

Mission Peak District

Indoor Rally



Friday, 28 Jan 2022

Holy Spirit Church

37588 Fremont Blvd.

Fremont, CA 94536 (Central Avenue and
Fremont Blvd.)

Open to all Scouts BSA Troops and Venture Crews in Mission Peak District. The Indoor Rally is an historic, original fun team-building event, designed for the off-season. Skills include first aid, knot-tying, compass and the ever-popular Scoutmaster drag! (Please note the Scoutmaster Drag does not apply to the overall team score.) Families, parents, friends, Scouting Alumni and especially Webelos and Cub Scouts are all invited to attend. There will be a special event just for Webelos and Cub Scouts – an excellent opportunity for Webelos Scouts to see Troops in action!

Details

Location: Holy Spirit Church Gym
37588 Fremont Blvd., Fremont, CA 94536
(At Fremont Blvd. and Central Avenue)

Schedule:
6:30 pm Check-in and registration
7:00 pm Grand Entry of troops
9:00 pm Awards

Fees: FREE!

Bring: Equipment for all 6 events (see following pages)
plus Troop and American flags (See [instructions](#)
following pages)

Prizes: 1st, 2nd, 3rd place ribbons plus Spirit Award

Registration: Register at the door by 6:30pm

Contact: Jeff Airth at jeffair@hotmail.com for any
questions

Mission Peak Indoor Rally Instructions

1. There is no charge for Troops to participate in the Indoor Rally. Open to any Scouts BSA Troop or Venture Crew in the Mission Peak District. Please note maximum age of 18 for all participants regardless of program.
2. **Each troop will bring their U.S. and Troop flags with stands.**
3. **Each troop to bring a large sign with their Troop number in large numbers written on both sides.**
4. All boys and leaders must be in uniform and wearing tennis shoes. As a minimum, a Scout must wear a Scout Shirt to participate.
5. **Each troop will be responsible for all the material/equipment needed for each of the 6 events as described on the following pages.**
6. SPL check-in time is 6:30 pm. Grand Entry of troops commences at 7:00 pm.
7. If your troop has less than 6 Scouts participating, we can try to join them up with another troop for the Rally.
8. Consider having different teams for each event to allow maximum participation by troop members. Encourage the younger members of your troop to participate.
9. Invite families and friends, and especially Cub Scouts, to attend and observe.
10. After the Rally, each troop will be responsible for picking up all their materials and their Troop and American flags and stands.
11. **Scoutmasters or other adult leaders will be the referees.** Each troop must provide at least one adult leader for the event as a referee. Unit/adult leaders are responsible for knowing the skills associated with the events, e.g.: knots, first aid bandages, etc.
12. **The competition consists of 6 events plus the Scoutmaster Drag.** The material for the drag will be provided.
13. Ribbons will be given to patrols for first, second, and third place for each event. Overall ribbons will be given to troops for first, second and third place. There is also a Spirit Award for the troop that demonstrates the most Scout Spirit.
14. When a troop or crew is finished with an event, all should sit down and give the **Scout Sign**. This will indicate that the troop has completed the event.

Mission Peak Indoor Rally Events

Remember: Each troop brings its own equipment for all 6 events!

Knot Tying Relay

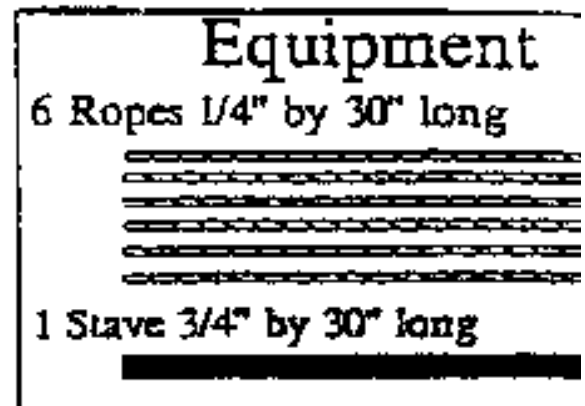
Required:

6 to 8 Scouts

6 pieces of 1/4" rope or sash cord, each 30" long

1 stave 30" long

Each Scout is to tie one knot. If the knot is tied incorrectly, he may stay until the knot is tied correctly or he can go back and tag in another teammate to take his place. Knots to tie: Bowline, Sheet bend, Double Half Hitch, Square Knot, Clove Hitch, Timber Hitch. The event is completed when all knots have been tied correctly.



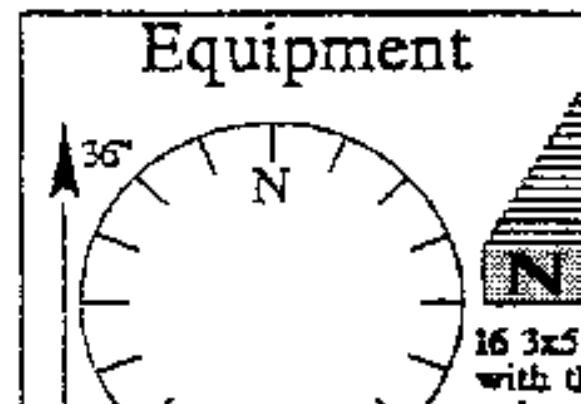
Compass Relay

Required:

6 to 8 Scouts

1 cardboard (or other material) circle, 36" in diameter, with 16 points indicated, and with N (North) already printed on the compass in its proper position.

16 3"x5" index cards with compass points written on them. Each Scout places a card on the compass. If a card is placed incorrectly, another teammate may move it instead of placing his own card. Referee will not tell you if you are correct. Team is not done until all cards are placed correctly.



First Aid Relay with a twist

Required:

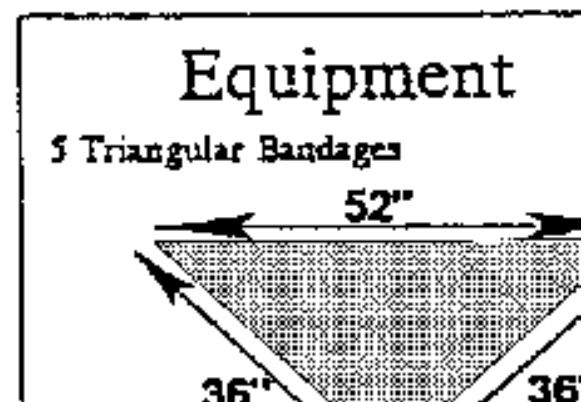
6 scouts

6 large triangular bandages

1 victim

Each Scout is to tie one bandage on the victim. If the bandage is tied incorrectly, the scouts may tag in another teammate to complete the bandage. The Square Knot is to be used.

The bandages are: Sprained Ankle Bandage (immobilize only), Hand Bandage (for a laceration anywhere on the hand), Head Bandage (for a laceration), Collarbone Bandage (sling plus immobilize), and Foot Bandage (for a laceration anywhere on the foot). The team is done when all bandages are tied correctly. Note that the Hand and Foot Bandages are dressings for lacerations only- immobilizing bandages are not necessary.



Fireman's Drag Relay

Required:

3-5 scouts

2 large triangular bandages

1 victim

Victim will lie on his back where indicated by the judge of this relay. On the word "Go", the first scout will run to the victim, tie the victim's wrists together with a triangular bandage, then use the other triangular bandage to bandage the victim's head. As shown in the diagram, pull the victim to the troop, untie the two bandages and give the bandages to the next scout who will retie the bandages and drag the victim back to the judge. The victim will be dragged back and forth twice.

Stick Relay

Required:

6 scouts

1 stick 30" long and approximately $\frac{3}{4}$ " in diameter

Each Scout picks up the stick in front of him with both hands, puts it over his head and steps through without releasing either hand. If either hand is released, he returns stick to starting position and tries again. Each member of the team must complete the challenge to finish.

Rope Rescue

Required:

7 scouts

5 pieces of $\frac{1}{4}$ " rope, 6' long.

Five scouts each tie one short section of rope to another using any knot, to form a long rope. The sixth boy coils the rope and throws it to the victim, who is 26' away. The troop pulls the victim across the starting line. The victim, after crossing starting line, will stand at attention with his troop. If a knot comes untied, the rope is to be retied, coiled, and thrown again. Team is done when victim has been pulled across successfully.

Equipment

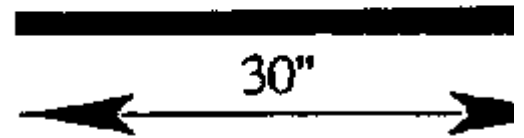
2 Triangular Bandages

(See instructions for First Aid)



Equipment

1 Stave $\frac{3}{4}$ " by 30" long



Equipment

5 Ropes $\frac{1}{4}$ " by 6' long

