

RIVER RESCUE

Scenario:

Your patrol is on a hiking trip in the WSR National Forest. Three (3) of your patrol members were sent ahead to locate a suitable campsite for tonight's campout.

Suddenly, your patrol comes upon a wide deep stream and notice that your three (3) patrol members that were scouting ahead and a river rat, are cut off by a flash flood and stranded on an island.

Your task is to get food rations to the three (3) scouts that are cut off to sustain them until the flash flood subsides.

Objective:

Toss supplies to the three (3) scouts on the island using only the supplied throwing tools. The scouts on the island must catch the supplies in the helmets provided.

Directions:

You must use only the throwing tools provided (no hands) to deliver the supplies to the three (3) trapped scouts on the island. The scouts on the island must catch the supplies in the helmets provided. (no hands) Once a catch has been made the supplies are emptied into color coded storage bucket next to the judges.

Rules of the game:

When the whistle blows place three (3) scouts inside the triangle wearing the helmets provided. Place one (1) scout inside the triangle wearing the nose & whiskers. The remaining scouts stay behind the toss line at all times.

Once everyone is in place begin tossing supplies to your stranded scouts.

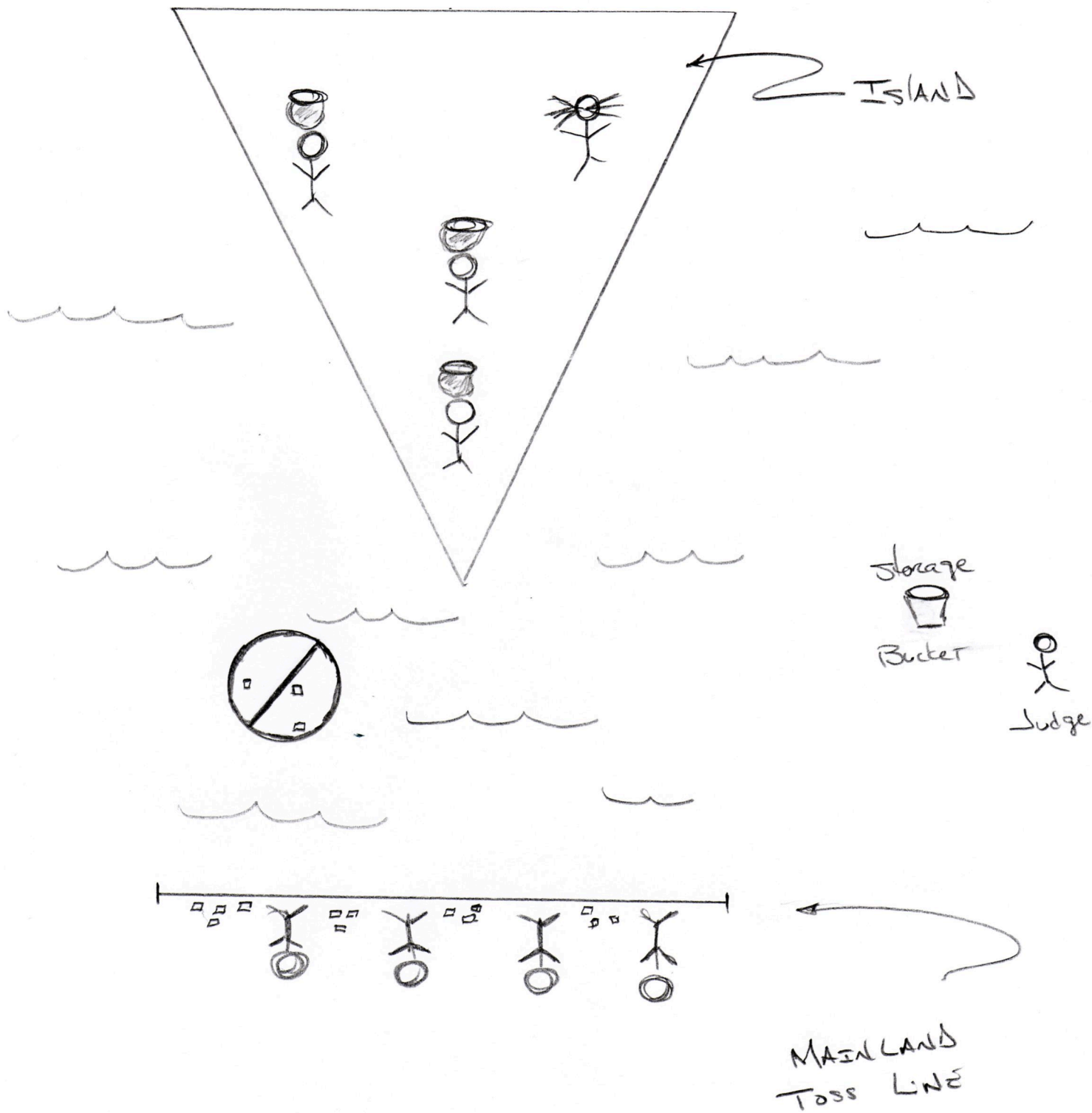
Supplies that land in the water are lost forever and may not be recovered; however, supplies that land on the island are picked up by the river rat and tossed back to the scouts on the mainland for resupplying.

The river rat also removes any caught supplies and places them in the scoring bucket next to the judges.

The patrol with the most supplies in their storage bucket at the end of ten (10) minutes will win.

Timeline:

You will have ten (10) minutes to complete your task. Game starts when the whistle is blown. Game stops when the whistle is blown a second time. If you complete the task before the 2nd whistle give your patrol yell to stop the clock.



"River Rescue"