

“LEWIS & CLARK’S HUNTING EXPEDITION”

SWC 2008

Patrol Leader Instructions

Objective: You have 3 minutes to read this Patrol Leader Instructions sheet to your patrol aloud. You are on a Hunting Expedition. Approximately half of your patrol will become Hunters and the other half hunted Game. When Staff blows the whistle for the first time, divide your patrol into two groups (Hunters and Game). Game should adorn themselves with costumes provided in the Game Box, then gather in the Game Circle. Hunters are to gather next to their patrol’s Game Box which contains a sharpshooter’s sling shot and 50 rounds of (wiffle ball) ammunition (“ammo”) Refer to diagram below.

When the Staff blows the whistle for the second time, each patrol will send one Hunter into the Hunters Circle with slingshot and 5 rounds of ammo. Hunters are to shoot at the Game in the Game Circle; Hunters rotate until all ammo is exhausted; Game accumulate points for their patrol by catching ammo and retaining until the event is over.

When the Staff blows the whistle for the third time, the event is over. Game will remain in the Game Circle. Staff will count the amount of ammo collected by Game for each patrol as they exit the circle.

Judging: All members of your patrol must participate as either a Hunter or Game. Costumes must be worn. Scoring is based on the amount of ammo collected by Game for each patrol.

Safety: Use good sportsmanship. Two sharp whistle blasts halts game temporarily.

Rules:

- Game must stay in the Game Circle until event is over.
- Game may only collect ammo caught in flight. Once ammo touches the ground, it may not be collected or shot a second time.
- Only one Hunter per patrol may be in the Hunter’s Circle at a time.
- Hunters may only use sharpshooter’s sling shot to project ammo.
- Hunters must rotate until all ammo is exhausted.
- Good sportsmanship.

