

LocoMotion SWC 2004!!

Objective: Variation on the old game where you have the board with ropes attached that several members stand on and alternate left foot right foot to walk as a team...they walk forward to a point, then return to start line backwards to add difficulty to this teamwork game. With this game through there would be three sets of foot walkers joined together to liken a Train Car. This would add to the difficulty in that the Patrol would have to coordinate walkers in competition with the ten other Patrols that are maneuvering the Course at the same time. This would accommodate 9 person Patrols but it could be done with smaller patrols by leaving positions empty. Assign starting and ending points for each Patrol.

Judging: Time it takes to complete and making sure that all points in the Railroad Course are visited correctly (corners rounded versus cut). Penalty points assessed for inaccurate maneuvers and missed totems.

Course Layout: This would need to be set in a large field setting. Most preferred would be the Archery Field, but the Waterfront or the area above the new Pavillion could do nicely. The Activity Field would be great but then the layout would be open for vision early and may compromise the Game's surprise.

We would set up about five point of passage, that each Patrol would have to retrieve a token from to determine that they have past that Station. Stations would be named with Scouting type Names such as Baden Powell Pass, Mountain Lake Station, Foothills to Adventure, The Covered Bridge and Muller's Folly. These could be decorated such as to make a Covered Bridge to pass through. There would be some one way signs to create round turns around some passes and stations.

Participants would all start at same time and could pass through in any order as long as they successfully pass through all five stations and return to their assigned start/finish line position. This would eliminate bottlenecks and add to the safety.

Materials Required:

- Small field (i.e. Waterfront or Area above the new Campfire Ring)
- 10-pairs of 3 Sets 2x6's, approx 5ft long – Drill 3 sets of holes in each
 - 60 – 5 foot 2 x 6's (need 30 – 10 foot 2x6's)
- Rope to string in 2 x 6 for handles (at least 1200 feet of ¼ inch Sisel rope)
- Rope and PCV pipe to link the walker sets together
- Stations or Passes decorations
- 10 totems each for the 5 stations to retrieve during the game.
- Stopwatches (2 needed for timers)



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Welcome to Loco Motion at SWC 2004. At this game, each Patrol will be asked to board their Locomotives and traverse through our SWC Switchyards and through the different Checkpoints on the Course. You will need to have your Patrol work together with Teamwork. The Engine and Caboose will need to guide the way around the Switchyard. The different Check Points are:

- Baden Powell Pass
- Mountain Lake Station
- Foothills to Adventure
- The Covered Bridge
- Scoutmaster Muller's Folly



You must pass by each of the five Checkpoints and pick up a single color coded totem to signify that you have passed by. Each of the Checkpoints will also have other Patrols attempting to pick up their Totems as well so choose your itinerary well. There is no set way or order that you have to go through the Switchyard but you must visit all 5 Checkpoints and retrieve a totem which gets passed back from your Engineer (the lead person in your Engine Car) to your Conductor (last person in Caboose).

Each Patrol will be assigned a set Start and Finish line. All Patrols will start at the same time. We will give you 2 minutes to organize your Patrol before we give the Start Command. The same space that you start from is where you finish. The Time is ended when the Conductor (the last person on your Caboose) crosses the finish line with the five different color totems and your Patrol gives their Patrol Yell.

The race is judged on Time to complete the Course. Penalties will be assessed at the discretion of the Games Staff for the following actions:

- | | |
|-----------------------------------|------------|
| • Missed Totem | 10 Seconds |
| • Early Start | 10 Seconds |
| • Taking two Totems of same color | 30 Seconds |
| • Un-Scout-Like Conduct | 60 Seconds |

To be successful you will need to organize your Patrol, work together and plan carefully to avoid any malfunction junctions.

Good Luck and Remember...You are on the Right Track with Scouting.



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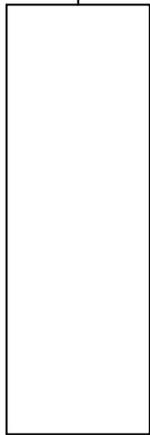
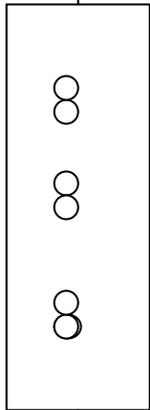
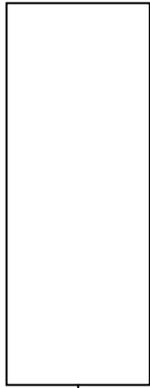
Rotation Number:

Starting Position	Patrol	Time	Penalties
1			
2			
3			
4			
5			
6			



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Diagram of Walkers



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