

Portals of Time

Object of the Game:

Each team is to get 12 Scouters (one at a time) through the course in the shortest time under 15 minutes. Every member in the Patrol must complete the course at least once.

Directions:

Each Patrol starts behind the orange rope. On the command GO the first player from each Patrol will go up to their prescribed starting BASE, holding their noodle , and run around their starting BASE 3 times. You will then using your noodle drive your ball through the three PORTALS in the order that is on your prescribed course , as shown on the drawing. After you hit the ball through a PORTAL, you must go through the PORTAL yourself. You must hit your far Wicket with your ball, retrieve one token from the stand beyond the far Wicket and go back through the course in the reverse order and finish by hitting the starting Wicket with the ball, put the token in the bucket on the starting BASE and hand the noodle to the next Patrol member behind the orange rope. Then player 2 will repeat the turn. This will continue until 12 players have completed the course. After 12 turns, the Patrol then goes behind the yellow rope and shouts their patrol's cheer.

Rules:

1. You must hold the noodle with both hands at all times, unless you are retrieving or depositing your token from a bucket.
2. You can only touch the noodle with your two hands.
3. You can only hold the noodle by the handle. This is the area marked with TAPE.
4. No other body parts or devices can be fastened to or on the noodle.
5. The ball can only be propelled through the course by striking , hitting or pushing it with the any part of the noodle except the handle, as described in #3.
6. You may not kick your ball.
7. You may not intentionally kick or strike other patrol's balls.
8. The game is over when STOP is called.
9. Once STOP is called no additional tokens may be placed in the starting bucket.

Scoring:

1st place 50pts

2nd place 49pts

3rd place 48pts

4th place 47pts

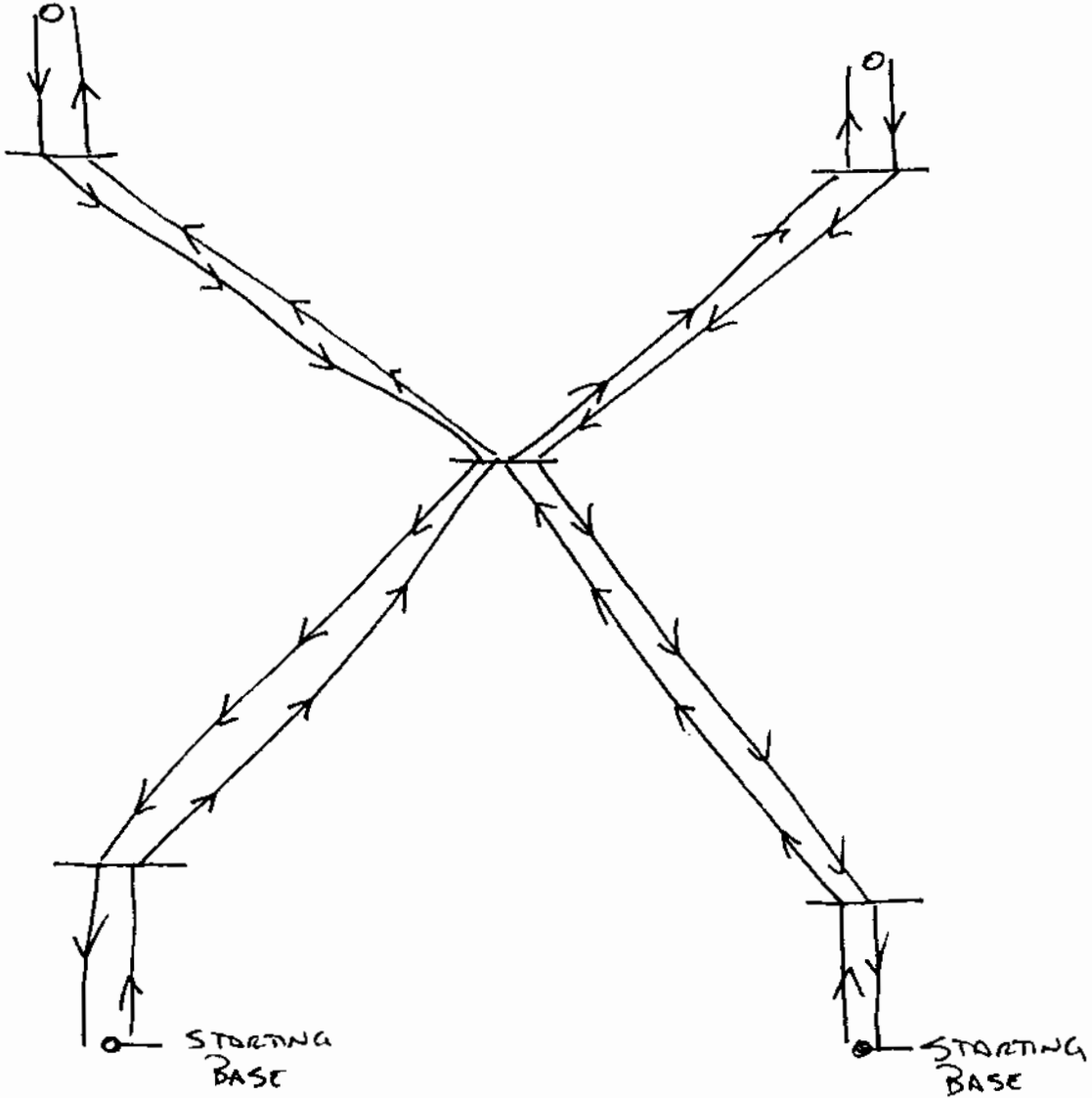
this is continued through the rest of the places. In the event of a tie in places 2nd through 50th , all patrols that are tied for that place will get even points. Example: 4 patrols are tied for 6th place and there are no ties above them, then each patrol would receive 45pts, but the next patrol that finished would receive 41pts, based on the number of patrols that are tied above them.

Penalties:

When a Patrol says they are done and do their cheer, but are short on the Token count, a penalty of 2 minutes per token short of 12 will be added to their total time.

TOKEN BOARD

TOKEN BOARD



ORANGE ROPE

YELLOW ROPE

DO CHEER
HERE

DO CHEER
HERE