



# Decathlon Contest

Dec. 1, 1922 to March 1, 1923

Conduct one or more events each week. The boy scoring the greatest number of points will be declared the Decathlon Scout Champion and be awarded the cup. An efficiency bar will be awarded the leading scout in each troop.

The patrol turning in the greatest number of points will receive a trophy.

In case of tie, the boys will meet in an elimination contest at a convenient place and date.

## 1. *Knot Tying*

3 points will be given for each knot tied and its use explained.

5 points for each knot tied over 20.

## 2. *Signaling*

Give each boy 50 letters to send—not necessarily in words. If sent correctly—25 points. 1 point off for each mistake. 1 point added for each second under 2 minutes.

## 3. *First Aid and Bandaging*

Use the following 10 bandages and answer 10 questions on applied first aid.

Bandages—1—Badly lacerated lower arm. 2—Broken upper arm; 3—Badly cut scalp; 4—Put tourniquet on right side of a bad cut in thigh out of which the blood is flowing; 5—Make sling for arm properly; 6—Bandage a knee which is badly cut on top; 7—Boy has a bad cut in palm of hand; 8—Broken collar bone; 9—Triangular bandage on hand; 10—Triangular bandage on foot. Know what to do for: 1—Fainting; 2—Snake bit; 3—Freezing; 4—Cuts and open wounds; 5—Sunstroke; 6—Nosebleed; 7—Electric accident; 8—Sprains; 9—Show a correct artificial respiration method; 10—Show at least 2 ways for carrying injured.

4. *Fire Building (Bow & Drill)*

1 point given for each second the boy makes fire under 2 minutes; 3 trials allowed. Drill must be *cold*.

25 points added to each boy's score who makes his own set.

5. *Troop Meeting Visitors*

25 points to each boy for each man (his father or any other male adult) whom he gets interested enough in the troop to visit the troop meeting for more than 30 minutes; 3 times during the contest.

6. *Patrols*

Each boy in the patrol is awarded 10 points when all members are present at the Troop meeting. Anyone missing—no points. 5 points per additional Scout if whole patrol is in uniform.

7. *Nature*

1 point for each tree, wild flower or wild animal. Name and describe.

3 points for each specimen brought in.

8. *Map Making*

Free hand. Give each boy the same section to draw a map of. Work individually without reference to any map. The map should be marked according to accuracy, detail and neatness.

9. *Service to Others*

Each new Tenderfoot Scout gotten into a troop—20 points.

Each boy gotten back into Scouting—25 points.

10. *Good Turns*

The Scoutmaster should submit to the Troop Committee the best turns that the Scouts have handed in during the time of the contest, in writing, unsigned. They should be rated and given from 5 to 25 points as their merits accredit.