

18. BASKETBALL: Cadet will be given one minute to make as many baskets as he can from designated spots marked on the court. Points will be awarded according to the value assigned to the spot where the shot is made. Only two (2) consecutive scoring shots from any one position can be made. A basket from another spot must be successfully made before returning to the original position.

JUDGED: Most points scored.

19. DASHES – 50 YARD & 100 YARD: Open to all Cadets. Groups A & B run the 50-yard, and Groups C & D run the 100-yard. Eliminations may be run in the morning if the # of cadets warrants. Each Cadet must enter in at least one morning field event before he can compete in the eliminations. The eight (8) fastest in each age group will be in the finals. Note the times assigned to each age group for the eliminations.

20. RELAYS – 220 YARD & 440 YARD: Each team will be timed (one team per club per age group). Groups A & B run the 220-yard and Groups C & D run the 440-yard. The 2nd, 3rd, and 4th members of each team will be allowed 20 ft. running starts. A Cadet can move up an age group in this event only if it is the only way to complete a relay team.

21. SOCCER DRILL: Cadet will take the soccer ball and dribble it up and back through five (5) cones 10 feet apart and attempt a shot on the goal at the end.

JUDGED: Timed through the cones with a 10 second deduction for making a goal.

FIELD DAY
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DUTIES OF CLUBS AND JUDGES

Field Day will start at 8:15 AM with opening exercises. All events should be set up by this time. If a club is not camping overnight, please arrive early enough to set up your event before opening exercises.

When you arrive Friday evening, please check in at the registration desk and turn in your ENTRY FORMS. Your event area will be assigned to you at this time. If you come Saturday morning, hand your entry forms in before 8:30 AM.

All Head Counselors must have possession of a parent permission, medical release form for each Cadet attending Field Day. Each club is responsible for insurance.

On Field Day, each Cadet will be given a stamp card. Put his name and number on it. (These cards will be given to each Head Counselor during the counselor meeting.) For each morning event the Cadet participates in (excluding the Special Events) he will receive a "punch" on his card. Try to get him six punches, at which he will receive a participation ribbon, and 3 points for his club.

Scoring sheets, final score sheets, and ribbons will be given to each club at 8:00 AM on Saturday morning during the Counselor meeting. Cadet's shirt has his appropriate number (see General Rule#11). Scoring will be as indicated in rule #4 of General Rules

All clubs will be responsible for bringing whatever equipment is necessary for their events. Each club is also responsible for attaching to each Cadet's shirt his appropriate number. This should be done with a black felt pen marker on duct tape.

The morning events will be closed at 12:00 Noon, not before and kept open until 1:00 PM if Cadets are interested. The afternoon events will be closed at 2:30 PM. After the closing of your event, complete the final score sheet, fill out ribbons, and return the final score sheet and ribbons to the Scorer's Table. NOTE: There are four places in each group !, B, C, and D. COLLECT CADET PUNCHED CARDS following the morning events for points, ribbons, patch/star.

Following the final relay, all Cadets and counselors will assemble for clean-up. After clean-up, please assemble in the designated area for the awards ceremony.

The canteen will be open most of the day for refreshments and lunch. Please use the trash cans in the area for your trash

11. CADET LANDMARKS: (Group A only) One Cadet. Recite code, pledge, verse, and motto without prompting.

JUDGED: Correctness 1 punch

12. BAIT CASTING: One Cadet. For accuracy. (open face spin reel or closed face reel. Cast "bait" at target 30 ft. distance with casting rod. Best of 3 tries. Describe or answer 3 questions about fishing; What is: still fishing? Trolling? Ice fishing? Fly fishing? Eye? Hook? Sinker? Bobber? Spoon? Fly? Spinner? Plug? Reel?

JUDGED: Accuracy 1 punch

13. NAIL DRIVING: One Cadet. Cadet will get 3 chances to drive 1 nail straight into 4X board. Best of 3.

JUDGED: Speed 1 punch

14. OBSTACLE COURSE: One Cadet. Special event. Designed by club in charge. (two stamps required to do this event)

JUDGED: Speed No punch

15. RUNNING BROAD JUMP: Cadet will be allowed two consecutive jumps. The starting line and jump line will be marked. If the Cadet touches the jump line, his jump will count as a try, but will not be recorded as a successful jump. Distance will be measured from the jump line to the back of the heel mark closest to the jump line.

JUDGED: Distance

16. SOFTBALL THROW FOR ACCURACY: Cadet will be allowed two (2) throws. Target will be located 75 ft. from throwing line. Measurement will be taken from the center of the target to the point of first impact of the ball. Cadet must stay behind designated line.

JUDGED: Distance

17. SOFTBALL THROW FOR DISTANCE: Cadet will be allowed two (2) throws. Distance will be measured from the throwing line to point of impact. The throw will be disqualified if the Cadet steps over the throwing line. A disqualified throw can be taken over.

10. **FLAG LOWERING AND RAISING:** (Group B, C, and D only) The flag will be in a raised position. Three Cadets are to make up the Color Guard: one is to issue the commands, the other two are to lower, fold, and raise the flag. The proper commands and responses are detailed below. The Cadet in charge may use a card printed with the commands only. The counselor in charge will assemble and dismiss the Color Guard.

LOWERING THE FLAG

- A. **COLOR GUARD STRIKE THE COLORS** (command given by the counselor)
COLOR GUARD FORWARD Starting at attention, detail is to approach the flag pole.
COLOR GUARD HALT Detail is to halt at attention when approximately 6 paces from the flag pole.
PRESENT ARMS All 3 Cadets are to salute the flag (when wearing caps), otherwise they are to place their right hand over their heart. Two Cadets are to hold salute for 2 seconds then step forward and lower the flag. The Cadet issuing the command is to remain at an "at arms" position.
ORDER ARMS Command is given when the flag is initially touched. The command signifies that the saluting arm is to be dropped to the side. The two Cadets are to unhook the flag and properly fold the flag per the Cadet manual. Rope is to be retied securely, and Cadets are to reassemble.
COLOR GUARD FORWARD Flag detail exits.
COLOR GUARD HALT Color Guard halts at attention, and is to hand the flag over the counselor for inspection.

RAISING THE FLAG

- B. **COLOR GUARD RAISE THE COLORS** (command given by counselor)
COLOR GUARD FORWARD Starting at attention, detail is to approach the flag pole.
COLOR GUARD HALT Detail is to halt at attention when 6 paces from flag pole. Two Cadets raising flag are to stay at attention for 3 seconds, then proceed and hook up flag and unfold the flag, as it is raised. Be sure the flag is right side up.
PRESENT ARMS Command given when flag leaves Cadet hands. Flag is to be raised briskly, rope is to be secured and the two Cadets should reassemble for departure, face flag at attention and salute for 2 seconds.
ORDER ARMS arms to be dropped to side.
FLAG DETAIL FORWARD Cadets exit.

- C. Cadets will be asked questions dealing with the flag knowledge per the Cadet guidebook.

JUDGED: Correctness 1 point 1 punch per cadet

FOR EVENT COMMITTEES:

MINIMUM REQUIREMENT FOR EQUIPMENT FOR:

1. **CROSS COUNTRY:**

- a. 4 Counselors
- b. whistle or pistol or flag
- c. 4 watches
- d. marker for start/finish lines
- e. folding table or clip board and pencil

2. **TRIPOD LASHING:**

- a. Counselors
- b. 6 sets of 3 wood poles, each min. 1" dia X 6" long
- c. 6 lines min. 15' X ¼"
- d. 4 watches
- e. Folding table or clipboard and pencil
- f. Set up 1 set for example

3. **SHELTER:**

- a. 2 Counselors
- b. 3 set of 6 wood poles 1" dia. X 6' long
- c. 12 lengths of line ¼" X 10 ft. (rope 1/8-1/10 thickness of smallest dia. of pole.)
- d. 3 lengths of line 1/8 X 50' (use 1 yard of rope for each combined thickness of pole for each lashing)
- e. 6 stakes
- f. 4 hammers
- g. Folding table or clipboard and pencil
- h. 2 watches
- i. 1 setup for example

4. **KNOT TYING**

- a. 2 Counselors
- b. 1 sample knots board & a minimum of 2 competition stations
- c. 6 lengths of rope min. 6 ft. X ¼" dia. for each comp. station
- d. Cadet Guidebook page "Knot tying/Knot tying counselor aie"
- e. Post for clove hitch and 2 half hitches (tree will do)
- f. Folding table or clip board and pencil
- g. 2 watches

5. **PUP TENT SET-UP:**

- a. 2 Counselors
- b. 2 pup-tents with stakes, poles, guys
- c. 2 hammers
- d. 1 watch
- e. Folding table or clipboard and pencil
- f. 1 set up example/model

6. FIREBUILDING:

- a. 4 Counselors
- b. "clocking" watches
- c. Min 300 matches (wooden kitchen type)
- d. 12" long blocks firewood all 2X or 1X
- e. 10 chopping blocks 4 x 8, 10, 12 x 12" – 16" long
- f. 1 shovel and rake
- g. 1 water bucket with 3-5 gallons of water
- h. Steel stakes (for tie wire/toilet paper tissue)
- i. Sledge hammer, pliers, and cutters
- J. Metal tie wire
- k. Burnable crepe paper or toilet tissue or equal
- L. Stakes and ropes for area fencing
- m. Ruler
- n. Whistle
- o. First aid bandage (first aid kit is at canteen)
- p. 1 gallon clean wate + soap+ paper towels
- q. Stapler
- r. 30 windbreaks equal form and size
- s. 30 sharp hatchets
- t. Folding table or blip board and pencils

7. COMPASS READING:

- a. 2 Counselors
- b. 20 stakes, 1 hammer, ribbons, stake numbering driver, stapler
- c. 1 – 100 ft. ruler
- d. 1 set of cat. # 1133, competitive compass game from B.S. of A.
- e. .Polaris compasses
- f. Folding table or blip board and pencil

8. MARKSMANSHIP:

- a. 4 Counselors
- b. 11 air rifles and cleaning equipment
- c. 1000 rounds of ammo
- d. 100 targets and fasteners
- e. Poles and backdrop blanket
- f. Measuring tape
- g. Folding table or blip board and pencil

9. ARCHERY:

- a. 4 Counselors
- b. 6 bows
- c. 50 arrows
- d. 10 targets and fasteners
- e. Extra bow strings
- f. 4 straw bales or target pads
- g. Stakes, poles, measuring tape
- h. Folding table or clip board and pencil

6. FIREBUILDING: One Cadet. Cadet must demonstrate knowledge of safety rules. He must cut his own wood, start a fire with a maximum of three (3) matches, and burn a piece of crepe paper 15" above the ground.

JUDGED: Speed (2 stamps required)

....1 Punch

7. COMPASS READING: One Cadet

- a. Cadet shall follow a specific compass course and answer the following questions:
 1. How do you find North during the day? (by knowing where the sun rises and sets)
 2. Which star is used to find direction at night? (North Star)
 3. How do you find this star? (follow the pointer stars of the Big Dipper to the last star on the handle of the Little Dipper, which is the North star. The distance to the North Star is 5 ½ times the span of the the pointer stars of the Big Dipper cup)
 4. Which are the 4 major directions on a compass and what are the degree readings? (N – 0 / 360, E – 90, S – 180, W – 270)
 5. What is compass ravnance? (It is the difference in degrees between true north (north pole) and magnetic N. (which the compass points to). 12-14 degrees is the compass variance in Southern California.
- b. Group A: Cadets must be able to point out the four main directions (N, E, S, W) using a compass, and state their degree reading. Cadet shall be shown a distant object and state its degree reading.

JUDGED: Correct answers and accuracy of sightings.

....1Punch/no ribbon

8. MARKSMANSHIP: One Cadet. Cadet must have already earned his marksmanship badge and must demonstrate knowledge of safety rules. Target is official 50 ft. small bore rifle target. Cadet will be allowed seven (7) rounds. Cadet may fire from prone, standing, kneeling, or sitting position. Group C & D 20 ft. Rifles may only be pumped four (4) times. Cadet will be disqualified immediately for the following infractions.

1. Violation of safety rules.
2. Shooting out of turn
3. Horse play
4. Exceeding maximum pump limit.

JUDGED: Total of best five (5) rounds

....1 Punch

9. ARCHERY: Cadet must have already earned his archery badge and must demonstrate knowledge of safety rules. There will be five (5) practice arrows and five (5) qualifying arrows. An arrow on the line will be scored with the higher point value. Distance: Group A & B – 10 yards. Group C & D – 15 years. Disqualification for the following infractions:

1. Violation of safety rules
2. Shooting out of order
3. Disobeying range commands
4. Horse play

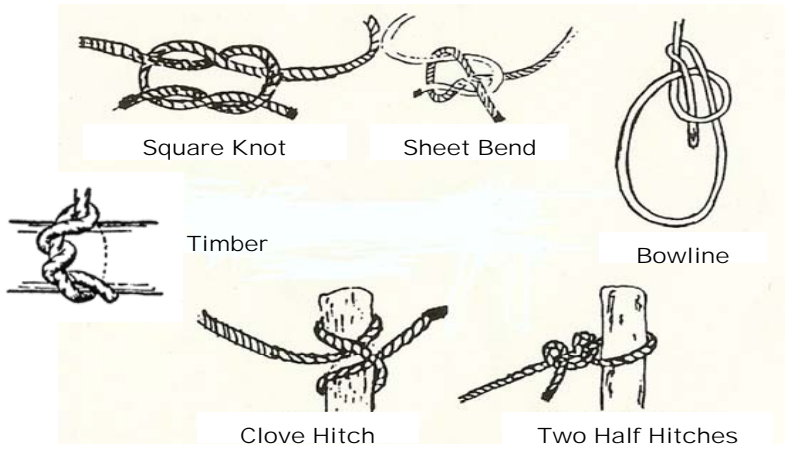
JUDGED: Total score of five (5) qualifying arrows.

....1 Punch

4. **KNOT TYING:** (Group B, C and D) Each Cadet shall be asked to tie the following six knots and describe what each knot is used for: SQUARE KNOT, SHEET BEND, TIMBER HITCH, BOLINE, CLOVE HITCH, AND TWO HALF HITCHES.

Group A Cadets will be asked to tie the following three knots: OVERHAND KNOT, SQUARE KNOT, SQUARE (SHOE LACE) KNOT.

JUDGED: Speed. All knots must be correct.1 punch



5. **PUP TENT SET-UP:** Two Cadet team.. (Same club any age group) Set up pup tent with sewn in floor. 2 poles, 2 guy lines and stakes. Use TAUTLINE HITCH at the guy line stake.

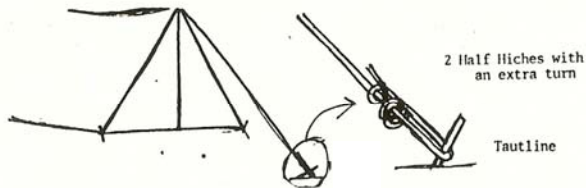
JUDGED: Speed and neatness.

PENALTY: 20 seconds added to time for each knot done incorrectly.

10 seconds added to time for door not zipped.

5 seconds added to time for each improperly driven stake.

....1 punch



10. **FLAG RAISING:**

- 2 Counselors
- 2 flag poles and rope
- 4 flags
- 4 cards with printed commands
- folding table or clip board and pencil

11. **LANDMARKS:**

- 1 Counselor
- 1 Cadet guide book
- folding table or clip board and pencil

12. **BAITCASTING:**

- 7 Counselors
- 6 closed face spinning reels & 12 casting plugs
- 6 bullseye flags & 6 marking flags
- 6-50' tape measures
- chair, clip board and pencil, folding table

13. **NAIL DRIVING:**

- 4 Counselors
- min. of 3 – 10 oz. hammers for Group A (8 penny nails)
- min. of 3 – 16 oz. hammers for Groups B-D (16 penny nails)
- min. of 3 competition timbers and min. 3 replacement timbers
- 3 stop watches
- folding table or clip board and pencils

14. **OBSTACLE COURSE:**

- 2 Counselors
- no set guidelines

15. **DASHES:**

- 5 Counselors
- minimum of 4 stop watches
- clip board and pencils, folding table

16. **RUNNING BROAD JUMP:**

- 2 Counselors
- tape measure and steel rake
- clip board and pencils, folding table

17. **RELAYS:**

- 5 Counselors
- min. of 4 – 1" x 10" batons
- min. of 4 stopwatches
- clip board and pencil, folding table

18. SOFTBALL/ACCURACY & DISTANCE:

- a. min. of 3 – 10” soft T-balls for Group A
- b. min. of 3 – 12” softballs for Groups B-D
- c. min. of 2 tape measures, 2 marking flags, 2 bulls-eye flags
- d. clip board and pencils, folding table

19. BASKETBALL:

- a. 2 Counselors
- b. min. 1 small basketball for Group A
- c. min. 1 regular basketball for Groups B-D
- d. duct tape for marking spots to shoot from
- e. clip board and pencils, folding table

20. SOCCER:

- a. 2 counselors
- b. min. of 1 soccer ball, 5 cones, 1 stop watch and a goal for shot on goal
(check site for this)
- c. clip board and pencils, folding table

21 GENERAL:

- a. duct tape
- b. felt pen
- c. calculator
- d. camera
- e. paper and pencils
- f. lantern
- g. flashlight
- h. tents
- i. tally of number of Cadets
- j. chairs for Counselors

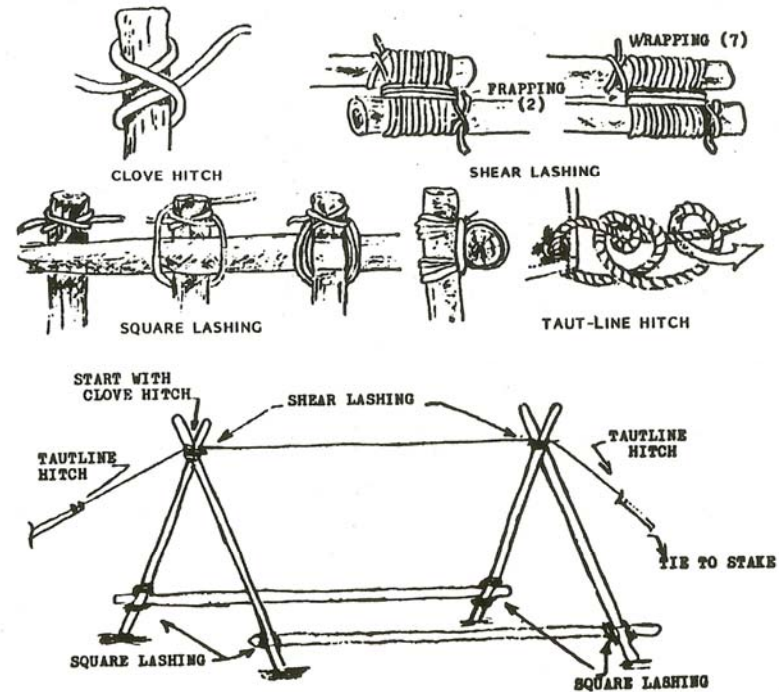
3. SHELTER: Two Cadet Team. (same club any age group) Using six (6) 1” plus dia. wood poles, 6’ long and 1/4” dia. cord. Construct the shelter using the following:

SHEAR LASHING on both ends on top seven (7) WRAPPINGS and two (2) FRAPS min., SQUARE LASHING on the bottom min. of three (3) WRAPPING, and two (2) FRAPS, and TAUT-LINE HITCH on guy lines with all lashings starting and ending with the CLOVE HITCH. See illustration below.

JUDGED: Speed, correctness, neatness.

PENALTY: 20 seconds added to time for each know or lashing done incorrectly.1 punch

ILLUSTRATION



SPECIFIC RULES

1. CROSS COUNTRY: Group A – run 440 yards
 Group B – run 880 yards
 Group C & D - run 1320 yards

JUDGED: timeno Punch

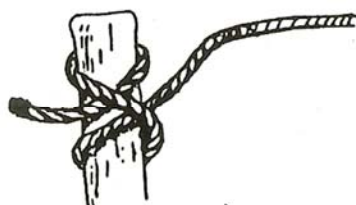
2. TRIPOD LASHING: One Cadet. Lash three 1" dia. poles, 6' long together with 15' to 14" cord. Start with CLOVE HITCH, a minimum of seven (7) WRAPPINGS followed by a minimum of two (2) FRAPPING, another CLOVE HITCH on another pole, then a BOWLINE at the end for the Cadet to stand in. The structure must be able to hold the Cadet for three (3) seconds. See illustration below.

JUDGED: Speed and correctness.

PENALTY: 20 seconds added to time for each knot or lashing done incorrectly.1 Punch

ILLUSTRATION

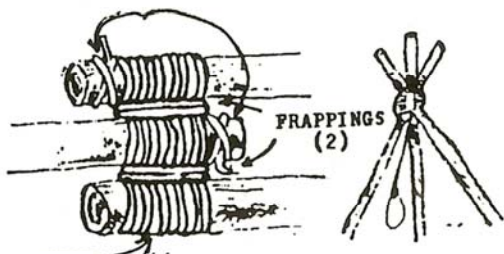
CLOVE HITCH, RAPPINGS, FRAPPING AND BOWLINE



CLOVE HITCH



BOWLINE



7 Wrappings
 TRIPOD LASHING

GENERAL RULES

1. All events will be divided into the following grade groups for competition as follows:

- Group A: 1st – 3rd grade
- Group B: 4th – 5th grade
- Group C: 6th – 7th grade
- Group D: 8th grade and up

2. Junior Counselors are not allowed to compete.
3. Awards will be given to the first four places in each event for all age groups – except for compass reading, flag raising, and landmarks.
4. The awarding of the FIELD DAY TROPHY will be judged on the club which has the highest ration of points to boys present at Field Day. The formula for this ration is: TOTAL POINTS EARNED BY YOUR CLUB DIVIDED BY TOTAL NUMBER OF CADETS ENROLLED FOR FIELD DAY
 Example: If your club earns 48 points at this Field Day and you have 16 boys registered at Field Day, your ratio is 3. You must have at least 50% of your Cadets present. The point system will be as follows:

MORNING EVENTS: First Place-----8 points
 Second Place---6 points
 Third Place----4 points
 Fourth Place---2 points

AFTERNOON AND SPECIAL EVENTS: First Place-----4 points
 Second Place---3 points
 Third Place----2 points
 Fourth Place---1 point

FLAG RAISING: One point per boy. No ribbon
 LANDMARKS: One point per boy. Group A only

SIX MORNING EVENTS (PARTICIPATION): 3 points per boy + participation ribbon

5. All Cadets are allowed to compete in the 50-yard dash (Groups A & B) and the 100-yard dash (Groups C & D). Elimination time trials will be held throughout the morning. Please note times scheduled for each age group. One stamp required.
6. Each club is allowed to enter one relay team for each age group.
7. Each club is allowed to enter any number of Cadets in the cross country event.
8. For events required 2 or more Cadet teams, all Cadets must be from the same club. The Cadets can be from different age groups, but they compete in the group of the oldest team member.

GENERAL RULES (continued)

9. Entry in the morning events (special events excluded) entitles each Cadet to one “punch” on his card for each event participated in. One “punch” is required to enter the 50- and 100-yard dashes. Two “punches” are required to enter the Obstacle Course and Fire Building and all afternoon events. Two “punches” are also needed in order for a Cadet to obtain a special Field Day commemorative patch or star.
10. The following number system will be used for all Cadets. Last two numbers of your club plus:

Group A -- 1 – 24	1 st – 3 rd grades
Group B -- 2 – 49	4 th – 5 th grade
Group C -- 50 – 74	6 th – 7 th grade
Group D -- 75 – 99	8 th grade and up

Example: If Cadet Jim Smith from Escondido Club #1570, and his name is on Line 28 in the entry form, then his number is 7028.

SOUTHERN CALIFORNIA CADET WORKSHOP

HOW TO APPROACH FIELD DAY AS A COUNSELOR:

A. HOW IMPORTANT IS WINNING AT FIELD DAY?

Get your Cadet to do their best. It is not important that they be the best. Try to do the best you can as a club. Try to instill pride in your Cadets to work hard as a club.

B. YOUR ROLE AS A COUNSELOR –

1. Always be positive to your Cadets about Field Day.
2. Let them know that Field Day is important to you as a counselor, and also to your club.
3. Promote Field Day as much as possible. Tell them that you expect them to be there and announce it far in advance. Plan to be there yourself.
4. Be a prepared counselor, so you can have prepared Cadets. (Do not figure that they can learn it by watching others. At that point we are not doing our job.
5. Know the events that require badges – Marksmanship & Archery.
6. Give answers to question for Compass Reading.
7. Know the special events: 1. Flag Raising, 2. Landmarks (Jr. Cadets), 3. Participation ribbons
8. Know the events, and try to keep Cadets out of long lines.

C. SUGGESTIONS FOR PREPARING YOUR CLUB –

1. Line up workshops. Best to have them on a Saturday or campout.
2. Get practice equipment like that used at Field Day. Example: pup tent, rifles, correct compass, PVC for shelter.
3. Cover each event thoroughly.
4. Work on Field Day event as Cadre merit badges.
5. Assign a counselor to each event. Be sure he likes that event and have the kids rotate over to him so that they all learn the same way from the same person.
6. Be sure that the person in charge of your club that day knows all the Field Day rules.
7. Promote the participation ribbon. Give a reward from your club to those who get it.
8. Try to get other church members to attend Field Day with your Club. This way they can help out some other counselors that will run your church's events. This will free up some of your counselors to roam around and check your Cadets participation cards, and to keep them from wasting so much time waiting in lines.
9. Be sure that your Cadets wear their Cadet shirt.
10. Have your relay teams lined up in advance. Once you get there it can be very chaotic, and you might not get your best runners together. Try to practice passing the baton.
11. Pre-assign your Cadets as to who will be on the flag raising teams from your church.
12. Be sure to explain to your Cadets the point scoring system, so they know where to place their efforts.