

# Pyramid Toss

## Read All Instructions Carefully

Equipment-6 walking staves, 4 five foot lengths of cord.

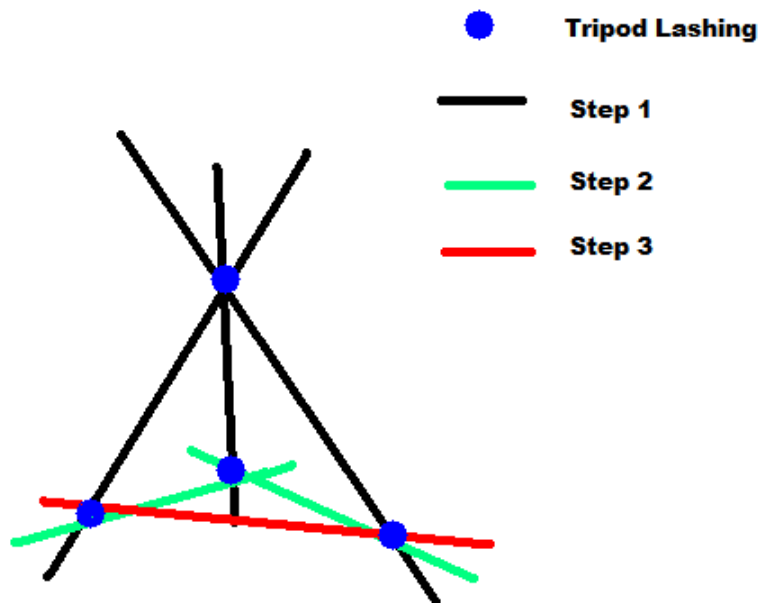
*If you are missing any of the parts listed above or one of the parts is damaged, tell the game staff before proceeding.*

Objective-Construct a free standing, triangular pyramid from the materials provided. Each patrol will have the chance to throw their pyramid three times onto the score board. Everyone in the patrol must actively participate to receive full credit.

Restrictions-All six staves must be used.

- Only tripod lashing may be used to lash staves together.
- Correct lashing must be used at all corners.
- Lashings should be tied six inches from the staves end.
- When throwing, games staff and safety rules must be observed.
- Only one person per throw.

Method-begin pyramid by lashing three staves together with a tripod lashing. Next lash two staves to the base of one of the original staves. Lastly, lash the last staff between the bases of the other two staves not already used. (a picture is below for clarity)



Contest-After the allotted time for construction, each patrol's pyramid will be inspected for the correct lashings. After inspection, each patrol will be given an opportunity to throw their pyramid at a scoring target. Each patrol is allowed three throws; the score from those throws is combined and tallied. Different patrol members may throw the pyramid or one patrol member can throw three times. If the pyramid breaks apart for any reason then the current throw is scored and no other throws are allowed. No alterations can be made to the pyramid after the throwing contest has begun. Rebuilding the pyramid is not allowed if it falls apart.

Wrap up-After the throwing contest, each patrol is to disassemble their pyramid and return them to the starting line. If any parts are broken or damaged during the event then the games staff is to be notified.

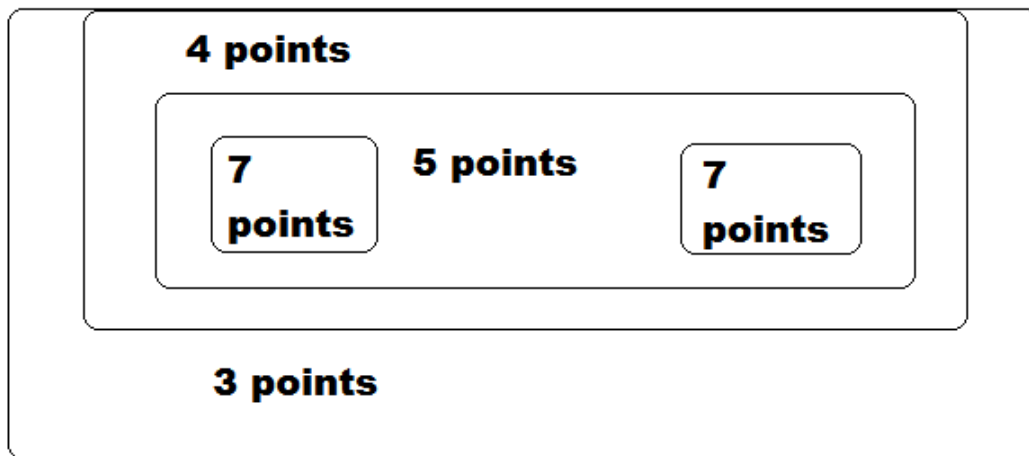
### Scoring-

Each pyramid is checked before throwing. Five points awarded for each correct lashing.

First throw has a full point value as listed below.

Second throw has a half point value from the values listed below.

Third throw has a quarter point value from the values listed below.



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### Starting / throwing line

Time limits- the instructions are given out at the beginning of the rotation. 15 minutes will be given for reading the instructions, constructing the pyramid. Checking of lashing will be done by the games staff as each patrol finishes their pyramid. Checking pyramids should only take 2 minutes. Throwing and break down will take the remaining 10 minutes. There will be 10 different throwing positions on the throwing line of the range. This setup allows for two patrols to be throwing simultaneously.