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BOCA GRANDE FIELD MEET

WHEN: Saturday, March 18th.

ELIGIBLES: One patrol of 8 Scouts from each registered Troop--all Scouts must be registered with Scout headquarters.

SELECTION OF PATROLS: Scoutmasters should select the best permanent patrol from the Troop. A patrol consists of 8 Scouts only, and in case a regular patrol member is unable to participate the Scoutmaster may select another Scout from the Troop to fill the vacancy.

LEADERSHIP: The Patrol Leader and his assistant shall have complete charge of the patrol. No adult or Scouter can be used for coaching, drilling, or advising without consent of judges.

Prizes will be awarded on patrol basis. Judge's selections to be final.

Patrols will go to Placida by car, thence to Boca Grande by train. Train fares will be paid from Placida to Boca Grande by our hostess, Mrs. F. B. Crowninshield.

Scoutmasters or Troop committeemen, or both, should accompany each Patrol to the Field Meet.

TIME: The train will reach Placida at 9:30 A. M., so all Patrols should be on hand by 9:15 A. M. Train will not wait for late Patrols. Be On Time!

EVENTS

I - Inspection:

Official Signaler Troop 2 - Arcadia

Patrols will be judged on completeness of uniform. Scout hat, 3 points (). Scout Shirt, 2 points (). Scout stockings, 1 point (). Scout neckerchief, 1 point (). Scout belt, 1 point, (). Tan shoes, 2 points (). Patrol medallion, 1 point (). Troop numeral, 1 point (). Community strip, 1 point (). Patrol Leader's stripes, 1 point ().

Score: _____ . (Possible score, 136 points.)

II - Drill:

Finger Printing Set Troop 3 Sarasota

This shall be under direction of the Patrol Leader. Patrols will be judged on correctly carrying out 6 marching formations (left to choice of patrols). 30 points, (). Second place, 15 points (). Third Place, 5 points ().

III - Tower Building:

Signal Flag Kit Troop 7 Brad

Speed event. Tower shall consist of 8 Scouts; 4 on bottom, 3 on second row, one on top. Bottom row must have no part of body touching ground except their feet. Second row to stand on shoulders of bottom row; top man on second row. 10 points, first (). 5 points, second (). 1 point, third (). Record time last year--11 seconds.

IV - Water Boiling Contest:

Fire Making Set Troop 5

One Scout from each patrol. Equipment to be furnished by Scout. One Scout axe, one gallon can. Two matches and fire wood to be supplied. Soap may be used. Score, 5 points (). Second, 3 points (). Third, 1 point ().

Camp Cooking Outfit

V - Flapjack Flipping:

One Scout from each patrol. Will use the fires made by water boilers. Equipment Scout must have: One skillet or frying pan, pancake flour, lard or butter, plate to hold pancakes.

Flips successfully made: (1) One flip, 1 point (). (2) Double flip, 2 points (). (3) Triple flip, 3 points (). Over the string, 5 points (). Judges will also score according to the eating quality of pancakes.

VI - Dressing Race:

Arab Water Bag

Equipment: Scout hat, shirt, britches, stockings, shoes, neckerchief. One Scout from each patrol. Scouts will run 5 yards, take off hat, 5 more yards and take off neckerchief, 5 more yards and take off shirt, 5 more yards and take off pants, 5 more yards and take off shoes, 5 more yards and take off stockings. He will then run five yards further, salute the judge, turn about and re-dress. Must not cross the line until fully dressed. Score: 5 points () First. 3 points () Second. 1 point, () Third.

VII - Tent Pitching:

Patrol Chaps Outfit

Equipment-- 1 pup tent per patrol. 2 Scouts to participate. Speed event as well as neatness.

Tents to be rolled up at start--run forward 10 yards, put up tent, then stand at attention in front of their tent until inspected.

First, () 5 points.

Second, () 3 points.

Third, () 1 point.

VIII - Wood Chopping:

Bridgeport axe

Equipment-- 1 Scout axe per Scout. Wood to be furnished. Wood choppers to be graded on speed and neatness of cut.

First () 5 points.

Second () 3 points.

Third () 1 point.

IX - Tug-of-War:

Eagle Emblem

Rope will be furnished, eight man teams. Elimination contest. First, 10 points (). Second, 5 points (). Third, 1 point ().

X - Knot Tying:

Telescope

Patrols may enter 2 Scouts. Each Scout to have one rope about 3 feet long. 9 Tenderfoot knots to be tied. First, 5 points (). Second, 3 points (). Third, 1 point ().

Winn-Dixie for winning Patrol.

Sea Scouts may participate in all events except Tug-of-war. They will compete among themselves in this one event. Sea Scout awards will be separate from Boy Scout awards.

First Place - Sea Scouts - Sextant

2nd Place - Official Signaler

Third Place - Aul, Palm, Needles.

Hoop 3 - Sarasota	1	2	3	(K)
Hoop 7 - Bradenton	1	1	15	17
Hoop 13 - Boca	1	1	30	32
Hoop 2 - Arcadia	1	1	1	2
Hoop 5 - Sarasota	1	1	1	3
Hoop 3 - Bradenton	1	1	1	3
Hoop 1 - Arcadia	1	1	1	3
Hoop 1 - 2nd Avenue	1	1	1	3
Hoop 9 - 2nd Avenue	1	1	1	3
Hoop 13 - Bradenton	1	1	1	3
Hoop 6 - Sarasota	1	1	1	3
Hoop 1 - Bradenton	1	1	1	3