

Grand Ole Adventure Events & Rules

In 1992, Camp Bud Schiele introduced a unit competition program called the “**Grand Ole Adventure!**” For more than 30 years, this program has been a huge success, giving Scouts the chance to enjoy a fun-filled day of competitive events.

Grand Ole Adventure will begin on **Friday at 1:10 PM**. With the exception of the **Marathon Relay**, which starts at 1:10 PM, events may be visited in any order. We encourage each troop to participate in every event, while not participating in the camp-wide kickball tournament.

At the **Friday night campfire**, troops placing first through third in each event will be recognized.

Below are the “rules” for each of the events. Once they’ve been presented to our program area staff for review, some of the guidelines may be modified.

Marathon Relay

Location: Starts and finishes at the Camp Office

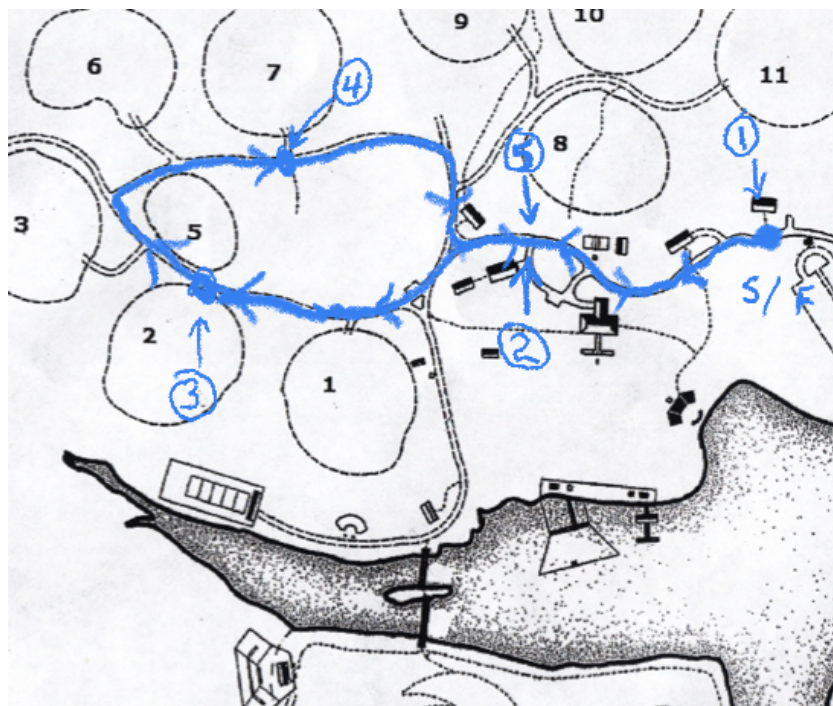
Participants: 5 Scouts per troop (no more, no less)

Course

1. **Scout 1** starts at the Leaders' Lodge and runs down the paved road toward the Dining Hall.
2. **Scout 2** is positioned behind the Trading Post where the road splits and runs toward Campsite 1.
3. **Scout 3** is positioned at the entrance to Campsite 2 and runs toward the entrance of Campsite 7.
4. **Scout 4** is positioned at the entrance to Campsite 7 and runs back toward the Dining Hall.
5. **Scout 5** is positioned on the paved road at the same location as Scout 2 and runs back to the Leaders' Lodge to finish.

Rules

- Each Scout may run **only one leg** of the relay.
- A Scout **may not begin running** until the baton/spirit stick is in their hand.
- Scouts must remain **on designated roads at all times**. No shortcuts are allowed.
- Each troop must provide a **baton/spirit stick** displaying, at minimum:
 - Troop number
- A **3-point bonus** will be awarded to the team whose baton/spirit stick is judged best by staff.
- Troops with fewer than five Scouts may **combine with another troop** for this and other events.



First Aid Scenario

Location: Scoutcraft Area

Participants: 1 patrol/team per troop (up to 4–6 Scouts recommended)

Time Limit: 10 minutes

Event Description

- Teams are presented with a **pre-set scenario** (e.g., minor burn, sprain, bleeding, shock).
- Scouts must **assess the patient**, select the **correct first aid**, and **treat the injury** within 10 minutes.
- The patient may be a **staff member or dummy**.
- Teams must **verbalize their assessment and treatment steps** as they go.

Rules

- All required steps must be completed **within 10 minutes**.
- Scouts must follow **BSA First Aid and Guide to Safe Scouting guidelines**.
- **Incorrect or dangerous treatment** results in **0 points** for that step.
- Teams must complete the scenario **without outside assistance**.

Scoring

- **Scene Safety & Initial Assessment (10 points):** Checks scene safety and assesses responsiveness/life threats.
- **Injury Identification (10 points):** Correctly identifies the injury and at least one relevant symptom.
- **Treatment Execution (20 points):** Uses proper supplies, applies correct technique, and secures the treatment.
- **Safety & BSA Guidelines (5 points):** Follows safe handling and Scout guidelines.
- **Completion Time (5 points):** Finishes all required steps within 10 minutes.

Seven Basic Knots

Location: Trailhead Area

Participants: 7 Scouts per team

(Smaller troops may combine with another troop to form a full 7-Scout team.)

Event Description

- Teams complete a **relay of seven knots**, one Scout per knot.
- Each knot is **randomly assigned** by the judge; teams do **not know in advance** which knot a Scout will tie.

Knots to Tie

1. Square Knot
2. Bowline
3. Sheet Bend
4. Taut-Line Hitch
5. Clove Hitch
6. Two Half-Hitches
7. Timber Hitch

Rules

- Timing begins on the judge's command ("GO").
- Each Scout ties **only one knot**.
- All knots must be tied **correctly**.
- **Incorrectly tied knots** add **30 seconds per knot** to the team's time (no maximum).
- Fastest **adjusted time** (relay time + penalties) wins.
- Troops with fewer than seven Scouts may **combine with another troop** to form a full team.

Aquatics Relay

Location: Waterfront Area

Participants: 4 Scouts per team

- **2 must be Swimmer classification**
- **2 may be Beginner or Non-swimmer**

Event Description

- Teams complete a **swimming relay** through designated areas of the waterfront.
- Scouts are positioned at four locations:
 1. **Beach near the fence**
 2. **Middle of the beginner area**
 3. **Dock at the bottom of the swimmer area**
 4. **Dock at the top of the swimmer area**
- On the judge's command "**Start**", the relay proceeds as follows:
 1. Scout 1 swims from the beach halfway through the beginner area and **tags Scout 2**.
 2. Scout 2 swims to the dock between the beginner and swimmer areas and touches the dock.
 3. Scout 3 swims across the swimmer area to the opposite dock and touches the dock.
 4. Scout 4 swims back across the swimmer area and touches the dock to finish.

Rules

- Timing starts on "Start" and ends when the final Scout touches the dock.
- Scouts **cannot dive** to begin swimming.
 - First violation: **time penalty**
 - Second violation: **disqualification**
- All participants must remain in their **assigned positions** until tagged.
- Teams must follow **lifeguard instructions and safety protocols** at all times.

Packing the 10 Essentials

Location: OA Shelter

Participants: Up to 3 Scouts per team

Event Description

- Scouts are provided with a **backpack** and a **table of supplies** that could be used on a hiking or camping trip.
- Once the table is revealed, the timer starts.
- Scouts must **pack the 10 Essentials** correctly and transport the backpack to a designated location.
- Timing stops when the backpack arrives at the destination and the staff verifies contents.

Rules

- Each team may have up to **3 Scouts** participate.
- Scouts may **divide tasks** as they see fit (e.g., one packs while another carries).
- **Incorrect or missing items** result in penalties: **15 seconds per missing or incorrect item**.
 - Example: 8/10 correct = 30-second penalty.
- Teams must complete the task **as quickly and accurately as possible**.

Bear Bagging Challenge

Location: Nature Area

Participants: Up to 3 Scouts per team

Event Description

- Teams will demonstrate proper **bear bagging technique** to safely hang food and scented items out of reach of wildlife.
- Scouts are provided with a **rope, bag, and anchor point** (tree or pole).
- The team's goal is to **hang the bag correctly, securely, and at the proper height**.

Rules

- The bag must be at least **12 feet off the ground** and **4 feet away from tree trunks or supports**.
- All team members must participate in the setup.
- Teams may not use nails, screws, or permanent hardware — only **ropes and knots**.
- Safety is paramount; Scouts must not climb trees or endanger themselves.

Scoring

- **Correct height and distance (10 points):** Bag is properly positioned.
- **Secure knot and setup (10 points):** Bag is stable and cannot fall if nudged.
- **Teamwork and efficiency (10 points):** All Scouts work together efficiently and safely.
- **Time to complete (5 points):** Fastest correct setup receives full points.