Weather or Knot

Purpose of game:

Lash together a tripod, hang a weather rock, secure a bucket on top, and get as many objects in the bucket as possible in the allotted time.

Procedure:

On go and with the materials provided, patrols assemble a tripod, hang a weather rock, and secure a bucket on top. When the weather rock is completed, teams will attempt to toss objects into the bucket by slinging them with a tee shirt from a designated mark. More objects may be earned by answering weather hazard questions correctly.

To earn more objects:

Patrol members can earn more objects by entering the question area and correctly answering questions about weather hazards.

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This game has two segments: constructing a weather rock on one side and earning objects on the other side.

Rules for the Weather Rock

The weather rock must be built in the circle

The lashing must be half way up the tripod or higher from the ground.

The bottom of the bucket must be above the lashing.

The rock must hang below the lashing and off the ground.

Rules for Tossing and Earning

Once the weather rock is completed and all patrol members are in the start area, objects may be tossed and earned simultaneously.

Tossing

Objects must be tossed by two patrol members using the tee shirt and holding four separate corners, one corner in each hand.

Once placed on the tee shirt, objects may not come into contact with a hand, directly or indirectly.

If the bucket falls off or any part of the weather rock assembly comes apart, all objects will be dumped out, but the team may rebuild and begin again.

Objects that miss the bucket or are dumped cannot be retrieved or reused.

Earning Objects/Tie breaker

Write your patrol name on the answer sheet.

Begin answering questions with the question number marked in yellow and continue in numerical order. Wrap around to top. Visit each question just once and in order.

Each patrol member must read at least two questions.

One at a time, patrol members will enter the question area, go to the appropriate question, choose to pass or write an answer on the sheet, and go to the exit to be checked. All answers must be checked, even blanks.

If correct, retrieve one object to throw and return to patrol. If incorrect or blank, return to patrol.

Only after a patrol member returns to the starting area may the next member go.

After the last question has been answered have the staff write the time on the answer sheet

Important: Wrong answers will add 30 seconds to time. Blank answers will add 15 seconds

score:

Fastest time for completing questions will be used for a tie break.

Participation 20 points

Weather rock assembled according to rules 4 points

Weather rock remains intact for entire event 4 points

Objects tossed according to rules 4 points

Objects earned according to rules 4 points

Reset all items at end of game 4 points

Most objects in bucket 10 points

Second most 8 points

Third most 6 points -- All others 4

Scorer x out any of the 4 point categories as defined by the rules and the rubric.

			No		Earned					
Patrol name	Partic	Constr	Repair	Tossing	Correctly	Reset	Sub Total	1st - 3rd points	Total	Time
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				
	20	4	4	4	4	4				

Materials per patrol

- 3 6' pvc pipe
- 3 6' pieces of rope
- 1 rock
- 1 bucket
- 10 objects
- 1 beach towel

Materials for questions

200 – objects

20 weather questions

50 answer sheets

Sample Weather Questions

When hiking in cold weather and you begin to sweat, it is best to:

- A. Take off your socks until you reach camp.
- B. Remove layers of clothing until a comfortable temperature is reached.
- C. Add layers of clothing to hold in the hot air in case it gets colder.
- D. Try to go faster.

When hiking in cold weather:

- A. You don't have to drink as much as in warm weather.
- B. You don't want to drink a lot so you don't have to get up in the cold at night.
- C. Alternate hot and cold drinks to keep an even temperature.
- D. Keep hydrated as usual, sometimes more in cold dry air.

When hiking without gloves and unexpected cold weather comes in and your fingers get cold:

- A. Put your hands in your pockets every two minutes.
- B. Pull an extra pair of socks over them.
- C. Rub them together as fast as possible for the duration of the hike.
- D. Eat all your snacks to raise body heat.

How long should you wait before resuming outdoor activities after the last thunder clap is heard.

- A. Go out after the rain stops.
- B. Wait 15 minutes.
- C. Wait 30 minutes
- D. Why did you stop?

Lightning never strikes the same place twice.

- A. True
- B. False

When a lightning storm occurs during a hike your group should:

- A. Huddle together under low shrubs.
- B. Continue to hike till you come to a shelter.
- C. Scatter about 100 feet apart and crouch down on both feet.
- D. Separate an arm's length apart and crouch.

On average, what weather event causes the most deaths every year.

- A. Tornadoes
- B. Lightning
- C. Floods
- D. Hurricanes

Lack of sweat, dizziness, and headache are symptoms of:

- A. Hyperthermia
- B. Hypothermia
- C. Heat Exhaustion
- D. Tick bite

When hiking above the tree line and a storm approaches.

- A. Take cover under an overhanging rock or small cave
- B. Spread out 100 feet apart and crouch down on both feet.
- C. Go down below the trees as quickly and safely as possible.
- D. Quicken your pace in a safe manner and try to beat the weather off the ridge.