

Distant Pickup

2013 Scouter's Winter Camp, Colossal Cobb, Atlanta Area Council
Woodruff Scout Reservation, Blairsville, GA

Materials for Distant Pick Up

Each Patrol gets:

- 2 x 6' X 3/4" PVC
- 5' x Slat
- 2' x Stake
- 3' x Bamboo stake
- 15' x Rope
- 5' x Rope
- 5' x String
- 2 x Rubber bands
- 2 x Zip ties
- 2 x Paper clips

Game Set Up Materials

- 1 Can white marking paint
- Tape measure
- 2 x 18" stakes for each station: to make barrier
- 5' string for each station: to make barrier
- Targets for each station
 - 1 Red cup with handle
 - 1 Empty water bottle with zip tie loop
 - 1 Full water bottle
 - 1 Empty soda can with tab bent up
 - 1 Rope ring 5" diameter.

Game Layout for Each Lane

Create a "Player Line" that all patrols will stand behind.

From that line, mark the ground and place the objects at the following distances:

- 20 ft Red Cup with wire handle attached
- 18 ft Empty Water Bottle with zip tie loop
- 16 ft Full Water Bottle no attachments
- 14 ft Soda Can Tab bent up
- 12 ft Rope Ring
- 6 ft String barrier one foot off ground
- Base Line

Provide ample space between each "lane" for patrols to work.



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Player Instructions

OBJECT OF GAME

Retrieve the objects in front of the playing line:

- Rope Ring: 5 points
- Red Cup: 10 points
- Empty Coke Can: 5 points
- Empty Water Bottle: 5 points
- Full Water Bottle: 16 points

RULES

- Use may only use the provided materials
- You may use your knife
- Only materials in the baggie may be altered.
- Do not alter or cut any of the following items:
 - PVC pieces
 - Wooden slat
 - Bamboo sticks
 - Wooden stakes
 - The two lengths of rope.
- Targets may be collected in any order. HOWEVER, the first to retrieve the Red Cup and call out your Patrol Name, this time will act as a tie breaker.
- A shear lashing MUST be used to connect the PVC poles. It must start with a clove hitch, have a minimum of twenty turns and two fraps, and end in a clove hitch. This lashing may be judged any time during the event or before disassembly at the end of the event.
- You do not have to use all materials.
- You may have a person “spotting” at the other end of the field to help locate distances and give team directions. Locations for spotters are marked with a X. They may not touch any materials or targets and must remain on the X.
- All other participants may not step past the base line.
- Targets must be lifted over the string barrier
- Targets must clear the base line before being retrieved and counted.
- Team must reassemble all materials, including targets, as they were found at the start of the game. You do not need to re-tape poles.