



BADGER BASH

Sponsored By: Southern Trails, Potawatomi Area Council and Troop 93

2009

BADGER BASH

2009 - 14th annual

Your unit is invited to participate in a day of scout skills, athletic excellence, and all around fun, with scouts from around the state and surrounding states. Units will engage in fair coed competition and meet their competitors in the scouting spirit. This day encourages self-confidence, teamwork, physical fitness, and fun.

Friday June 26th and Saturday June 27th

This event will always be the weekend after Father's Day for easy planning.

Held in the city of Waukesha WI at Catholic Memorial High School

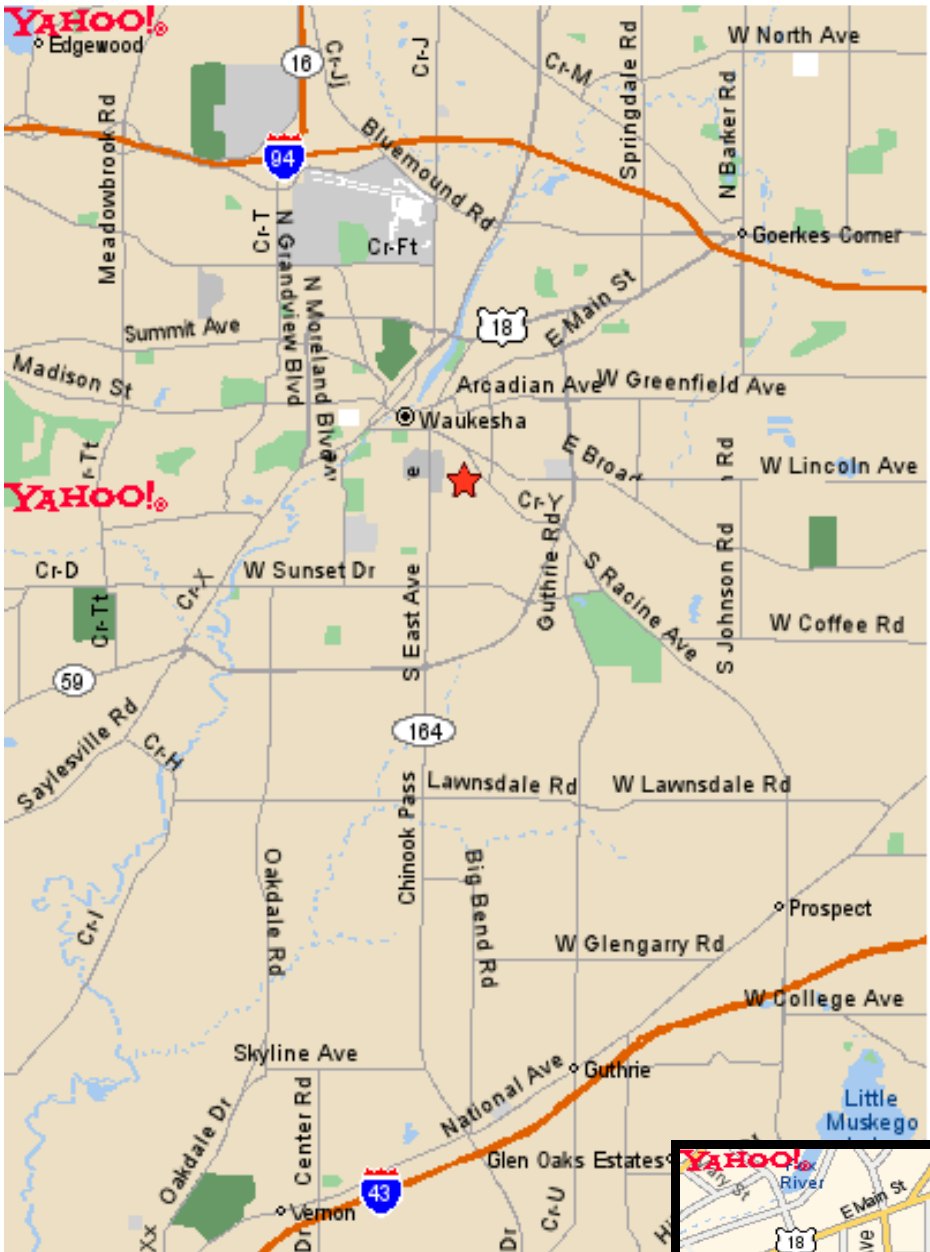
Perks: commemorative patch authentic place ribbons unique trophies
Home cooked dinner delicious lunch root beer floats
Dancing a memorable Friday camping available

Cost \$15.00 per scout

Events are geared towards track and field, sports or scout skills; encouraging scouts to bring new members and include everyone in participation.

Overview schedule of events

Friday	5:00 pm-9:00 am Saturday registration of units
	7:00-10:30 social gathering
Saturday	9:00-10:00 Track events
	10:00-12:30 Morning events (indoor)
	11:30-12:30 Lunch provided
	12:30-4:00 Afternoon events (outdoor)
	4:00-5:30 Volleyball (indoor)
	5:30-6:30 Dinner
	7:00 Awards
	7:30-10:30 Dance

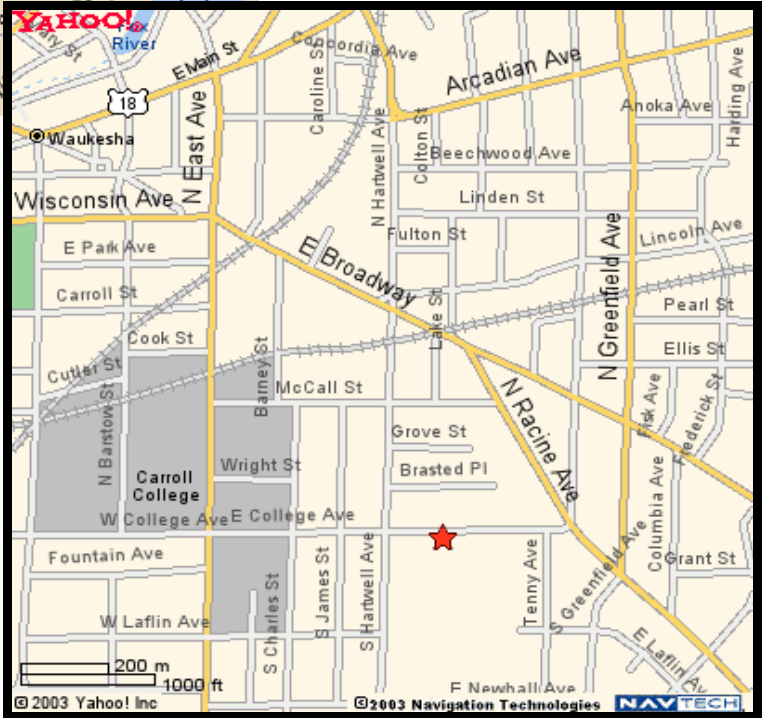


Waukesha is a Western suburb of Milwaukee.

Catholic Memorial-
601 E. College Ave.
Waukesha WI

Hotel & Motel accommodations must be made on your own.

- Motel 6 – 20300 W. Bluemound Road
262-786-7337
- Baymont Inn & Suites – 20391 W. Bluemound Road
262-782-9100
- Holiday Inn – 2717 Bluemound Road (Hwy. JJ)
262-786-0460
- Fairfield Inn – 20150 W. Bluemound Road
262-785-0500
- Guest House Inn & Suites – 211 E. Moreland Blvd.
262-547-7770



Schedule

All events will take place at Catholic Memorial High School.

This is the optimal schedule (The actual schedule will be provided at registration):

Track events will be run on Saturday morning weather permitting.

- 8:30 – 9:00 Leader meeting (scouts can start warming up)
- 8:30 – 1:00 Pictures
- 9:00 – 10:00 Boy/Girl Scouts track events alternating genders
- 10:00 -11:00 Compass, Knots, Long Jump, Morse Code
- 11:00 - 12:30 Vertical Jump, Map, Shuttle Run, Nature

Lunch opens at 11:30, serving ends at 12:30

- 1:00 – 1:30 Team Pictures
- 1:30 – 2:30 Weight Pull, Frisbee throw, Football
- 2:30 - 4:00 Toss The Toad, Obstacle course, 100M average, sport challenge
- 4:00 - 5:30 volleyball ending with a girls vs boys championship match (time permitting)

- 5:30 – 6:30 Dinner
- 7:00 – 7:30 Awards
- 7:30 – 10:30 Dance

*These times are subject to change

*please check the website occasionally

Lunch and dinner will be provided and will be served over the entire meal duration. Food will be served buffet style and food ticket will be collected to enter serving area. The meals have a one hour opening for the unit convenience.

School showers are available from 5:00 till 7:00pm.

The awards ceremony will be held before the dance. The ceremony will start at 7:00 sharp. All units are encouraged to be there on time.

The dance will be from 7:30 till 10:30.

The Badger Bash committee reserves the right to make changes as necessary, to keep the event moving, fun, and fair. Direct any questions or concerns to the head judge or any member of Troop 93.

Scoring

The scoring of the event is designed to encourage full team participation.

There will be three scoring divisions of competition:

- Girl scouts under 18 years of age
- Boy scouts under 18 years of age
- Senior troops 20 years and younger.

Scoring is a combined total of participation points and points from placement of individual events. Each individual event will be awarded ribbons for 1st 2nd and 3rd places.

Points will be awarded as follows:

Placement

1st = 17pts; 2nd 13pts; 3rd 10pts; 4th 7pts; 5th 5pts; 6th 3pt. To maintain a competitive atmosphere, last place will not receive either points or a ribbon.

Participation

Teams may also earn participation points for the individual event; the number of participants can vary from event to event. One point will be awarded for each individual participating in the event.

Example: volleyball is allowed two to six players. If a unit puts up 2 players and take first place, that unit will receive 17pts for first and 2pts for participation; a total of 19pts. If that same unit put together a team of 6players and take first place, they receive 17pts for first place and 6pts for participation; a total of 23pts.

Rules

All track events will be ran by WIAA High School track rules and regulations.

Any violations of track etiquette will be handled by judges on an individual basis resulting in warning , forfeit of race, or a new race, depending on situation.

When multiple heats need to be run judges will determine the order.

In no event are specialty shoes allowed; **no cleats.**

Track Events

- 1) 100 meter dash individual: One unit member runs 100 meters.
- 2) 200 meter individual: One unit member runs 200 meters.
- 3) 400 meter individual: One unit member runs 400 meters.

Any team member is only allowed to run one of the three individual track races (special situations will be handled on a case-by-case basis.)

- 4) 4 x 100 relay: Four unit members each run a single 100 meter leg.

* All events are time placed, multiple heats will be run when necessary.

Team Events

- 5) 100 meter team average: Each member of the unit runs 100 meters. Any member of a unit not running will be given a time of 30 seconds. All times will be added together, then divided by the number of registered participants.
- 6) Shuttle run team: two to eight unit members run a set distance to retrieve 8 wooden blocks one at a time in relay fashion. Time starts as the first runner crosses the line and ends as the last block and runner cross the line.

Field Events

- 7) Standing long jump: The longest four jumps from a unit will be averaged for the score of this event. All unit members may attempt this event once.
- 8) Vertical jump: A four person team is allowed a total of sixteen attempts. Each members standing vertical reach will be set only once. Then the judge will set the pendulum to the competitor's requested height. The competitor is allowed a running start in an attempt to touch the pendulum. All jumps are attempts but only successful touches are recorded. The score is an average of the four competitor's best jumps.

Example: Jill's standing reach is 7'. She asks for a pendulum height of 14". The judge sets the height at 8'2". Jill misses the attempt and is marked for an attempt, but no height.

- 9) Frisbee throw: A three person team throws three Frisbees each. The distance will be measured minus the distance horizontally from the measurement line. The score is an average of the competitor's best throws.
- 10) Weight pull: Two to eight member team will supply their average team weight. Then that weight will be piled onto a sled. The team must pull the sled across the field 8 times in relay fashion. Time starts when the first person crosses the line and ends when the sled crosses the finish line.
- 11) Football throw: A team between two and seven members must complete six passes. The quarterback must complete a pass from a designated circle to a receiver running a pattern to a designated "receiving circle." The receivers run in relay fashion. The score is the time.

Scout Skills

- 12) Morse code: A two to six person team, of which there is at least 1 receiver and 1 sender, a maximum of three in both of those areas. The sender will have to send a message that is randomly selected. The sentences are equal in length and letters. This is scored on accuracy and time.
- 13) Knots: A four person team ties six knots each. The score is based solely on time. A knot that is attempted but incorrect warrants a 30 second penalty, a knot that is not attempted warrants a two minute penalty.
The knots are: bowline, sheet bend, sheep shank, fisherman knot, bowline on a bight, hunters bend.

14) Compass (32 point): A four person team runs the event relay style. Each team member runs to the center of a staked circle, picks up a tile, and finally places the tile on the corresponding compass point stake. A tile may be placed over another tile as a correction, but a tile may not be moved from a stake. Each incorrect tile will add 30 seconds to the team time.

15) Maps: A one to six person team runs the event together. Each team member can only carry a single piece at a time. Once a piece is placed, picking it up again will result in a 30 second penalty. The time stops when the last of the 48 continental United States is placed. Throwing states, dropping states, and carrying more than one state at a time will result in forfeit.

16) Nature: A two to four person team will run the event relay style. Event To Be determined.

Games

17) Toss the toad: A two to four person team attempts to catch six toads. A team member serving as the tosser uses a spatula to throw the toads from a pool over his/her head. The toads must be legally caught behind a designated line by another team member serving as the catcher. Each time a toad is legally caught the catcher becomes the tosser. A new team member becomes the new catcher. Any dropped or illegally caught toads must be returned to the water. The time starts as the first toad is picked up and is ended as the last toad is caught.

18) Obstacle course: A one to four person team will run an obstacle course relay style. Time penalties will be given for course violations.

19) Volleyball: A one to six person team plays tournament style volleyball. The judge has ultimate discretion on rules, any questions should be promptly brought up, so that rules misunderstandings can be handled.

Simple form of the volleyball rules

Hitting the ball open handed from behind the head or below the shoulders will be called as a penalty. Any time the ball is stopped, caught or held will be called as a penalty.

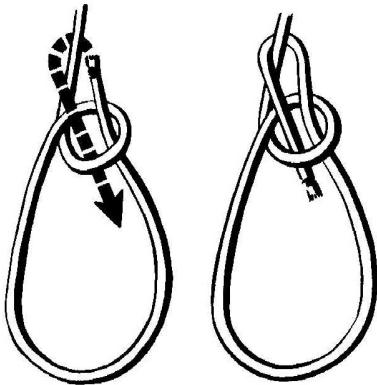
Touching or going under the net before, during, or after a hit will be called as a penalty.

A vertical block without forward momentum does not count to the three hit maximum.

Double hits are illegal. Rally scoring will be used.

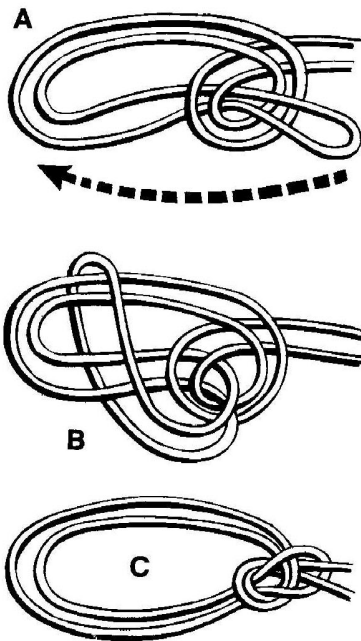
20) Sports Challenge: A three member team will compete at a specific sport related activity each year. The sport changes so bring members that play a variety of sports. Passed years included soccer kicks, golf chipping, baseball throw and bocce ball.

Knots



BOWLINE

The bowline has been called the king of knots. It will never slip or jam if properly made and, thus, is excellent for securing a boat. Begin by forming an overhand loop in the standing part. Then take the free end up through the eye, around the standing part and back where it came from.



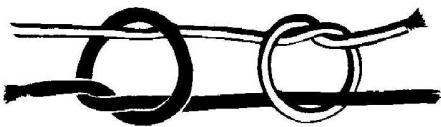
BOWLINE ON A BIGHT

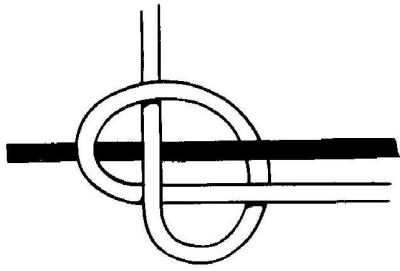
Like the French bowline, the bowline on a bight forms two loops, but they may be of the same size or differ. Start by making a good-size bight and an overhand loop as shown in figure A, and bring the end up through the loop. Open the end loop and bring it down and around the entire knot as in figure B. Set the knot securely before putting weight on it as in figure C.

For knots used in climbing and rappelling see *Topping Out*, No. 3207A.

FISHERMAN'S KNOT

The fisherman's knot is used for joining two fine lines such as fishing leaders. It is simply two overhand knots, one holding the right-hand line and the other the left-hand line. Pull each of the two overhand knots taut separately. Then make the whole knot taut so that the two overhand knots come together by pulling on the standing parts of each line.

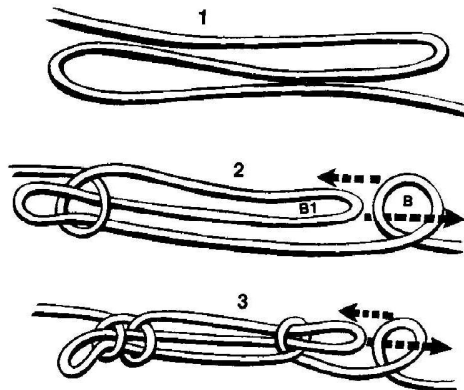
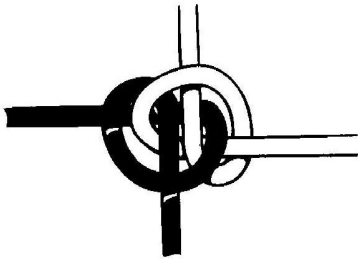
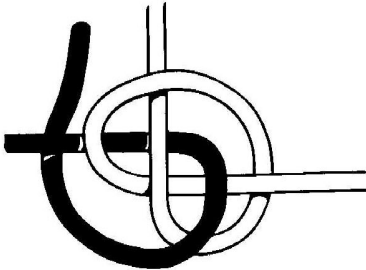




THE HUNTER'S BEND

Only three new knots have been discovered during this century: the Constrictor knot many years ago, the Tarbuck knot discovered by Kenneth Tarbuck in 1958, and now Hunter's bend discovered by Dr. Edward Hunter.

Hunter's bend is used to join two ropes. It has a distinct shape, does not distort, and is very easily untied. It is an excellent knot for nylon rope. Nylon ropes need something extra in knots for safety, and the double lock of Hunter's bend makes it ideal for this.



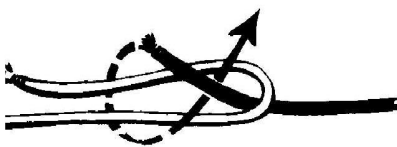
SHEEPSHANK

This knot is used to shorten a rope that is fastened at both ends. Take up the slack as shown in figure 1. Make an underhand loop as shown at B in figure 2 and slide it over the B1 bight and pull tight. Do the same to the other end to complete the knot. The sheepshank is only a temporary knot as it stands. But it can be made more permanent by adding a second half hitch to each end as shown in figure 3.

SHEET BEND

The sheet bend is an important knot for joining two rope ends, especially if the ropes are of different sizes. Sailors named it in the days of sailing ships when they would "bend" (tie) the "sheets" (ropes in the rigging of a ship).

Begin with a bight in the larger rope. Then weave the end of the smaller rope up through the eye, around the bight, and back under itself. Snug it carefully before applying any strain to the knot.



Badger Bash Parental Permission Slip

My son/daughter _____ who is currently a member of the Girl Scouts-USA or the Boy Scouts of America has my expressed written consent to attend Badger Bash Co-Ed Competition in Waukesha, WI. I understand and agree that the Badger Bash Committee/Volunteers, Catholic Memorial High School, the Waukesha County Park System and Potawatomi Area Council are not responsible for lost, stolen or damaged property of participants, nor injury to those attending the event. Each unit is responsible for their own insurance. The unit leaders/advisors are responsible for the actions and dress of their youth members and themselves. Alcohol and/or drug use or possession, including smoking, is prohibited. Violation of rules or state/local laws may lead to disqualification, expulsion, and or contacting local authorities.

In case of emergency, I grant Badger Bash staff permission to seek medical treatment for my son/daughter:
YES NO

Parent/Guardian Signature

Date

Print Parent/Guardian Name

Phone Number

Youth Participant: I agree to abide by the rules outlined for this event.

Signature

Date

Badger Bash Registration

Badger Bash is the easiest registration possible; you pay at the door the day of the event. We do ask that you contact us a minimum of two weeks before the event if you are thinking of attending.

All we need at that time is a contact person, phone number, troop number and email. If that contact scout successfully brings a team he or she will receive a Badger Bash T-shirt.

If interested send an email to boyscouts@hanb.org. Include your troop name, troop number, contact name contact phone, contact email and approximate number of scouts attending at least two weeks prior to the event. We will contact you regarding further registration details.

Check-In Form

Bring this form filled out with check or cash on day of event

Troop # _____

Number of Scouts _____ X \$15.00 _____

Number of Adults desiring patches _____ X \$2.00 _____

Did you Contact us before 2 weeks in advance of the event? Yes/No

Contacts Name: _____ Total _____

Official Use

Paid Cash Check

Leader on Site (name) _____

Senior Scout on Site _____

Notes

Recent Updates

Check here occasionally to see what has been updated:

No updates at this time