

EVENT PLANNING

1. Description of the Event:

The Great Race Newcastle Isl. (3 days / 2night) - February 1-3, 2013

Patrol Race Descriptions:

This event will test our patrols ability to work together and apply there leaned skills to practical problem solving under the pressures of time. It will be a race. The basic premise is they'll be racing other patrols from station to station navigating by instruction's setup like Geo-caching throughout Newcastle island. The setting of a mid-sized island (2.5 x 1.5 km) will allow the patrols to completely work on their own. The leaders will remain at main camp while scouts run the race from station to station throughout the island. We'll arm them with maps, gps, compasses and radios. The first team back to the start gate wins. Each station must be properly completed to find the next.

We will canoe to Newcastle Island and camp there for the two nights. The race will take all day on Saturday. They are required to carry everything needed for the day's activities including a hot lunch. The food and menu will be provided. They will be given their first set of instructions to find station 1, where the next instructions will be given to find station 2, and so on until the final instructions provided at station number 7 will direct them back to the start/end gate.

After completing all stations and receiving final instructions to return to the start/end gate, the first patrol to have all players standing on the home matt will be the winners. The leaders will review video footage of stations that have penalties if done incorrectly and adjustments will be made to the finish time if required. A tie will be resolved by a skills testing question.

Patrols will each be provided with:

1. A contour map of Newcastle Island; and a
2. A list of items they are required to pack with them during the race;

Patrols will cook for themselves on Friday. The leaders will provide all other meals. Scouts will require their own mess kits. Leaders will provide each patrol with the hot lunch food and cooking instructions for the hot lunch which is a part of station 5 for all patrols.

There will be no scout meeting on the Thursday before this weekend. There will however, be a kit inspection at Camp Caillet at 7 pm. Kits will be inspected for weight and contents per the standard scout kit list. Patrol leaders will be responsible to make sure there patrols have all the listed items for the race. This list will be provided and training given on how to use everything. However, I suggest a double check before the event and additional practice using them before the event. Remember, it's a race and your success to find stations will depend on the patrols collective ability to use these tools. No leaders will be with patrols during the race to give helpful hints and you won't be able to progress past a station without completing it successfully.

The film crew will be filming this event. Each patrol will have a film crew member following them, filming their race activities. Patrols are expected to cook them lunch with the supplies provided. The film crew is not to help the patrols in any way. Scouts are not to ask the film crew for any kind of assistance. The film crew is the first aid person. Each patrol will carry a first aid kit at all times.

The leaders, film crew, and patrol leaders will all be able to communicate at all times by means of radio or cell phones. The patrol leaders will have radios and the film crew cell phones. The island is a relatively safe environment for our scouts. If a patrol becomes lost they are to phone a leader for instructions. Leaders will determine the location of the lost patrol and direct them to a safe, known location and follow up they are OK. If necessary, leaders can get to any location on the island within half an hour.

Patrol Race Items Required:

This is a list of items patrols are required to pack with them during the race.

1. Compass
2. GPS
3. Radio
4. Binoculars
5. First Aid Kit
6. MSR Stove
7. Fire wood provided
8. Rope
9. Sling shots
10. Local knowledge of Newcastle Island
11. Mess kits for lunch
12. Water bottles
13. Light
14. Warm water proof cloths with appropriate footwear and a hat
15. Matches and fire starter (waterproofed)
16. Patrol leaders field book

2. Destination & Route:

The event is located at Newcastle Island here in Nanaimo. Parents are to drop off and pick up scouts at the Brechin Boat Ramp off Zorkin Road near the Sea Air Seaplanes (departure bay).

Drop off time: 8.30 am Friday Pick up time: 12:00 noon Sunday

3. Time Table:

START TIME	ACTIVITY
Friday 8.30 am	Drop-off
10 am	Canoe to Newcastle and Setup
12 noon	Lunch
1 pm	Film crew interviews and patrol race preparations
4 pm	Leaders final race instructions to patrols
6 pm	Dinner and free time
Saturday 8 am	Hot breakfast provided by Leaders
9 am	Race Start
10 am	Find station 2 (Clay tile Sling shot)
11 am	Find station 3 (Historical - Data knowledge)
12 noon	Find station 4 (Binocular - look – code)
1 pm	Find station 5 (Cook-lunch for camera)
2 pm	Find station 6 (Fire- no trace-string)
3 pm	Find station 7 (Shelter-shower-score on criteria)
6 pm	Dinner provided by leaders
Sunday 9 am	Breakfast provided by Leaders
10 pm	Camp pack up and travel home
12 pm	Parents Pick-up Scouts

5. List of Participants:

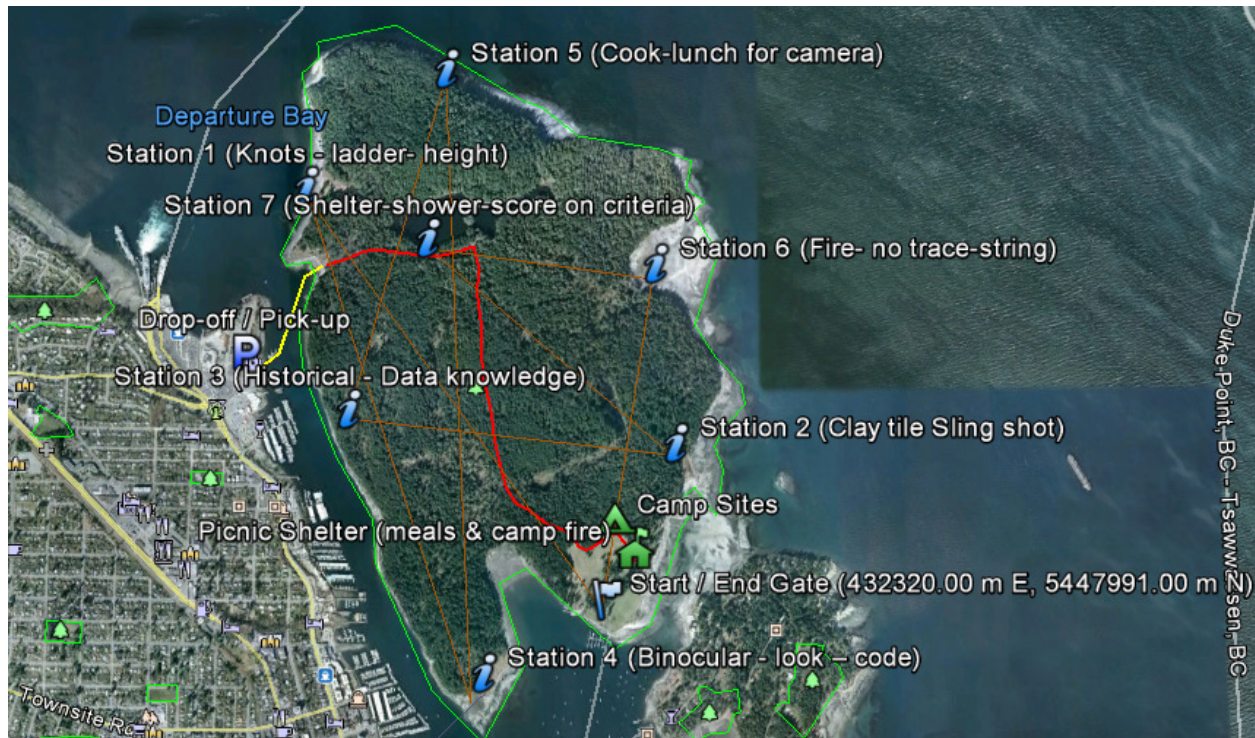
This is the maximum list of scouts and leaders attending. Attendance confirmation prior to event is required.

Scout	Patrols
Jackson S Cameron Chris Keifer Nathan Ian P Jackson D	Blue Jays
Liam Alex Tim Ian M Tony	Cobras
Jordan Kevin Ryan Emily Richelle Noah	Wild Dogs
Daniel Nick	

1. Map & Directions for Locating the Group:

Kmz file available at the following link:

<https://dl.dropbox.com/u/40881610/The%20Great%20Race%20Newcastle%20Isl.kmz>



2. Station Instructions:

Station 1 (Knots - ladder- height)

Leader Notes:

This site is easy to get staves and ropes to. Locate the Instruction Envelope high enough, that a ladder is required to reach it. Patrols need to completely take the ladder apart, so as not to help the next team.

Site Instructions:

1. Look up. Your next Instruction Envelope is above you.
2. Use the staves and rope provided to build a safe ladder that will allow one of you to reach the Instruction Envelope.
3. Only touch your Instruction Envelope. If you tamper with any other team's envelope, your team will be disqualified.

Station 2 (Clay tile Sling shot)

Leader Notes:

This site is next to the beach and trail because I hope there will be lots of stones for the sling shots. We'll need to locate the clay pots in a safe location to ensure no public will be hit with stones from sling shots.

This site will require an area roped off that no scout is allowed to enter. Inside it, will hang the three colored clay pots, one pot for each patrol. Inside each pot will be each patrol Instruction Envelope. When the patrol breaks the pot with a there sling shot the Instruction Envelope will fall out. Only when the envelope hits the ground may the Patrol Leader enter the area and retrieve the envelope.

Site Instructions:

1. Use your sling shots to break the clay pot colored for your patrol. Your Instruction Envelope is inside it.
2. Only the Patrol leader is allowed to enter the area roped off. The PL may only enter the area after the envelope has fallen onto the ground.
3. There is no limit to the number of sling shots used or stones you shoot.

Station 3 (Historical - Data knowledge)

Leader Notes:

This site is in an old Sandstone Quarry. A leader is required to man this station. Each patrol will be asked 3 questions when they arrive. Each question will have a 10 minute penalty if they answer incorrectly. If they answer correctly they will be asked the next questions immediately.

The leader will be the final judge of the correct answer. If a patrol argues with the leader an extra 5 minutes will be added to the penalty. The penalty is applied before the next questions or if the last question, before they leave.

Scouts will be told in advance to research the History of Newcastle Island. We'll tell them the questions will not be hard but they will need to have looked up some basic history of the island to know the answers. The 3 questions are:

1. The native people of Saysetsen would live on Newcastle Island during late winter and early spring to catch _____ near Midden Bay.

Answer: ``herring``

2. The two first mines on Newcastle Island were called the Fitzwilliam and the Newcastle mines. They may not have been found without the help of Native chief Che-wech-i-kan. What was mined and how did the chief help.

Answer: ``coal`` and ``He told a blacksmith that he knew of a location where coal was in abundance``

3. Quarrying began on Newcastle Island in 1869 when the United States Mint in San Francisco went looking for good quality _____ for their new building.

Answer: ``sandstone``

Site Instructions:

1. Do you know the history of Newcastle Island? Your patrol will be asked 3 questions. You may discuss your answer as a patrol. When you're ready the leader will ask you for your answer and confirm it's your final answer.
2. If you answer correctly you'll be asked your next question immediately.
3. If you answer incorrectly you'll need to wait 10 minutes before your next question is asked. If this is your 3rd question you'll need to wait 10 minutes before your given your Instruction Envelope.
4. If you argue with the leader you'll immediately have to wait an additional 5 minutes for your next question or envelope.

Station 4 (Binocular - look – code)

Leader Notes:

This site is chosen for its view across the water to Newcastle. We will locate a yellow poster board along the waterfront trail. On it will be the instructions for the next leg of the race. If for some reason it is tampered with, we'll have a second one left with a scout parent to re-set for us. We'll be able to check it with binoculars from the start / end gate to see that it remains intact.

Site Instructions:

1. Use your binoculars and look bearing _____ deg. relatively level.
2. If your bearing is accurate you'll be able to see a Yellow sign that say's:
Scouts Your Next Leg of the race is:
Bearing _____ deg.
Distance _____ m

Station 5 (Cook-lunch for camera)

Leader Notes:

This site is selected for its view during a lunch break for all the patrols. For safety we may set up a barrier back from the cliff face, which the scouts are not to go past.

All patrols will come to this site for lunch. They may or may not be there at the same time. It could be

interesting for them to discuss how they are doing compared to other patrols. It will likely create a little rivalry and strategic maneuvers between the patrols. It also may be a good idea for us leaders to show up and see how things are going.

Site Instructions:

1. Its lunch time! Set your timer now. You are not to open your next Instruction Envelope before 30 minutes has passed. Your patrol leader will ensure you do this. If you cheat your team will be disqualified.
2. Use your stove and meal instructions provided and cook your patrol a hot lunch. Warning, the film crew is filming this. If your lunch is not hot and cooked per the instructions 30 minutes will be taken off your patrol finish time for the race. Leaders will watch the lunch video when you complete the race.
3. If you do not properly finish your lunch before the time is up. You must properly finish your lunch before leaving or you risk having the time penalty (described above) apply to your finish time.

Station 6 (Fire- no trace-string)

Leader Notes:

This location was chosen because its near water and well away from trees on the beach. This location can prove a challenge for them if the wind is blowing. They'll need to figure out how to stop the wind from blowing out their fire. It's good for them. We'll go over it in training.

I suspect there may be a no fires sign. We'll inform the scouts we have special permission for this activity. The scouts will be provided with wood and a no trace fire ground sheet. Also there will be a bucket for water that must be full and near the fire.

The beach will also provide a good place for us to set up a weighted string that the fire is to be lit under. When the fire burns the string the weight will fall and the Instruction Envelope available. They are not to touch the string or envelope before it hits the ground by fire only.

Site Instructions:

1. Use the provided wood, fire ground sheet, and safety water bucket. Light a fire under the string for your patrol color. (Hint: position your fire to burn the string even if there is a wind)
2. When the fire is large enough the string will burn allowing the Instruction Envelope to drop to the ground. If you touch the string or Instruction Envelope your team will be disqualified.
3. Only when your envelope touches the ground you may open it and read your next instructions.
4. This is a no trace fire exercise. Your film crew will provide the leaders with a video of your site before arriving and after you leave. If there is any evidence you were there, 30 minutes will be deducted from your finish time at the end of the race.

Station 7 (Shelter-shower-score on criteria)

Leader Notes:

This site is located near the lake for fresh water. It's also close to the canoes and has good access by trail so it's easier to pack in the gear and set up.

The patrols will be provided with a tarp, ropes, and tent pegs. The patrol will need to set-up a shelter that will keep the entire patrol dry in a rain storm. We'll rig up a shower above the shelter with a rope for them to pull when ready from inside the shelter while they are in it.

This is the only activity that will be criteria based. A leader will judge their shelter based on a posted criteria sheet with time delays for each criteria item, if they score poorly.

Site Instructions:

1. Your patrol is to build a shelter to keep you dry in the rain. You'll see a shower set-up above an X marked spot on the ground. Build your shelter on the X.
2. The shelter must keep your entire patrol dry when the shower is turned on.
3. When the shelter is completed sit your entire patrol under it and when ready your patrol leader will pull the rope to activate the shower.
4. After all the water has showered onto you; the station leader will go through the score sheet and assign time penalties, if any. The penalties are immediate; you will not be given your next Instruction Envelope until after penalties are completed.
5. If you argue with your station patrol leader, your patrol will receive a 15 minute time penalty before you are given your Instruction Envelope.

3. Delayed Start Time Table:

Patrol	Cobras	Blue Jays	Wild Dogs
station : km	1 - 2.3	6 - 1.4	3 - 1.4
station : km	2 - 1.2	7 - 0.9	4 - 1.3
station : km	3 - 1.4	2 - 1.3	7 - 1.9
station : km	4 - 1.3	3 - 1.4	2 - 1.4
station : km	5 - 2.6	5 - 1.5	5 - 1.8
station : km	6 - 1.2	4 - 2.6	1 - 0.7
station : km	7 - 0.9	1 - 2.2	6 - 1.5
station : km	End - 1.7	End - 2.2	End - 1.5
Total (Km)	12.6	13.5	11.5
Delay (min.)	5	0	10

4. Outing Rules:

1. No arguing with any leader about race rules.
2. All patrols must carry a radio, cell phone and the emergency kit provided with them at all times.
3. The film crew will not provide any tips or help of any kind, so don't ask.
4. Patrols must remain together at all times during the race.
5. If Patrols will report in by radio when leaving each station and tell leaders where they are headed next.
6. If any accident happens (even very small) the leaders must be contacted immediately and first aid applied as needed by the film crew member (the designated first aid person).
7. If a patrol feels it has become lost, they must stop and contact a leader immediately.
8. If an Emergency of any kind takes place the leaders will contact each patrol and issue an all stop to the race. Patrols are to report their position and remain at that location until further instruction is given. This rule is to be strictly followed.
9. No fires are allowed unless approved by a leader.
10. All scouts are to practice no trace hiking and camping even during the race.
11. The first team back to the start / end gate with all its patrol standing on the matt and after having time deductions (if any) applied will win the race.
12. No individual food or snacks other than provided by the leaders is allowed on this outing.
13. No food is allowed in a tent at any time.