

Patrol \_\_\_\_\_

Time \_\_\_\_\_ min \_\_\_\_\_ seconds + Number of matches \_\_\_\_\_ (one minute per bundle) =

Total Time \_\_\_\_\_ min \_\_\_\_\_ seconds

## FIRE IN THE SKY

Your patrol is on an outing when it begins to approach eatin' time. To prevent from burning endangered flora & fauna, you must build a *fire in the sky*, in a manner that will *leave no trace* of your patrols use of the land.

***The object of this game*** is to lash together a tripod, suspend the triangular shelf from the tripod legs, place the washer on the shelf, build a fire on the shelf and allow it to burn through the shelf causing the metal washer to fall into the metal pan below. When the fire burns the shelf ***and the metal washer falls into the catch pan filled with water, give your patrol cheer*** and note your time, given by a game staffer, by placing the time on this instruction sheet and returning it to the game host.

The shelf must burn from the fire above it. No other means of alterations to the shelf will be allowed.

Game materials may not be altered except for the burning of matches, fuel, or shelving.

The game staff has provided for you at the game station a chopping block, staves, lashing cord, cord to secure the triangular shelf to the legs of the tripod, and a catch pan to catch the fire as it falls toward the ground. These items are to be replaced as you found them at your game station when finished.

The game staff will provide the patrol leaders with these instructions, triangular shelf, all materials for fire building, use only these material, a kit consisting of a metal washer, matches, lint, and containers for transporting water from the water supply to the catch pan below the fire. The pan must contain a sufficient amount of water to put out the fire when the fire burns through the shelf. Water is available in 5 gallon containers. The water must be conveyed to your patrol's location by means of the canister provided in the starter kits.

Additional matches are available for an exchange of time added to your score. Matches are available in groups of five and cost one minute per bundle. **This is a timed event.**

At the end of the game return this sheet with your patrol name and time recorded and canisters to the game staff in the manner it was given to your patrol. Leave the staves, chopping blocks, and lashing cords for other participants. Burned materials are to be discarded in available containers.

**Do not** leave the game area until your patrol is released.