

SHELTER PITCH

OBJECTIVE Develop camping skills and teamwork

PARTICIPANTS 6 Pathfinders

EQUIPMENT 1 Plastic tarp 5' 6" x 7' 8"
6 Round stakes
2 Ropes 8' x 1/4"
4 Ropes 3' x 1/4"
2 Poles 40" long x 3/4 with 1 1/2" x 1/4 spike on one end
2 Hammers or mallets

PROCEDURE Team members will line up at the start/finish line. At the starting signal all 6 pathfinders run 10' to the action line where all equipment awaits them. Working as a finely coordinated team, pathfinders #1 and #2 spread the tarp out fully, obtain the poles, place the spike of the pole through the middle grommet along the longest dimension of the tarp, then hold the poles upright to form the ridge of the shelter. Pathfinders #3 and #4 each take one of the ropes and deftly tie a bowline knot at one end, place the loop thus formed over the spike protruding through the grommet, of the tarp, drive a stake at a 45 degree angle approximately 3' away from the pole, pass the free end of the rope around the stake, tie a taut line hitch on the rope, and working with coordinated precision tense the taut line hitch until the ridge of the shelter is secure. Pathfinders #5 and #6 complete the shelter by driving a stake near each of the four corners, tie a short rope to each corner grommet with two-half-hitches, and tie a taut-line-hitch around each stake. After a lightning fast final inspection of the shelter, all pathfinders dash back to the start/finish line. The time for the team is determined at the instant the last pathfinders crosses the start/finish line.

SCORE 2 Points for each stake properly placed at a 45-degree angle (12 Possible points)
2 Points for each stake at 2'6" to 3" feet.....(12 Possible points)
2 Points for each knot tied correctly.....(24 Possible points)
2 Points for tight ridgeline.....(2 Possible points)
20 Points for working as a team.....(20 Possible points)

PENALTIES 70 Possible Points
60 to 70.....1st Place
50 to 59.....2nd Place
0 to 49.....3rd Place