



CAMBS COUNTY SCOUT COMPETITIONS - MAY 2011

COMPETITION RULES

Daytime Competitions

13:00 – 17:00 Saturday and 09:00 – 13:00 Sunday

Teams are **not allowed** on site (even to set up camp) before 10:00 Saturday and the whole team **must register together** by 12:00 Saturday (final briefing will be given during this registration).

Each Team will be allocated a time for each Competition, they have entered in advance.

Failure to turn up at the correct times could mean that the team will be unable to compete in an event.

As most events are outside, in the event of inclement weather adjustments may need to be made.

The details of each event are as accurate as possible at the time of advertising.

Individual event leaders may make minor changes on the day.

| Event | Details |
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| Air Rifle Shooting | Team of 4 No previous experience required <ul style="list-style-type: none"> It is the responsibility of the Scouter in charge of each team to obtain written parental permission to take part for all entrants under the age of 18, to bring this written permission to the event and to have them available for inspection. The Range Officer's decision is final in all matters relating to safety, equipment and range conduct. The competition will comprise 20 pellets, 5 at each of 4 target cards. The best 2 cards will then be taken for the competition score (Ties will be resolved by reference to the score on the third best target) Rifles will be supplied by the organisers. (If an Individual or Teams require to use their own guns they must discuss this in advance with the Organiser) |
| Archery | Team of 4. No previous experience required <ul style="list-style-type: none"> The Field Captains decision is final in all matters relating to safety, equipment and range conduct Shooting will be at Targets Bows will be supplied by the organisers. (However Individuals or Teams may use their own Bows if preferred) If an Individual or Group wishes to use their own Bows they must discuss with the Organisers in advance. The Score will be by the aggregate of all the Team Scores. Arrows landing on the Floor will count zero. |
| Assault Course | Team of 4 A challenge! Scoring based on accumulative score and time of all 4 members to complete tasks. |
| Blood & Gore | Team of 4 Not for the feint hearted, can you stand the sight of Blood? The team will perform a selection of Action packed tasks, within an allocated time. |
| Cannon Run | Team of 4 <ul style="list-style-type: none"> Teams will have to dismantle a cannon, which will be in 6 parts. The team and the cannon pieces need to be taken through an obstacle course, and the cannon rebuilt. The team then a run to the end of the course pulling the cannon. Teams will run individually and the event timed. |
| Canoe Slalom & Canoe Polo Count as ONE event | 2 separate competitions, however a team of 4 must enter both events <ul style="list-style-type: none"> Must be able to Canoe/Kayak. Own boats can be used if preferred, otherwise they will be provided by organisers. Participants must be suitably clothed – in particular appropriate footwear must be worn. NO CROCS - NO WELLIES – NO WALKING BOOTS Water shoes or lightweight trainers or plimsolls are best. <p>Slalom This is a competition, where paddlers in kayaks have to go through a course of hanging poles (gates), in the minimum time without touching any gates. Team starts together and the score is based on the time for all 4 members to complete the Course (penalty points will be awarded for missing or hitting gates). Teams will have 2 runs & the total of both runs will be the final score. Teams will start at intervals</p> <p>Polo This is a competition where paddlers in kayaks have to throw a ball to other team members and score a goal in the opponents net. Teams will play each way for a limited time. The Winner of each heat will go through to a weekend final, plus maybe some runner up teams, depending on numbers of teams entered.</p> |
| Catapult Shooting | Team of 4 <ul style="list-style-type: none"> A target competition using catapults – Shooting permission is not required as NO firearms are being used. |

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| Climbing | Team of 4 using Indoor Wall No previous experience is required <ul style="list-style-type: none"> Scoring based on accumulative score and time of all 4 members to complete marked routes. |
| Croquet | Team of 4 No experience required. <ul style="list-style-type: none"> Equipment provided. Rules to be explained on the day. |
| Cyclocross | Team of 4 Off Road Course Must be able to ride a bike <ul style="list-style-type: none"> Bring your own Bikes (1 bike for each team member) Helmets must be brought & worn (if any team member has not got a helmet – whole team may be disqualified. All 4 Team members start together & the score is based on the accumulative time of all 4 members to complete the Course Teams will start at intervals |
| Dinghy Sailing | Team of 4 using 2 x Topper Sailing Dinghies (2 persons to a Boat) <ul style="list-style-type: none"> Teams to sail a given course in a given time. It is essential that one person in each Topper Sailing Dinghy can sail a Course. <i>This means 2 persons in each team must be able to sail.</i> Sailing Instruction is available in advance by contacting Mepal or by other Sailors providing training. |
| High Ropes | Team of 4 No previous experience required - just a challenging attitude. <ul style="list-style-type: none"> Scoring based on accumulative score and time of all 4 members in a given time. |
| Orienteering | Team of 4 Only Map reading skills required. Bring own case and compass |
| Petanque (Boules) | Team of 4 No experience required. <ul style="list-style-type: none"> Equipment provided. Rules to be explained on the day. |
| Team Building Brain Teasers | Team of 4. This is a test of team work skills against the clock. |
| Volleyball | Team of 4 required A great way to work off energy <ul style="list-style-type: none"> Rules to be explained on the day. |
| Water Races & Lifesaving Skills Count as ONE event | 2 separate competitions, however a team of 4 must enter both events. Must be able to swim. Participants must be suitably dressed to enter the water. <u>Water Races</u> A variety of Water Based, Fun Team Activities <u>LifeSaving Skills</u> The Team of 4 will perform a variety of water based Lifesaving tasks, to demonstrate rescue and lifeguarding skills. Tasks will be time based and marked for skill. |

SATURDAY EVENING COMPETITIONS **19:00 – 21:00**

Teams may enter as many evening events as they wish – entries are not needed in advance.

PUSH CAR COMPETITION

A Push Car is an HPV (Human Powered Vehicle) with four wheels and is a demanding racing team sport using 4 scouts.

Make a Push Kart from Orange Boxes and old Pram wheels (or any other junk)

Specification This is not prescriptive, as it depends what junk you can get hold of to make the Kart.

PUSH CAR RACING RACE RULES

1. A team shall consist of one driver and up to 3 pushers of Scout/Explorer Age and each team shall use one car only
2. The Race will consist of four laps.
3. All the team must complete one lap as a pusher and one lap as a driver.
4. Repairs must be carried out off the track. A car may be stopped from racing if is considered to be unsafe due to design or damage until satisfactory repairs are carried out.
5. Cars being lapped must keep out of the way of faster cars if at all possible. When lapping slower cars, drivers of overtaking cars are to inform by shouting which side they intend to overtake slower cars
6. **Yellow flag** Slow to walking pace. **NO OVERTAKING** **Red flag:** Stop IMMEDIATELY. **Chequered flag:** Start & end of race.
7. Any driving that is considered dangerous shall result in immediate penalty to the offending team, including excessive or deliberate bumping, barging, deliberately driving off the track, swearing, cutting up other cars, swerving dangerously etc.
8. A modern cycle helmet must be worn by all drivers when practicing or racing. Teams must provide their own helmet

SEDAN CHAIR RACE

Historically - A "Sedan Chair" is a vehicle supported by two poles. Two people would carry the vehicle and a third would sit inside.

SEDAN CHAIR RULES

1. Four Scouts to carry one person in the chair. (Passenger can be recruited from the crowd)
 2. The chairs take the form of a themed fancy dress and will be judged on the overall design.
 3. The team has free choice of theme.
 4. **Best Designed** - The chair should be designed to be carried complete around a course. Remember that the chair's occupant must be in the chair at all times while in motion. The prize will go to the team with the best designed chair including a theme (i.e. not a simple frame).
 5. **Fastest** - The quickest team to complete all the course.
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RAFT RACE

A test of your Scouting Skills – will your knots hold up – or will your rafts fall apart?

RAFT RACE RULES

1. Teams of 4 must provide all of the equipment necessary to construct their rafts.
2. Rafts shall not employ pre-assembled or pre-formed components in any way i.e. welded brackets, nuts & bolts, clamps, shaped spars, cable ties, gaffer tape etc.
3. Barrels and spars shall be restrained using rope and lashings.
4. All flotation chambers (oil drums, containers or otherwise) must be thoroughly cleaned inside and outside to avoid contamination and will be inspected prior to launch.
5. 5 or 40-gallon containers, inner tubes, barrels or other similar vessels may be used for buoyancy purposes. Timber spars may be used as appropriate in the construction, but all sharp and rough surfaces shall be removed to prevent injury or splinters.
6. Pallets in their manufactured state will not be allowed.
7. Groups may enter as many different teams as they wish, but each team should build and use their own dedicated raft.
8. Teams must provide their own paddles. These can be specially made or alternatively be of commercial, pre-manufactured origin.
9. Raft Teams shall consist of 4 persons and Life Jackets/Buoyancy Aids, together with canoeing helmets must be worn by team members at all times whilst on the water. These should be provided by teams, but some may be available by arrangement.
10. All rafts must be built on-site at the event during the pre-race construction period. (They may be tested on the water (if required) before the race, provided prior permission is obtained from those responsible for safety cover.
11. All rafts will be inspected prior to the race to ensure they fully comply with the rules. Any rafts found to be infringing the rules will be disqualified from the race, unless they can modified to comply before the start of the race.
12. Physical contact with other rafts or attacks against other competitors during the race will not be permitted and any offenders will be disqualified.
13. At the end of the event, all Groups must remove their rafts from site, together with all associated debris and material.
14. A prize will be awarded for 1st place, together with one(s) for the 'Best Decorated Raft' &/or the 'Best Dressed Rafter's'.

*****The Judges decision will be final*****

SUNDAY AFTERNOON

Appropriate Presentations to Winners: Approximately 15:00

CAMPING.

No Cars on the site. No very large communal tents. Be prepared to carry your kit to site.

We will endeavour to provide space for all those who wish to camp, **but this must be booked** in advance (There will be no charge for camping)

No Barbecues or Open Fires allowed

Leaders need to get appropriate permission Forms signed by Parents, and these must be handed in upon arrival.

Cafeteria, Drinks and Confectionary vending machines are available on site.

Saturday evening we intend to finish the day with a traditional Campfire and BBQ Supper followed by a Wide Game.

BEFORE ATTENDING PLEASE ENSURE THE WHOLE TEAM UNDERSTAND THESE RULES