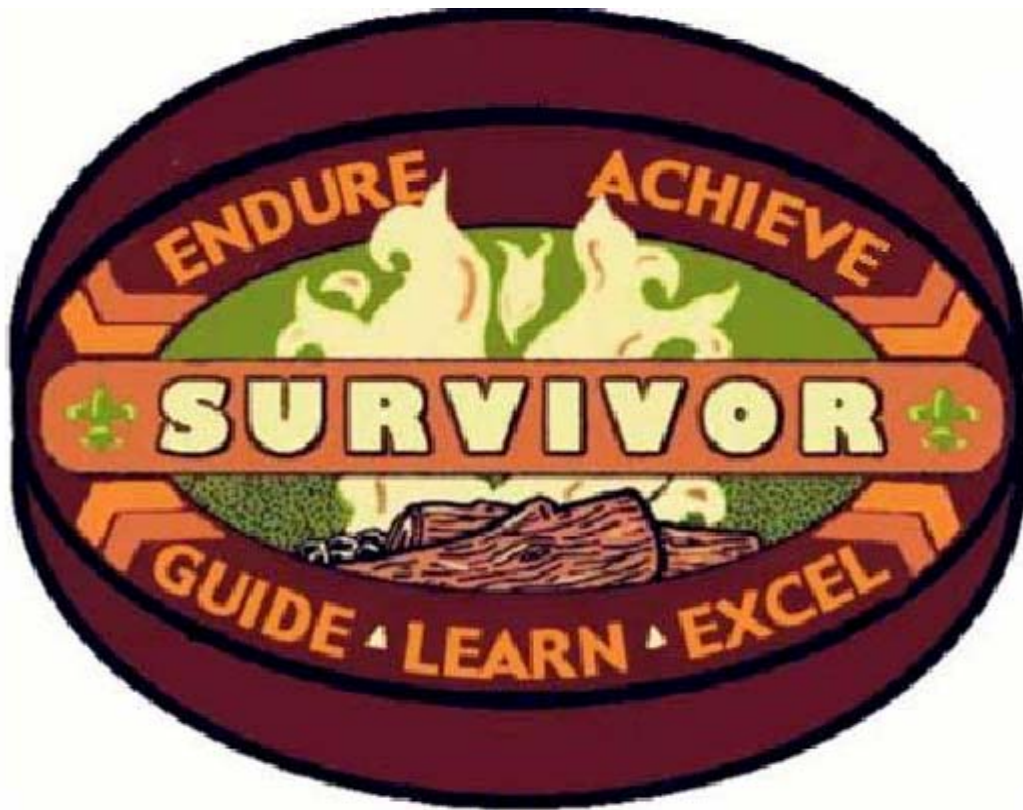


**Foothills District Presents:**



**October 17-19, 2008**

**Log Cabin Farm  
Blue Ridge, SC**

**Fee: \$7.00**

**Any Questions,  
Contact Jimmy Stepp (864) 608-4247  
Or Glenn Davis (864) 414-8668**

## **FRIDAY**

**5:00 pm until** – Check In

**Scoutmaster and Senior Patrol Leader**

**8:30 pm** – Cracker Barrel

**10:00 pm** - Taps

## **SATURDAY**

<b>8:30 am</b>	Assembly
<b>9:00 am – 10:00 am</b>	1 <sup>st</sup> Period
<b>10:00 am – 11:00am</b>	2 <sup>nd</sup> Period
<b>11:00 am- 1:00 pm</b>	Lunch
<b>1:00 pm – 2:00 pm</b>	3 <sup>rd</sup> Period
<b>2:00 pm – 3:00 pm</b>	4 <sup>th</sup> Period
<b>3:00 pm – 4:00 pm</b>	5 <sup>th</sup> Period
<b>4:00 pm – 5:00 pm</b>	Relaxation Time
<b>5:00 pm – 7:15 pm</b>	Supper
<b>7:30 pm – until</b>	Campfire

## **SUNDAY**

**8:30 am** Assembly  
**8:45 am** Chapel Service  
**9:00 am** Depart

### **Clan Competitions**

To better participate in the Clan competitions each Scout should carry with them the following items: water bottle, compass, neckerchief, pen or pencil, Totin' Chip, Fireman Chit, Scout handbook, towel and any other items they feel would help in competitions. And don't forget "Clan Spirit."

#### **#1 Possum Hunt**

Items needed by Clan: None

**The object of the game is to throw a spear and knock a "Possum" out of a "tree".**

The "Possum" (2 litter plastic bottles) will be suspended in string in a hull hoop. Each clan member will have three tries at the Possums. Total points earned by each clan will be divided

by the number of members in the clan to arrive at the score. Clan Members must move the Possum in the tree to score a point.

**Scoring:** Average Hit & Clan spirit.

## **#2 Escape From Cotton Mouth Island**

Items needed by Clan: None

This event is a relay type event where in first person of the clan is given a short story and reads in a short time than runs to the next person tells the story then that person runs to the next and so on.

**Scoring:** Accuracy, Time, Leadership, & Clan spirit.

## **#3 Hawk Throwing**

Items needed by Clan: None

Each member of the Clan will throw 3 tomahawks at the wood block target. The area will be roped off for safety. The history of the tomahawk and its use by frontiersman will be explained. Safety instructions will be given for the use of the tomahawks,

**Scoring:** Average Hit & Clan spirit.

## **#4 Jumbo Janga**

Items needed by Clan: None

The object of the game is to stack logs as high as possible by your Clan. When your Clan has finished a measurement will be taken to determine the height from the ground to the top of the main trunk of the top log. If you knock over the stack or it falls before a measurement can be taken – the measurement will be taken on what remains. Each log will be about 3 feet in length (+/- one foot). Nothing may be used to hold the logs in place.

**Scoring:** Height, Safety, & Clan spirit.

## **#5 Bridge Over Troubled Waters Crossing**

Items needed by Clan: None

The object of Water Cross is to retrieve as much water from a rain barrel as possible while crossing a log or wooden plank bridge without letting go of the cup or falling off the bridge. All members of the Clan must remain on the bridge at all times. Points will be deducted for those who step off, or fall off the bridge. Cups may not be passed from one Clan member to the next, nor can water be poured from one empty cup to another. This is a test of teamwork and agility. Clan members must travel two ways on this bridge at the same time in order to fill their cups and return to empty them. This is a timed event.

The most water retrieved, after deducting points for stepping or falling off the bridge, wins.

**Scoring:** Time, Leadership, & Clan spirit.