

CAMP DURANT TOMAHAWK RACE REQUIREMENTS

The tomahawk Race is a camp-wide event where troops test their Scouting skills against their peers. The winner will not be determined by the time it takes to complete the race, but rather will receive a score for each individual event. *Overall time will only be a factor if the totals for event scores are in a tie.*

A team should have 12 participants (this may include up to one adult) to enter the race. Troops, combined troops or patrols may have entries in the race, and a single troop may have more than one team. The first runner starts at the **Beluga Club** and all other runners should be stationed at the event where they receive the tomahawk (Runner 2 is at event 1, etc.) Runners must stay on a main road while running between program areas except for the trail that leads to Trailblazers. When a runner arrives at the Shotgun or Archery Range, **they must stop running and walk the trail** to the Range and then ask permission to enter.

The tomahawk must be constructed from at least two pieces of natural material. No nails, screws, rope, wire, glue or kits can be used. The tomahawk must be handmade. The tomahawk is handed from Scout to Scout after each task is completed. **All rules to any program area must be followed or the runner is disqualified.** The winning team will be recognized Friday evening at campfire.

Runner #1 - takes tomahawk from the **Beluga Club** to the **Ecology Area** and must identify 10 different plants. After this he passes the tomahawk to runner #2.

Runner #2 - takes tomahawk from **Ecology** to the **Waterfront** where his buddy is waiting and they will complete a slalom course in a canoe, upon completion they will pass the tomahawk to runner #3.

Runner #3 - takes the tomahawk from **Waterfront** to the **Activity Field** and throws a disk for accuracy, then runs to the basketball court and shoots a free throw, then the runner must run back to the starting point and pass the tomahawk to runner #4.

Runner #4 - takes the tomahawk from the **Activity Field** to the **Trailblazer Area** and lashes a tripod. He then passes the tomahawk to runner #5.

Runner #5 - takes the tomahawk from **Trailblazers** to the **Womack Center** and completes a RC car obstacle course. He then passes the tomahawk to runner #6.

Runner #6 - takes the tomahawk from the **Womack Center** to the **Handicraft Area** and makes a pinch pot. He then passes the tomahawk to runner #7.

Runner #7 - takes the tomahawk from **Handicraft** to the **Sullivan Center** and flies a drone for accuracy. Runner #7 then passes the tomahawk to runner #8.

Runner #8 - takes the tomahawk from the **Sullivan Center** to **Shotgun** where they will get 3 shots. Runner #8 then passes the tomahawk to runner #9.

Runner #9 - takes the tomahawk from **Shotgun** to the **Archery Range** where they will shoot a target. This runner then passes the tomahawk to runner #10. (Scoutmasters are not allowed to perform this leg of the race)

Runner #10 - takes the tomahawk from **Archery** to the **Scoutcraft Area** where they will throw 3 tomahawks at a target. Runner 10 then passes the tomahawk to runner #11.

Runner #11 - takes the tomahawk from **Scoutcraft** back to the **Beluga Club**.