

Boiling Mad !!!

Player Instructions

Scenario

Your Scoutmaster has just woken up on the wrong side of the tent. Only coffee will save you now! Quick...boil some water for his favorite morning beverage, Sanka Instant coffee.

Objective

- Using the materials provided, start a fire in the fire ring.
- Boil the 700ml of water over the hanging can provided.
- Give your patrol yell.

DO'S (things you can do)

- Use only the items provided.
- Additional kindling can be prepared using your hatchet (single-blade only) and maul and only the wood provided. (Use of staff hatchet is allowed but will incur a time penalty).
- Move the hanging can left or right to build fire. The can must be returned to the center before attempting to boil water.
- Make sure fires are **Dead Out**.
- Return these instructions and the supplied fire starter.

DONT's (thing you can't do)

- Move the Fire Ring.
- Move the hanging can up or down.
- Use any materials not provided (i.e. matches, lighters, fire starters, etc)

Scoring

This is a timed event.