

DENNER INSTRUCTIONS

Event 1: Rochambo Hula Hoop Relay (DENNER INSTRUCTIONS)

1. Webelos/Arrow of Light will compete in this fun relay of “Rock, Paper, Scissors”.
2. The idea of this event is to get the most members of your team to the other side of the hula hoop serpentine chain while challenging the other team member to “Rochambo” when you face off within the serpentine.
3. The cohort group will split in half each going to an opposite end of the chain. On **GO** one person from each end must bounce with both feet into the center of the next hula hoop. When the participants reach each other within the serpentine they will “Rochambo”. The loser must leave the serpentine and return to the end of the line. Then another team member from their line will start jumping through the hula hoop serpentine until they reach their opponent to “Rochambo”. The winner of the “Rochambo” continues bouncing forward until they reach the next opponent.
4. If a participant does not jump with both feet, they are eliminated and must return to the end of the line.
5. If a participant steps outside the hula hoop they are eliminated and must return to the end of the line.
6. The object is for each participant to make it all the way to the very last hula hoop on the opposite end of the serpentine chain. They must win the “Rochambo” with the team member entering the serpentine in order to score their team a point.
7. The team that has the most participants to have successfully made it all the way to the end of the serpentine hula hoop chain by the time the event buzzer rings is the winner.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

Event 2: Tent Building (DENNER INSTRUCTIONS)

Welcome to Tent Building! Here you will demonstrate your skill in pitching a tent.

1. You and your Patrol will be given a 4x6 or 6x6 tarp.
2. Four Tent pegs will be placed in the ground for your use.
3. A rope will already be strung between two poles and rope will already be tied to the tarp at each of the four corners.
4. You must construct a tent from these materials.
5. Start by placing the tarp over the rope that is strung between the two poles.
6. Next, tie the ends of the ropes connected to the tarp to the four tent pegs, using a taut-line knot.
7. The clock will start after you have read these instructions to your Patrol.
8. You have completed this event when you have successfully constructed the tent using the proper knots, when (12) minutes have passed, or when the rotation buzzer sounds, whichever comes first.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn the taut-line knot now but would be happy to help you after your turn if there is still time available on the rotation.

Event 3: Flag Ceremony (DENNER INSTRUCTIONS)

You and your Patrol must conduct a Scouts BSA flag ceremony of your choice (these can vary from pack to pack). After handing back these instructions to the competition judge, your patrol will begin their flag ceremony. The event is not timed but please try and keep your flag ceremony to approximately 10 minutes and before the rotation buzzer sounds.

Here are the detail requirements.

1. You must obtain the folded American flag from a competition judge.
2. You must cover all of the following ceremony fundamentals:
 - a. Call your Patrol to attention.
 - b. Patrol must unfold and display the flag.
 - c. Call for the Scout Salute and lead your Patrol in the Pledge of Allegiance.
 - d. You must call for the Scout salute to be lowered.
 - e. Your Patrol must properly fold the flag.
 - f. Your patrol must retire the flag back to the starting point.
 - g. You must dismiss your Patrol.
3. You have completed this event when the flag ceremony is complete.
4. You will be graded on how well you complete all of the fundamentals and your respect for our Nations flag.

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Event 4: Knots (DENNER INSTRUCTIONS)

Welcome to Knot Tying! Here you will demonstrate your skill in one of Scouting oldest traditions, knot tying. There are five knots you will be tested on:

Square Knot

Taut-Line Hitch

Bowline

Over hand knot

Two Half Hitches

1. This is a timed event and the maximum time allowed for this event is 12 minutes.
2. The event is run in a relay-style and your Patrol will line up behind the start line, and when given the signal one member will run across to the station.
3. They will be shown a card with the name of a knot on it.
4. They must then tie it, with the rope they were provided at check-in, on the crossbar and run back to the start.
5. If they cannot tie the knot, they may say pass. They may say pass as many times as they choose.
6. If they cannot tie any of the knots, they must run back to the start.
7. Once a Patrol member runs back to the start, the next member in line may begin running to the knot station. Remember to take your personal rope with you.
8. This process will continue until all knots have been tied or the clock has reached zero.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn any of the knots now but would be happy to help you after your turn if there is still time available on the rotation.

Event 5: BSA 101 (DENNER INSTRUCTIONS)

Welcome to the BSA 101!

1. This event will test your knowledge of Boy Scouting and BSA Scouts over 100 years of history.
2. This event will be run like a relay. One at a time, your Patrol members will run from the start line to the question station and be asked a BSA 101 question.
3. If the scout answers the question correctly, they will run back to the end of the Patrol line and the next member will race to the question station.
4. If the Patrol member incorrectly answers the question, the scout will be asked to perform the “bat twist” (put their forehead on a bat and turn around three times) and then run back to the end of the Patrol line.
5. When one Patrol member finishes the course, the next member will begin racing.
6. Each Patrol will randomly be asked a set number of questions.
7. After the last question is asked and the last member of the Patrol has returned back to the Patrol, the entire patrol will be asked one bonus question worth extra points for the event. The Patrol will be given 30 seconds to discuss and then the answer must be given.
8. The total number of correct answers will be tallied along (plus extra points for the bonus question) with the total time required to run the event.

Ask any questions that you may have prior to handing back the Denner instructions to the Troop Competition Judge.

Event 6: Kim's Game (DENNER INSTRUCTIONS)

Welcome to Kim's Game! This age-old game will test your memory and teamwork as you attempt to memorize as many objects as possible.

1. The Kim's Game tarp/blanket will be lifted revealing a slew of objects.
2. It's your Patrol's job to remember as many of the objects as possible.
3. You cannot write anything down and you cannot use cameras.
4. You'll have 60 seconds to look at the objects. After 60 seconds, the cover will be placed back over the objects.
5. You'll then have 3 minutes to tell the Competition Judge as many of the objects that you and your patrol can remember.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions.

Event 7: Obstacle Course (DENNER INSTRUCTIONS)

Welcome to the Obstacle Course!

1. Here you will demonstrate your speed and determination by running, balancing, jumping, wriggling, rolling, crawling and whatever type of physical test the Obstacle course may present.
2. This is a timed event and may have point deductions applied depending upon the type of obstacle being performed. Intentionally skipping an obstacle will result in a 20 second deduction for each obstacle intentionally skipped.
3. The event is run in a relay-style and your Patrol will line up behind the start line, and when given the signal one member will run through the obstacle course.
4. When one Patrol member finishes the course, the next member will begin racing.
5. Every Patrol member will be required to run the course, unless the 15-minute rotation buzzer sounds.
6. Scores will be calculated by the average of all Patrol members' scores.

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Event 8: Fire Building (DENNER INSTRUCTIONS)

Welcome to Fire Building! Here you will demonstrate your skill in building a proper and effective fire.

1. You and your Patrol will be provided kindling, tinder and 3 stick matches.
2. You and your Patrol will build a proper fire from the materials provided and burn through a string at a height of 24 inches above the base of the fire building area.
3. This event is scored on Skill and Time. Proper fire building technique is required to obtain a good Skill score. Just piling up a wad of tinder and lighting it and burning through the string will result in a very low Skill score.
4. Only the bottom of the fire may be light with the matches provided.
5. ONLY the kindling wood/paper provided may be used.
6. NO pocket knives or tools of any kind may be used and NO fire starter may be used.
7. Only one Patrol member may hold or light a match at a time.
8. The clock will start after you have read these instructions to your Patrol.
9. You have completed this event when you have successfully either burned through the string with your fire, when (12) minutes have passed, or when the rotation buzzer sounds, whichever comes first.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn how to build a fire now but would be happy to help you after your turn if there is still time available on the rotation.

Event 9: First Aid (DENNER INSTRUCTIONS)

Welcome to First Aid! Here you will demonstrate your knowledge of first aid.

1. The First Aid competitive event consists of 2 different parts, a scenario challenge and a stretcher course challenge.
2. During the first aid challenge, your Patrol will be presented with one of five different first aid scenarios dealing with any of the following first aid situations.
 - Stopped Breathing
 - Internal Poisoning
 - Burns
 - Hypothermia
3. Your Patrol will need to tell the Competition Judge what first aid is required based on the scenario.
4. Your Patrol will be asked whether or not the scenario is one of the hurry cases for first aid as well.
5. The scenario challenge is a timed event.
6. After completing the scenario challenge, your Patrol will tackle the stretcher challenge.
7. The stretcher challenge will include constructing a stretcher from two six foot poles and a large tarp and transporting a patrol member over a designated distance.
8. The stretcher challenge will be timed.

After reading the Denner Instructions, please hand this instruction sheet back to the judge and follow their instructions, but first ask any questions that you may have prior to handing back the Denner instructions. We can't help you learn any first aid right now but would be happy to help you after your turn if there is still time available on the rotation.