



Indoor Rally

Friday February 1, 2008
LDS Church
3551 Decoto Rd.
Fremont

Open to all Boy Scout Troops. This is a fun troop and patrol cohesion-building activity. Skills targeted include first aid, knots, compass and a special Scoutmaster event! Small patrols may be formed into provisional troops.

All boy scout troops are encouraged to contact a webelos den within our district to invite them to this event. Webelos dens are invited to march in the grand parade and then will be asked to seated after flags for the event competition. This is a good recruiting event for your troop - the Webelos get to meet the scouts in your unit and see you in action! You might end up with a great cheering section to boot!

Schedule: 7:00 pm Check-in and registration
7:30 pm Grand Entry of troops
9:00 pm Awards

Fees: FREE!

Who: All Boy Scout Troops

Bring: Equipment for all 6 events
Troop, American and Patrol flags (See instructions)

Awards: 1st, 2nd, 3rd place ribbons plus spirit award

Contact: Chappy Lindsay wchapmanlindsaydpm@msn.com

There is no charge for Troops to participate in the Indoor Rally.

Each troop will bring their Troop, American and Patrol flags with staves and stands.

All boys and leaders must be in uniform, and wearing tennis shoes. As a minimum, a Scout must wear a Scout Shirt to participate.

Each troop will be responsible for all the material for each of the 6 events as described under Events.

Check-in time is 7:00 pm. Grand Entry of troops commences at 7:30 pm.

Provisional Patrols : All scouts are welcome and can be formed into provisional patrols.

Invite families and friends, and especially Cub Scouts, to attend.

After the rally, each troop will be responsible for picking up all their materials and their Troop, American, Patrol flags and stands.

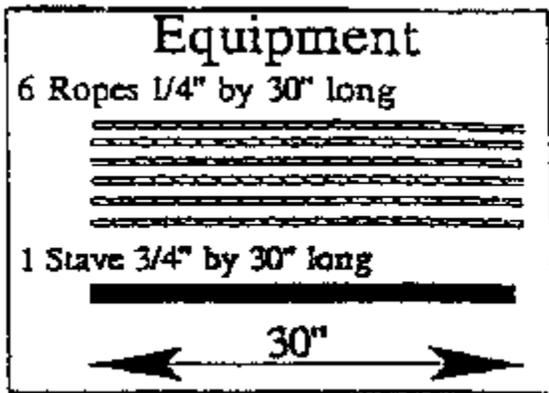
Scoutmasters will be the referees.

An adult member of the Troop Committee or Assistant Scoutmaster should be with the troop at all times to make sure their patrols are ready to go.

The competition consists of 6 events plus the Scoutmaster Relay.

Ribbons will be given to patrols for first, second, and third place for each event. Overall ribbons will be given to troops for first, second and third place.

When a patrol is finished with an event, it should sit down and give the Scout Sign. This will indicate that the patrol has completed the event.



Mission Peak

Indoor Rally Events

Knot Tying Relay Required:

6 Scouts

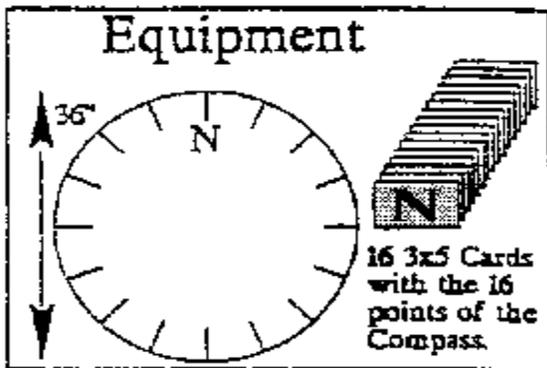
6 pieces of 1/4" rope or sash cord, each 30" long

1 stave 30" long

Each Scout runs up to the judge to tie

one knot. If the knot is tied wrong, he will stay until the knot is tied correctly. Knots to tied: Bowline, Sheetbend, Double Half Hitch, Square Knot, Clove Hitch, Timber Hitch. After each knot is tied, the scout will return to patrol and tag next scout. No scout may take consecutive turns.

Compass Relay Required:



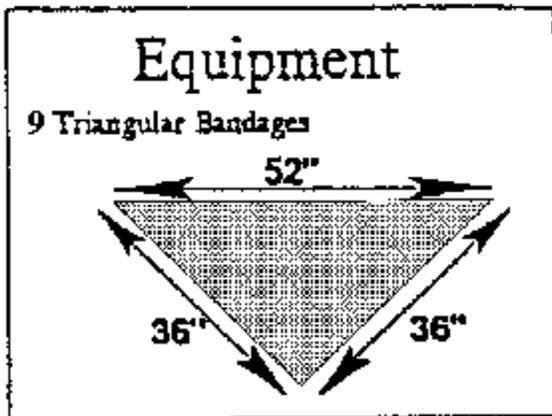
6 Scouts minimum

1 cardboard circle, 36" in diameter, with 16 points indicated, and with N (north) in its proper position.

16 3"x5" index cards with compass points written on them

Each scout runs to the judge, places a card on the cardboard compass. At each

turn a scout may either place a new directional card or correct a card placement. After each scout has finished he will run back to patrol and tag next scout. No scout may take consecutive turns.



Equipment
9 Triangular Bandages

First Aid Relay Required:
 6 Scouts (includes one victim)
 9 large triangular bandages
 2 leg splints

Each Scout is to tie one bandage on the victim. If the bandage is tied incorrectly, he will stay until the bandage and knot are tied correctly. The Square Knot is to be used to finish off bandage

The bandages are:

- Sprained Ankle Bandage, (Boy Scout Handbook p. 309)
- Head Bandage (Handbook p. 309)
- Collarbone/shoulder Fracture sling (Handbook p. 316)
- Lower leg fracture (Handbook p. 317)

First aid bandage for severe bleeding of upper arm injury using cravat bandage (Handbook p. 300-301)
 After the scout has finished, he'll return to the patrol to tag the next scout. No scout may take consecutive turns.



Fireman's Drag Relay Required:
 6 Scouts
 2 large triangular bandages
 1 victim

Victim starts on his back at the judge's side of the room. On the word "Go", the first scout will run to the victim, tie the victim's wrists together with a triangular bandage, then place the other

triangular bandage as a head bandage. As shown in the diagram, pull the victim to the patrol with the judge following, untie the two bandages and give the bandages to the next scout who will retie the all bandages on a new victim. There will be 4 turns total. Scouts may have more than one turn but may not be the victim in consecutive turns, and may not be the dragger in consecutive turns.

Mystery Event Required:

7 Scouts

3 Wood Poles - 6' Long, 2" in diameter

3 pieces of 1/4" Rope - 6' long

Instructions for this event will be given just before the competition is given.



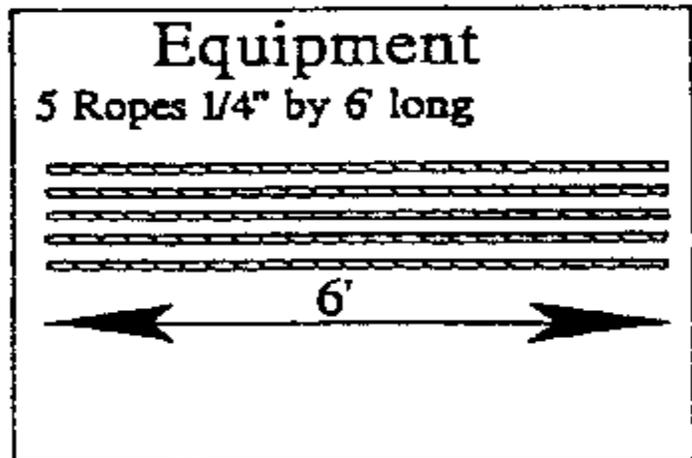
Rope Rescue Required:

6 Scouts, includes one victim

5 pieces of 1/4" rope, 6' long.

Four scouts each tie one rope to another (any knot). The fifth boy coils the rope and throws it to the victim, who is 26' away. The patrol pulls the

victim across the starting line. The victim, after crossing starting line, will stand at attention with his patrol. If a knot comes untied, that knot is to be retied, the rope is coiled, and thrown again.



Note: When a patrol is finished with an event, it should sit down and give the Scout Sign. This will indicate that the patrol has completed the event.