



# DELAWARE AND MONTGOMERY COUNTIES

Boy Scouts of America

## District Championship Contest

April 21, 1923

### RULES

Ribbons will be awarded to the Scouts placing first, second and third, in the District Championships and a plaque to the winning troop, so plan to have your best Scouts begin training now. 5-3-1 points to count in each event for Championship, in events marked \* only.

First and second in each event are eligible to compete in County Championships to be held May 19th.

All registered Boy Scouts are eligible to compete in this contest except Scoutmasters, Assistant Scoutmasters, etc.

Boy winning in any Scout closed event cannot compete in any further events.

No Scouts over 18 yrs. permitted to take part in District or Counties Meet.

#### \*WATER BOILING

5 minutes for preparation of wood before contest starts. (Supply own axe). Only two matches given by starter at word "Go." If Scout fails to light fire with two matches or spills the water, he is disqualified. Surface of the water must break in a boil. No pre-manufactured stands permitted. Headquarters will supply pail, water, wood, matches, soap. Boy brings his own knife or axe.

#### \*SIGNALING (Semaphore)

Each team to have a sender and a receiver with an assistant for each from his troop. Sender at one end of field and receiver at the other. Start on signal and contest ends when message is placed in judges hands. No signs or communications other than flag signals permitted. Contest against time. Five seconds added for each error; only regulation flags to be used in sending; minimum size, 15"x15" and the minimum length of pole 22". No abbreviations permitted. No insertions or corrections on messages as received. No manufactured stands for holding message allowed.

#### \*SIGNALING (Morse)

Same as for Semaphore, except sender can hold message in sending, and therefore can do without assistant if he wishes. Regulation flags only to be used: flag not smaller than 24"x24", and pole not shorter than 54".

#### \*STRETCHER RACE

Patient is placed at one end of field with paper specifying injuries to be treated. Three boys at other end; two each with a stave; third with First Aid material. At signal "Go," they race down the field, and upon reaching the patient give first aid treatment required, unbutton their coats, and pull same over the staves, making a stretcher.

Three Coats must be used and at least three buttons on each coat buttoned. Do not use patients coat. They place patient on stretcher and go back to starting line.

### Materials

Scouts must supply own material (staves, bandages) Stretcher, bandages and carry will be marked upon besides the place troop finishes. First ten finishing are to qualify. Ten minute time limit. In the stretcher race the troops qualifying will be marked upon.

Speed: cannot run with or jolt patient, 25 points.

Correctness of treatments and efficiency

of same.....	25	"
Neatness of treatment.....	25	"
Stretcher.....	25	"

### 2 \*FIRE LIGHTING (Flint & Steel)

(For Tenderfoot and Second Class Scouts only.)

Each contestant to furnish own outfit. No chemicals to be used and timber must be cedar bark and burned rag. Must secure fire in five minutes. Boy brings own burned rag, flint and steel. Headquarters supplies the cedar bark.

### 4 \*FIRE LIGHTING (Bow and Drill)

Scout must supply own Bow & Drill outfit. No chemicals permitted. Headquarters will supply Cedar bark tinder. Cannot warm drill before starting. Must secure fire in ten minutes. Material: cedar bark only.

### 1 \*KNOT TYING CONTEST

(For Tenderfoot Scouts only).

Boys stand in line with *five ropes* each about 3 feet long. (Boys supply own ropes). Starter announces the name of five tenderfoot knots and after repeating them a second time gives the signal to start. As each Scout has tied the five knots on the ropes, he holds the last rope over his head. The first Scouts to have completed five perfect knots win. If no Scout ties five perfect knots, those tying four knots are counted, and so on.

Boys step forward three steps when they finish.

### 8 DRESSING RACE

Scouts stand on starting line fully dressed. At signal Scouts advance

at 10 yds. remove Hat

at 20 yds. remove Shirt

at 30 yds. remove Shoes

at 40 yds. remove Belt

at 50 yds. cross line, stand at attention for starter to give signal to start. At the word "Go," replace article of clothing at each ten yards. Shirt to be buttoned completely and shoes completely laced at finish. (No low shoes permitted). First, second and third crossing finish line, win.

### 9 TROOP RELAY:

Four scouts to a team—distance to be determined by Field Executive in District Meet. A baton must be used. A broom handle about 8" in length makes a good baton. In Counties meet distance will be determined by Counties Executive Staff.