

Great Balls of Fire

Objective:

Fire a ball as far as possible. But you only get one shot.

Please read all of the instructions.

The game will start with one whistle blast.

- Send one person to the staff to act as a spotter for another team.
 - Spotter must mark the spot where the fire ball lands. A staff member will measure the distance.
- Use only the materials given to you to create a device that will launch the fire ball. However to launch the ball no one can be touching the device. The only way to launch the fire ball is by burning through the binders twine with fire.
- The binders twine should be attached to the device. Pass the binders twine under the hook of the first tent stake. Then tie the binders twine to the second tent stake.
- Use the 2X4 provided to build your fire. Go to the woodyard to split your 2x4. Useing the impact method split the wood.
- Build your fire in the pan between the two tent stakes. **Before you light your fire give your patrol yell.**
- Once the fire is lit your patrol must step back and see what happens.
- Remember fire safety 1 requires you to have water to put the fire out.
- **After your great fire ball has been launched give your patrol yell.** The Patrol leader should check with the spotter to make sure that staff has made a measurement for your fire ball. Who ever fires the ball the furthest wins!

After you have fired your ball of fire please disassemble your device for the next patrol.