. Cadet will be allowed seven (7) rounds. Cadet may fire from prone, standing, kneeling, or sitting position. All Groups shoot from 20 ft. Cadet will be disqualified immediately for the following infractions.

1. Violation of safety rules.
2. Shooting out of turn
3. Horse play

JUDGED: Total of best five (5) rounds



9. ARCHERY: Cadet must have already earned his archery badge and must demonstrate knowledge of safety rules. There will be five (5) practice arrows and five (5) qualifying arrows. An arrow on the line will be scored with the higher point value. Distance: Group A & B – 10 yards. Group C & D – 15 yards.

Disqualification for the following infractions:

1. Violation of safety rules
2. Shooting out of order
3. Disobeying range commands
4. Horse play

JUDGED: Total score of five (5) qualifying arrows.

10. FLAG LOWERING AND RAISING: (Group B, C, and D only – may combine with cadets from other clubs) The flag will be in a raised position. Three Cadets are to make up the Color Guard: one is to issue the commands, the other two are to lower, fold, and raise the flag. The proper commands and responses are detailed below. The Cadet in charge may use a card printed with the commands only. The counselor in charge will assemble and dismiss the Color Guard.

LOWERING THE FLAG

- A. COLOR GUARD STRIKE THE COLORS (command given by the counselor)

COLOR GUARD FORWARD Starting at attention, detail is to approach the flag pole.

COLOR GUARD HALT Detail is to halt at attention when approximately 6 paces from the flag pole.

PRESENT ARMS All 3 Cadets are to salute the flag (when wearing caps), otherwise they are to place their right hand over their heart. Two Cadets are to hold salute for 2 seconds then step forward and lower the flag. The Cadet issuing the command is to remain at an “at arms” position.

ORDER ARMS Command is given when the flag is initially touched. The command signifies that the saluting arm is to be dropped to the side. The two Cadets are to unhook the flag and properly fold the flag per the Cadet manual. Rope is to be retied securely, and Cadets are to reassemble.

COLOR GUARD FORWARD Flag detail exits.

COLOR GUARD HALT Color Guard halts at attention, and is to hand the flag over the counselor for inspection.

RAISING THE FLAG

- B. COLOR GUARD RAISE THE COLORS (command given by counselor)

COLOR GUARD FORWARD Starting at attention, detail is to approach the flag pole.

COLOR GUARD HALT Detail is to halt at attention when 6 paces from flag pole. Two Cadets raising flag are to stay at attention for 3 seconds, then proceed and hook up flag and unfold the flag, as it is raised. Be sure the flag is right side up.

PRESENT ARMS

Command given when flag leaves Cadet hands. Flag is to be raised briskly, rope is to be secured and the two Cadets should reassemble for departure, face flag at attention and salute for 2 seconds.

ORDER ARMS

Arms to be dropped to side.

FLAG DETAIL FORWARD

Cadets exit.

- C. Cadets will be asked questions dealing with the flag knowledge per the Cadet guidebook.

JUDGED: Correctness

1 point

....1 Punch per cadet

11. CADET LANDMARKS: (Group A only) One Cadet. Recite code, pledge, verse, and motto without prompting.

JUDGED: Correctness

....1 Punch

12. BAIT CASTING: One Cadet. For accuracy. (open face spin reel or closed face reel. Cast "bait" at target 30 ft. distance with casting rod. Best of 3 tries. Describe or answer 3 questions about fishing; What is: still fishing? Trolling? Ice fishing? Fly fishing? Eye? Hook? Sinker? Bobber? Spoon? Fly? Spinner? Plug? Reel?

JUDGED: Accuracy

.... 1 Punch

13. NAIL DRIVING: One Cadet. Cadet will get 3 chances to drive 1 nail straight into 4X board. Best of 3.

JUDGED: Speed

....1 Punch

14. OBSTACLE COURSE: One Cadet. Special event. Designed by club in charge. (two stamps required to do this event)

JUDGED: Speed

....No Punch

AFTERNOON EVENTS:

15. RUNNING BROAD JUMP: Cadet will be allowed two consecutive jumps. The starting line and jump line will be marked. If the Cadet touches the jump

line, his jump will count as a try, but will not be recorded as a successful jump. Distance will be measured from the jump line to the back of the heel mark closest to the jump line.

JUDGED: Distance

16. SOFTBALL THROW FOR ACCURACY: Cadet will be allowed two (2) throws. Target will be located 75 ft. from throwing line. Measurement will be taken from the center of the target to the point of first impact of the ball. Cadet must stay behind designated line.

JUDGED: Distance (Closest)

17. SOFTBALL THROW FOR DISTANCE: Cadet will be allowed two (2) throws. Distance will be measured from the throwing line to point of impact. The throw will be disqualified if the Cadet steps over the throwing line. A disqualified throw can be taken over.

JUDGED: Distance

18. BASKETBALL: Cadet will be given one minute to make as many baskets as he can from designated spots marked on the court. Points will be awarded according to the value assigned to the spot where the shot is made. Only two (2) consecutive scoring shots from any one position can be made. A basket from another spot must be successfully made before returning to the original position.

JUDGED: Most points scored.

19. DASHES – 50 YARD & 100 YARD: Open to all Cadets. Groups A & B run the 50-yard, and Groups C & D run the 100-yard.
20. RELAYS – 220 YARD & 440 YARD: Each team will be timed (one team per club per age group). Groups A & B run the 220-yard and Groups C & D run the 440-yard. A Cadet can move up (older) an age group in this event only if it is the only way to complete a relay team.

21. SOCCER DRILL: Cadet will take the soccer ball and dribble it up and back through five (5) cones 10 feet apart and attempt a shot on the goal at the end.

JUDGED: Timed through the cones with a 10 second deduction for making a goal. 5 second penalty for any missed cones.

