

Gold Nuggets!

Materials per station:

18" Handle x 4	Waterproof container	Number 10 coffee can	JiffyPop 4.5oz
5' Paracord x 4	Match striker under lid	(modified)	Hatchet
5oz aluminum can x 4	Matches x 5	Napalm & Dryer Lint	Gloves/Mits
Blindfold x 2	5-gallon bucket w/	1 x 4 x 12 untreated	
250ml Grad. Cylinder	water	lumber	

Game Setup:

Start: Place 5 Gallon bucket w/ water 3' prior to the playing grid

Playing grid: Patrol members stand in 3' x 3' square followed by a 4' x 3' "dead zone". Stage a blind fold in middle 2 squares.

End: Place Clear Graduated Cylinder 3' past playing grid staked to ground

Fire building is done beyond the End; on metal pan filled with 2" of sand topped with another metal pan, using a #10 Coffee can as your fire pit.

S									E
T	3x3	4x3	3x3	4x3	3x3	4x3	3x3	3x3	N
A	Patrol	DEAD AREA	Patrol	DEAD AREA	Patrol	DEAD AREA	Patrol	Patrol	D
R	member 1		member 2		member 3		member 4		
T									

Object of the game:

Be the first to retrieve the matches. Light the fire. Pop the popcorn (Gold Nuggets). Give patrol yell when 1st kernel pops. TIE BREAKER: Guess how many Kernels are in the jar. Entries must be submitted prior to Patrol Yell.

How to Play the Game:

From the staging area 4 Patrol members will lash the 4 cans to the RED end of the handles using the provided paracord, creating Gold Scoops.

Remaining Patrol members should begin preparing the provided fire materials for cooking, no other materials are permitted to be used. No device may be used to light the fire other than the provided matches within the waterproof container. The container will be retrieved by filling the cylinder with water from the gold scoops.

Once all scoops are completed and you enter your playing square you may not touch the scoops or RED handle. Patrol members in squares 2 and 3 will put their blindfold securely over their eyes once they enter their playing square. Blindfolds cannot be removed until matches have been retrieved. Once Scoops are lashed and patrol members are in place, the first patrol member will scoop water from the starting bucket and pour it into patrol member 2's scoop. Patrol member 2 will then pour into patrol member 3's scoop. Patrol member 3 will pour their scoop into Patrol member 4's scoop. Who will then pour it into the Cylinder to raise the waterproof container, which contains matches. Once the container is raised above the rim of the cylinder it may be removed and contents used to start the fire (hint: Striker is under lid). Once the fire is started, continue feeding the fire in order to produce enough heat to cook the popcorn.

When Nuggets begin popping, give your patrol yell.

If a scoop becomes unlashed, your patrols water transfers must cease while patrol member re-lashes their scoop to the handle in the staging area. Water transfers resume when all patrol members have returned to their playing square.

Doing the following will result in a 1:00 minute penalty per infraction:

- use item not provided by Game Staff to move the liquid or start the fire.
- Stepping out of your playing square while water is being transferred from the starting bucket to the cylinder – unless to re-lash your scoop.
- Touching Red handle or another players scoop/handle.
- Not maintaining blindfold coverage.
- Requesting additional matches. 10 sec./match.

Unlash scoops & return parts to start. Place Blindfolds back in squares. Place unused wood in bin and burning wood in Aluminum trashcan. ENJOY THE POPCORN WITH YOUR PATROL!

Gold Nuggets

S T A R T	3x3 Patrol member 1	4x3 DEAD AREA	3x3 Patrol member 2	4x3 DEAD AREA	3x3 Patrol member 3	4x3 DEAD AREA	3x3 Patrol member 4	E N D
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Gold Nuggets Scoring Sheet

	Patrol Name	Fire Starter	Out of Bounds	Illegal Handle	Blindfold	Matches
P1						
P2						
P3						
P4						

P1: Total Time: _____ (plus) # of Penalties _____ x 1:00 minute = _____ (Tie: _____)

P2: Total Time: _____ (plus) # of Penalties _____ x 1:00 minute = _____ (Tie: _____)

P3: Total Time: _____ (plus) # of Penalties _____ x 1:00 minute = _____ (Tie: _____)

P4: Total Time: _____ (plus) # of Penalties _____ x 1:00 minute = _____ (Tie: _____)

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P4: Total Time: _____ (plus) # of Penalties _____ x 1:00 minute = _____ (Tie: _____)