

2011 Quest for the Golden Arrow

“**Quest for the Golden Arrow**” at the SR-6 2011 conclave will consist of 15 different events. *Field* event will comprise 10 of these and *Publications* will consist of 4 events. The last event will be a *historical* quiz for the lodge youth delegation who attend the VIA Dinner. The winner of the “**Quest for the Golden Arrow**” will be the lodge with the highest number of points accumulated from these 15 events. Points will be given to the top 5 places for each event. The winner of each event will earn 10 pts while the second place will earn 8 pts all the way to the 5th place will earn 2 pts. Only 5 individual lodges will earn points in each event. So in case of a **Tie** the place directly below the tie will be held vacant. In the event of a dispute or question about the rules during the *Field* events, only the designated “Quest Captain” for each lodge will be allowed to address the dispute with the Quest Chairman. During the *Field* events the Quest Chairman reserves the right to end any event after the top 5 lodges have been determined.

The Quest events will be held Saturday April 9th from 2.30 p.m. to 5.30 p.m. Publications will be judged earlier that morning. To affect this schedule all Lodge material that will be considered for judging need to be turned in to registration by 9 a.m. on Saturday the 9th. Those that miss this deadline will not be judged. Four copies of each printed publication will be required to expedite the judging process.

Summary:

- 15 Separate events make up Quest. 10 *Field*, 4 *Publication*, and 1 *History* event
- Points are earned by the top 5 lodges placing in each event.
- Points will be distributed as: 1st will earn 10 points, 2nd will earn 8 points, 3rd will earn 6 points, 4th will earn 4 points, and 5th place will earn 2 points.
- If ties occurs for the second place the scoring be earned as follows: 1st – 10 pts, 2nd - 8 pts, 2nd – 8 pts, 4th – 4 pts, 5th – 2 pts.
- The “Quest for the Golden Arrow will be won by the lodge that earns the highest total of points at the end of Quest.
- Quest Publication are due to registration by 8:30 a.m. on Saturday the 9th.
- Four Copies of Each Printed Publication are required

What the Quest Committee needs from each Lodge.

The “**Quest for the Golden Arrow**” cannot happen without the help of each lodge. The Quest committee needs each lodge to provide 5 Arrowmen total (Preferably Adults) to serve as Judges for the *Field* events and *Publication* Judging. We need three to help serve as *Field* Judges and 2 more to serve as *Publication* Judges. Judges will miss training on Saturday morning. All Judges will gather at the 10 a.m. on Saturday April 9th in front of the dining hall. This will be to go as a group to train each on the duties of a Judge. The *Field* Judges will be the officials of the *Field* events. There is no pre-conclave work associated with this position. The *Publication* judges will be required to Judge Websites before we arrive at Conclave. If a Judge is not selected, does not turn in judging sheets, or does not attend the judging session the lodge’s events that are missed will not be judged. We ask for *Publication* Judges that have a basic understanding of OA publications but not specially those directly responsible for creating the publications submitted.

The Quest committee will need a list from each lodge by Feb 15th of the 5 judge’s names, email, phone number, t-shirt size and where the judge will be participating.

Summary:

- Needed 5 Judges (3 Field Judges, 2 Publication Judges)
- All Judges will gather at the 10 a.m. on Saturday April 9th in front of the dining hall.
- By Feb 15th Lodges need to provide a list of Names of these judges, there contact information (email and a working phone number), their t-shirt sizes, and where they will be participating (*Field* or *Publication*).

Field Events Rules

1.) Thread Game

Team

10 Youth

Goal

- Thread Ten Needles with consecutively smaller eyes, using only one hand, fastest team to complete threading all 10 needles or the lodge with the most needles threaded in 5 minutes will win.

How to Play

- Needles will be placed in a row in a foam block, starting with the largest on the left, and running from largest to smallest.
- Take the thread with one hand.
- When the time begins, first player runs down, picks up the string with one hand, and starts to thread the first needle.
- After he threads the first needle, he will run and tag the next player before he can run and try to thread the next needle.
- Game is over when all ten needles are threaded and all ten team members are behind the base line.

Rules

- 1 person at the table threading one needle at a time.
- Next person cannot go until they are tagged by player returning from the Table.
- No other materials may be used to assist in threading the needles.
- Only one hand can be used to thread the needle
- You may moisten and twist the end with your mouth if thread starts to fray

2.) Don't lose the nuts

Team

8 Youth

Goals

- To throw as many peanuts into a bucket as possible in 10 minutes.

How to Play

- First player runs down and picks up his bag of 10 peanuts.
- Then they will place a bat against his forehead and the other end on the ground to spin their body completely around 10 times
- Next, the participants will be helped to a line to throw their peanuts in to the bucket from the distance marked.
- After he has thrown all of his peanuts he then runs back and tags the next person who repeats the process.

Rules

- Must go one at a time
- The Thrower may not cross the distance line when throwing peanuts
- This event will be stopped after the 10 minute time limit to count the number of Peanuts in the container
- Each player gets 10 peanuts to throw

3 & 4) Tug-O-War

Team 1:

10 youth 15 and younger

Team 2:

10 Youth 16 and older

Goal

- To pull against the other team until the flag has crossed your line.

How to play

- Both teams pull until the flag goes over the winning team's line.

Rules

- Each lodge will have two teams
- The tournament is Single Elimination.
- No Cleats at any time
- No tying the rope around anything or anyone

- If a lodge does not have enough members in a given age bracket to fill a team. The opponent of that lodge will drop players to make the teams even. (This will be check by registration)

Other information

To decide where on the bracket each lodge will compete, at the Friday night COC each lodge chief will draw a number out of a hat. These numbers will correspond to the positions on the Bracket attached at the end of the packet

5) Ball Frenzy

Team

5 Youth

Goal

- To successfully sort all like color balls in appropriate bins before time is up.

Rules

- 1 member in the circle at a time
- Person in the circle may only sort 4 balls a turn
- He can only carry 2 balls at a time in the circle

How to play

- One person enters the circle.
- He picks up two balls and sorts them
- He picks up two more balls and sorts them
- He tags the next player to go into the circle
- The team repeats this process until all balls are sorted.

6) Egg Toss

Teams

4 youth, two to hold on to each hand towel

Goal

- Tossing an egg back and forth between groups and catching them with hand towels

Rules

- They start at being positioned 5 feet apart
- They can only catch the egg with the hand towel
- After every successful pass back and forth the teams move 5 more feet apart
- Last team throwing wins

How to Play

- First one person throws the egg to the other pair of people
- Assuming they catch it, they then throw the egg back to the team mates
- Assuming they catch it, they then move five feet back
- And repeat the process.

7) Transporter

Team

8 people

Goal

- To move all objects across the field.

Rules

- Use your hands to position the objects. After crossing the first line hands cannot be used.
- If the item is dropped then the team has to start over with dropped object

How to play

- First pair of people pick up object and position it between them
- They then move across the field to the ending line.
- The next pair repeats this process.
- The game is over when all team members and items are across the finish line

8) Gum Game

Team

20 members, Maximum of 5 adults per team

Goal

- To unwrap 4 packs of gum the fastest.

Rules

- You can only open the gum with your hands not your mouth, nose, ears, eyes, toes, etc.
- You cannot pass the packet of gum until the next person has put on the gloves

How to play

- First person puts on the gloves and waits for the go
- After it starts that person opens up the pack of gum and pulls out a piece.
- Next he opens up the piece and chews it
- He then hands off the gloves
- After the next person has put on the gloves then he hands of the pack of gum
- Since the gum packets only have 5 pieces in each every 5 people will open up a new packet of gum
- They are done when all gum is chewed

9) Candy cane and bolts-

Team

5 youth

Goal

- To stack four large bolts without touching them with your hands

Rules

- You must not use your hands
- You must stack the bolts on their side on top of one another
- If candy canes are not available then pencils will take their place.

How to play

- With only a candy cane you must stack them without touching the bolts with hands.
- First player runs down and tries to stack the bolts without using his hands.

- The First player runs back and tags the next player. Player 2 then repeats this process. The team will go until all players have gone and successfully stacked the bolts.

10) Going the distance

Team

- 5 youth

Goal

- To Successfully move 5 ping pong balls from one table to cups using a tape measure.

Rules

- You may use your hands to set the ping pong ball on the tape measure
- One person moves one ping pong ball at a time
- The cups will be 4, 5, 6, 7, 8, feet away from the table.
- You have to extend the tape measure to put the ball in the cup.
- If windy you may have one person to block the wind. But in no situation should the “wind blocker” touch the tape measure or ping pong ball.
- Knocking over a cup results in immediate disqualification

How to play

- One person picks up the tape measure and places the ping pong ball on the tape measure. Next he extends the tape measure to the cup and drops the ping pong ball into the first cup. The next players repeat this process until all ping pong balls are in the cups.

Publication Events

11) Where to go Scouting Guide

The Guides will be judged on the basis of information, photos, illustrations, maps, and organization.

Criteria

Format

- All information is contained in one compilation. (0-5)
- Materials produced by the lodge are of good quality. (0-10)
- The information is arranged by categories. (0-10)
- Layout enables user to easily use the compilation. (0-10)
- Information is easily updated. (0-5)

Informative Value

- Information contained is informative to Scoutmasters. (0-5)
- Contains information about the local camp (0-10)
- Contains information about camping opportunities in the Council. (0-10)
- Contains information about camping opportunities in the state, including state and national parks and forests. (0-10)
- Contains information on hiking trails, rivers, lakes and other specialized camping facilities. (0-10)
- Contains information on tour permits, touring and insurance. (0-10)\
- Contains information about camping opportunities in BSA "High Adventure" programs. (0-5)
- This guide, as presented, is made readily available to the council and shall be submitted with a written explanation of the means of distribution to the council and its subordinates. (0 or 15)

12) Newsletter

Judging will be based foremost on content. However, layout and design, pictures, and timeliness will also be judged. Any newsletter before April 2010 will not be judged. A lodge must enter at least four newsletters to compete and all newsletters must be published during the past 360 days.

Criteria

Identification (1-5 possible points):

Easy to read Masthead with Council Name and Number and Lodge Name
Web Site (if available)

Regular, punctual publication (1-5):

Defined months/year of publication

Table of contents/Content box (1-5):

Columnar format (1-5):

Sparse use of 'boxes' for articles, etc

Communication roster (1-5):

Contact information for lodge officers, chapter chiefs, key advisers

Feature letter(s) (1-5):

Lodge Chief (or other Lodge Officer), Editor, Adviser, Other

Variety of articles (1-10):

Well written (1-10):

Proofed, concise bylines
Multiple youth writers

Informational interest of material (1-10):

Order of the Arrow members
Unit Leadership
Camp Promotions

Who, what, when, where, why and how defined in each article (1-15):

Grammar (1-5):

Registration information: (1-5):

Provides guidance on how to register for events:

Neat & clean front page appropriate for a Scout publication (1-10):

Humor, puzzle, quiz, craft instructions, other (1-5):

Consistency of quality among newsletters (1-5):

Graphics well presented in boxes (1-5):

Effective use of pictures featuring mostly youth (1-5):

13) Planbook

The planbook will be judged on content, lodge vision, organization, and overall design. The Quest lodge planbook competition judging criteria are defined below. A lodge must enter at least one planbook to compete and all planbooks must be published during the past 360 days.

Criteria

Well Designed Cover (1-5 possible points):

Easy to read cover with quality graphic design.

Feature Letters (1-5):

Letter from the editor, etc.

Lodge Leadership Pictures (1-5):

Pictures of Lodge officers, committee chairs, advisers.

Lodge Committee Goals (1-5):

Lodge Communication roster (1-5):

Contact information for lodge officers, chapter chiefs, key advisers

Chapter Communication roster (1-5):

Contact information for lodge officers, chapter chiefs, key advisers

Lodge Historical Information (1-5):

Information on Lodge History

Lodge Awards Information (1-10):

Information on past Lodge awards recipients:

Well Written (1-10):

Proofed, concise bylines

Upcoming event information (1-10):

Event descriptions

Information on special events

Lodge Directory of Registered Members (1-2):

Lodge Calendar (1-5):

14) Website

Lodge websites will be judged according the criteria used for judging websites at the 2009 National Order of the Arrow Conference. Websites need to be completed March 15th, 2011. Evaluations must be submitted by April 1st, 2011. NOTE: Any lodge having any unprotected safeguarded materials attainable on or through the website will be immediately disqualified from the website competition.

Criteria

Web Site General Layout

Does it provide general information about the lodge and the council? (1-10 points possible)

Is the site current? Has it been updated within the last three months? (1-5)

Is the site neat, organized, and easy to navigate? (1-5)

Is there an E-mail link to contact the Webmaster and / or Lodge? (1-5)

II. Informative Value

Are the different pages topic specific? (1-5)

Is there a current lodge calendar / list of upcoming events? (1-10)

Is there a current list of officers and advisers available? (1-10)

Is there information on current or upcoming lodge events? (1-10)

Are the internal pages neat and organized? (1-5)

Is there a "Links" page with appropriate links to council, regional, national pages, etc.? (1-10)

III. Overall Appearance

Are all graphics used appropriate and uncluttered? (1-5)

Are there pictures on the page with captions or explanations? (1-5)

Is the text large or small enough? (1-5)

General feel for the whole website. (1-10)

Other Information

Website Judging will start March 15th, 2011

15) How well do you know your order?

Teams:

2 youth who attend the VIA Dinner

Goal

- To answer the most questions right.

How to play

- Answer the most questions right.

Rules

- The test is taking by the two lodge examples at the VIA dinner.
- They may only use their brains as a resource.
- That means no help from outside sources.
- There will be 20 questions
- Top five lodges with the most answers right get the points.

Other information

- This will also be used as the tie breaker. If at the end of quest there is not an overall winner the team with the highest quiz score will be named the overall winner.