

# **GET 'ER DONE**

## **A 2006 SWC Game**

**You have two (2) minutes to read the rules.**

**The game starts when a staff member blows one whistle blast.**

**The game ends when a staff member blows two whistle blasts.**

Your construction company is bidding on a job to Build A Man, One Scout at a Time. The manufacturer wants to see how your crew works together & your building skills in action, so...Get 'er done!!

**GOAL:** Using all five-4' wood planks, your crew must walk on the planks across the field, stopping along the way at 3 stations to show your building skills & walk on the planks back across the finish line.

### **RULES & INSTRUCTIONS:**

- **NO** tools or supplies are to be used **EXCEPT** your patrol's #2 Phillips head screwdriver **AND** the items provided by the SWC staff at this game.
- **At any time during the game, IF ITEMS ARE LOST, the ENTIRE patrol is to raise their hands & a staff member will be there to meet your needs.**
- **EVERY** crew member must participate (up to 10 persons)
- **ONLY ONE PERSON MAY BE OFF THE PLANKS AT ANY TIME!!!!**
- **ALL CREW MEMBERS MUST COMPLETE WORK AT ONE WORKSITE BEFORE ANY WORK CAN BE STARTED AT THE NEXT SITE.**
- Instructions & materials for worksite jobs will be provided **AT EACH WORK SITE.** Instructions are to be left at the worksite.
- Walk on the planks from worksite to worksite, complete each job then walk on the planks back to the finish line. Restack the planks across the finish line, show the game totem you made at Work Site #2 & give the patrol yell.

### **GET STARTED:**

--Line up single file **behind the start line.**

- 1<sup>st</sup> person sets 1<sup>st</sup> plank on the ground at start line(marked by the stake), then walks onto the plank. 2<sup>nd</sup> person passes next plank up to 1<sup>st</sup> person who sets that plank on ground so plank ends touch. **ALL** plank ends **MUST touch** as they're set on the ground as you go toward Worksite #1.
- This process of passing **ALL** 5 planks to the head of the line & walking on the planks continues until all 5 planks are on the ground & all members are on the planks. The patrol should now be at Worksite #1.
- **THIS PROCESS WILL BE REPEATED EACH TIME THE PATROL MOVES FROM ONE WORK SITE TO THE NEXT.**
- On arrival at Work Site #1(& each work site thereafter), the last plank is passed up from the end of the line to the head-of-the-line person who sets it on the ground at the start stake(marked for moving from site to site).**ONLY ONE CREW MEMBER MAY GO OFF THE PLANKS & INTO THE WORKSITE AT A TIME!!**

**Work Site #1:**

- Using the 1x3x32" SWC 2006 board provided & the bag of 10 sets of assembled nuts & bolts,
- Each person in turn, **ONE AT A TIME**, will disassemble **1** set of nuts & bolts, insert the bolt into 1 of the predrilled holes, tighten finger-tight. Leave the project at the work site. Go back to stand on the planks for moving to the next site & you may start the move to the next worksite by passing the planks while the other members are doing their jobs. **All 10 sets of nuts & bolts must be used.**
- The last person to complete the job **will take the empty plastic bag AND the completed project** with them back to the planks. The patrol **MUST take both with them from worksite to worksite.** Any patrol member may hold the project & bag as the patrol moves through the game.
- The patrol will walk on the planks to Work Site #2 as previously directed.

### **Work Site #2:**

- Each person in turn, **ONE AT A TIME**, using the 5" long wood totem, screws, & screwdriver (provided by the patrol) will
- Insert 1 screw into a predrilled starter-hole & tighten until the screw head **is flush** with the wood surface.
- Each person will initial the board by the screw they install using the permanent marker provided. **All 10 screws must be used.** The patrol leader will write the patrol name on the totem. The totem is to be left at the Work Site until all screws have been inserted.
- **The last member to complete the job will put the empty bag in the can provided at the worksite, will leave the permanent marker at the Work Site & will take the patrol's totem with them.** Any member may hold the totem during the game. The patrol will need to show their totem at the finish line to a staff member during the patrol yell. The totem is for the patrol to keep & hang on the patrol flag.
- At this point, **repeat the walk on the plank process** as previously instructed to Work Site #3.

### **Work Site #3**

- Each person in turn, **ONE AT A TIME**, will
- Unscrew a nut & bolt from the SWC 2006 board, reassemble it running the nut all the way up the bolt, **put it back in the plastic bag provided from Work Site #1**. This process continues until all nuts & bolts have been removed, reassembled & placed in the plastic bag. The last person brings the plastic bag of reassembled hardware & the SWC 2006 board back to the plank. The patrol **MUST** return the SWC 2006 board & the bag of hardware to Work Site #1 as they walk on the planks back to the finish line.
- ONE member may step off the plank to return the board & bag of hardware but then must get back on the plank & continue to the finish line.