



# Alcovy OldTimers

# Yule Log

## What is Yule Log?

Yule Log is an annual food drive combined with Scout skills field events, Yule Log hunt, camping, a great meal, and a special seasonal campfire. Units are welcome to camp the entire weekend, or just come for the day on Saturday.

In addition to being great fun, the mission of Yule Log is to collect food for the local food banks in anticipation of the holiday season and to promote a Scout's duty to help others. Our goal is to collect as many cans of food as possible and your donations will help make someone's holiday season very special.

## Event Details

**WHO:** All Sweetwater and Apalachee Troops, Crews, Posts and Teams.

**WHEN:** Friday through Sunday, December 8-10, 2017.

Main events will be held on Saturday.

**WHERE:** Scoutland

**COST:** \$5 per person & as many cans and gift cards as possible. Paid attendees will receive a Yule Log patch.

## Food Donations & Pizza Challenge

This is a holiday food drive, so please do not come empty-handed. Food donations could make a positive difference in someone's life. This represents truly outstanding community service at a time when it is so desperately needed. Each unit is expected to bring one canned ham or gift card and as many cans of food per Scout as possible. We want to break all previous records and see so many cans that we have to find more trailers this year!

There will be a **Double Can Challenge** – Most Cans Collected and Most Cans Delivered. Pizza meals will be provided for both winners. Units will get credit for two cans for each dollar donated in gift cards or certificates. If the same unit wins both challenges, the unit with the second most cans delivered to Yule Log will get a pizza meal.

**Most Cans Collected:** Cans collected for this challenge may be submitted via vouchers, recognition or thank-you letters from benefiting organizations, and/or cans delivered to Yule Log. Can donations made to count toward this challenge must have been made in the 2017 calendar year.

**Most Cans Delivered:** Just like it sounds, the unit that physically brings the most cans to Yule Log and drops them off in one of the trailers by 9 AM Saturday will win this challenge. No vouchers or letters of donation count toward this competition.

## What's for Lunch?

The OldTimers will be serving lunch. The OldTimer lunch will include hot dogs (pork and beef), chips, fruit, cookies, and bug juice. For those with special dietary needs, please plan accordingly with your own food.

**Registration**

Registration will be held at the Sweetwater and Apalachee District September, October and November Roundtables. At that time, campsites may be reserved. Campsites will be allocated on a first-come, first-served basis.

At the November Roundtable, we must get an accurate head count of those attending and those of your unit that will be eating lunch prepared by the OldTimers. This count is important in order that adequate quantities of food will be on hand. Walk-in attendees are welcome, but please plan to bring your own food.

**Webelos are Welcome**

Units, this is a great event to bring along Webelos so be sure to extend this opportunity to the packs! Webelos may attend with a unit only, and must be accompanied by a parent or designated adult.

**Check-in/Check-out**

Check in after 5 PM on Friday and check out by 11 AM on Sunday. Each unit is allowed to drop a trailer off at the campsite. No vehicles are allowed to remain in the campsite due to council regulations. Units are expected to observe and respect any fire restrictions specified at the time of check in.

Trailers will be available for food collection near the gate as you arrive. Make sure your number of cans per Scout has been recorded.

**Bath House Duty**

Bath house duty will be assigned to the units occupying campsites #2 and #6 (the two adjacent to the bath house). This is a small service for the privilege of using these premium sites. Please keep this responsibility in mind as you reserve your campsite. Thank you in advance for your support.

**Schedule**

**Friday**

5:00-10:00 PM	Check-in
9:30	Order of the Arrow Tap-out & Cracker Barrel
11:30	Lights out

**Saturday**

8:00-11:00 AM	Check-in
9:00	Can donation deadline
9:30	Set up for adult water boil competition
10:00	Adult water boil competition
11:30	Lunch served by the OldTimers
12:45 PM	SPL meeting on the field
1:00	Flag raising, Field Events & Yule Log Hunt
6:00	Campfire, Awards, Burning of the Yule Log
7:00	Supper on your own
11:30	Lights out

**Sunday**

7:00-11:00 AM	Unit breakfast and Sunday worship. Units are encouraged to conduct their own worship service at the campsite.
	Check-out.

## **Field Events**

Be Prepared! In advance of Yule Log, please read all rules and note the equipment needed for each of the events. Each unit is responsible for providing its own materials for each event and for clean-up of its area at the conclusion.

If you do not have enough Scouts for any event, you may use a Scout twice for that event. Use the Boy Scout Handbook as a guide along with the enclosed rules. Webelos are welcome to participate with their host unit.

Even numbered units will form up on the right (dining hall) side of the field and the odd numbered units will form up on the left (lake) side.

A youth leader from each unit will be called up before each event to ensure everyone knows what is going to take place. For all timed events, an adult leader is responsible for recording the unit's own time. All designated units will start together and the leader will stop the watch when the task is completed. Timing is on the honor system. After each event, the youth leader will bring the stopwatch showing the unit time and report their time to the score board staff.

Questions regarding rule interpretation should be asked before the start of that event. If anyone observes a possible violation of any rule, one adult leader from the unit must present the observation to the Field Judge before the start of the next event. The unit charged with the possible violation will be allowed to defend itself. The decision of the Field Judge with respect to violations is final.

## **Flagpole Setup**

The units will be staged around but not in the playing field.

Nothing can be pre-assembled. The normal unit flagpole may be used but the flag must initially be detached from the pole and then be lashed to the pole when the event starts. On signal, the unit will lash together three poles to make one long pole, attach the unit flag to the top, and erect the flagpole with four guy lines staked in the ground. The watch is stopped when the flagpole is free standing and the unit lets out a cheer. The flag is the unit rally point and should remain up for the afternoon. This is a timed event, but the judges are also looking for the best looking flagpole, including vertical straightness and quality of lashings. Quality, not quantity, is key here; height is not a factor in judging. Flag poles deemed unsafe by the Field Judge must be promptly dismantled.

NOTE: Guy wires for flagpoles must be marked for safety purposes with surveyor's tape, caution tape, or other visible markings. Also, please make sure your stakes are firmly planted in the ground and guy wires are securely fastened to the stakes.

## **Knot Relay**

This is a timed event. Teams will line up on their start line in relay formation. The team must be sitting down. The unit will send one Scout leader who knows the knots to the center line. The Scout leader will have a stave and the duty rope for the knots. The Scout must tie the designated knot and untie it before returning to the start line. The clock stops after the last Scout unties his knot and crosses back over the start line. The following eight knots will be used:

- Clove Hitch
- Square Knot
- Two Half Hitches
- Bowline
- Timber Hitch
- Sheet Bend
- Fisherman's Knot
- Taut line Hitch

## **Morse Code Message**

This is a timed event - the objective is to turn in the correctly written message in the shortest time. Each unit sends two Scouts with a copy of Morse Code, pencil, paper, and a signaling device to the center of the field. The remaining members of the unit must remain off the game field, also with a copy of Morse Code, pencil and paper. The two Scouts will be given a message, which they need to send to their unit, by Morse Code or semaphore. Sign language is not allowed. Message senders must remain on the center line until the event has concluded. Timing stops once the receivers complete writing the message. Stop watch and written message are then turned in to the score board staff.

## **Rescue Carry Relay**

This is a timed event. An eight-Scout team will line up in relay fashion. On signal:

- The first two Scouts from each unit will make a stretcher with poles and a blanket or jackets and transport a victim completely across the center line and back.
- The next two Scouts then carry a different victim using a two-handed chair carry completely across the center line and back.
- The last Scout carries the last victim using a fireman carry completely across the center line and back.

## **Chariot Race**

This is a timed event. Three Scouts from each unit will line up at the start line. On signal, they will build a three-pole chariot/travois. Three rope lashes are required to assemble the chariot. Once built, one Scout must ride and the other two will drag him and the chariot completely across the center line and return to the starting point. If the chariot falls apart then the unit is disqualified. Equipment needed: 2 spars/poles about 8 foot long, one 4 to 5-foot pole, and three ropes for lashing.

## **Buddy Ski Relay**

This is a timed event. There are eight Scouts divided into two 4-person relay teams. One team will go to the center line, and the other will line up at the start line. Team members must have a foot placed on each ski and nothing is allowed to wrap around any member's foot. On signal, they will move completely across the center line. Once both skis completely cross the center line, the second team will take over and return to the start line. Timing stops once both skis cross the start line entirely. Equipment needed: two 6-foot skis made of either 2x4 or 2x6 material. Each ski will have four ropes attached that provide each member a rope to hold on to.

## **Catch the Bucket**

This is a timed event. Each unit will field only four Scouts. Upon signal, one Scout will stage their #10 can at the 12-foot line. The can should have a wire carrying handle.

- The can must be at least half full of water.
- Upon the signal, the team will lash four 5-foot poles together making a long pole.
- They must tie a line with a hook on the end of the pole. At least three feet of line must be dangling between the pole and the hook.
- Then, using it like a fishing pole, they will try and catch the can and reel it in to the start line.

Timing stops once the can gets completely past the start line. Stop watch and the can of water are presented to the score board staff. The fastest time with at least half a can of water left is the winner.

## **Memory Kim Contest**

On signal, two Scouts with paper and pencil will assemble at the middle of the game field. After they are briefed, they will be able to view a display of items for 30 seconds. The display will then be covered, and they will have 60 seconds to write down what they remembered. The team with the most correct items wins. Be specific – if you see a Scout handbook, don't just say "a book". In the event of a tie, the more detail the better.

## **Water Boiling Race**

This is a timed event. All fire materials should be brought to the field in a box no larger than a paper ream box. Other boxes will be permitted at the judge's discretion. The box must have a lid that must be completely closed. On signal, a four-Scout team will set up their fire lay, place a #10 can of water (3/4 full with no soap) over it, and light a fire using flint and steel. The winning team is the first to bring the water to a hard, rolling boil without scorching the ground. A traditional fire is defined as an open fire with no extra components such as heat concentrators, jet engines, etc. Field judges will have final say as to what constitutes an open fire and what is considered a rolling boil.

### **Permitted:**

- Natural, plant-based material
- Rope hemp fibers

### **Prohibited:**

- Ground fires - fire must be elevated.
- Liquid chemicals
- Commercial fire starters
- Magnesium
- Steel wool
- Lint

### **Required:**

- Fire bucket with water
- Adherence to Boy Scout fire regulations

Note: Though all attempts will be made to preserve the traditional water boiling competition, fire restrictions on the day of the event might dictate modification of the rules. Any changes will be announced at check-in.

## **Compass Directions**

This is a timed event. On signal, a three-Scout team will be given several compass points to determine bearings. After determining the bearings of all compass points, the team must turn in a written response to the score board staff. The team will need a compass, pencil, and paper.

## **Yule Log Hunt**

Clues will be posted at various points around camp to provide directions to the hidden, festively-decorated Yule Log. Use of cell phones, radios, tablets and other electronic devices to assist in the search IS PERMITTED.

## **Adult Almost-Anything-Goes Water Boiling Race**

This exhibition is for serious pyromaniacs only. The winner will be recognized appropriately and hold public bragging rights for the year!

This competition is open to adults 18 or older, with most of the fire building restrictions removed. Though your fire must use natural combustible materials, there is no limit on thermo-mechanical enhancements or how much plant-based fuel is used. This competition will be held on Saturday morning separately from the afternoon field events, so be prepared to set up early.

The cost of entry to this elite competition is one donated certificate for a ham or turkey per team. Of course, teams may also compete on their individual donations as well. The donations for this competition are separate from the unit can and certificate donations.

A four-person team will be given 30 minutes to set up their fire lay. On signal, the teams will place a #10 can of water (full with no soap) over their fire lay, and light the fire using flint and steel. The winning team is the first to bring the water to a hard, rolling boil without causing bodily injury, without scorching the ground or surrounding area and without melting their can.

Rules – yes, there are a few:

- All participants must have a current medical form.
- Fire must be elevated - no ground fires are allowed.
- Only natural, plant-based combustible material allowed – no combustible gases, liquids, solids, chemical accelerants, or pyrotechnics.
- Fire must be lit with flint and steel.
- Two 5-gallon fire buckets with water are required per team.