

Who can enter?

- Troops may enter more than one patrol.
- A patrol consists of a minimum of 4 and a maximum of 8 Scouts.
- No team member is to be aged over 14.
- A maximum per team of 1 PL and 2 APL's **or** 2 PL's and 1 APL.

If you do not have enough Scouts please enter those that wish to attend anyway as we can make up some composite teams. You must notify Richard of how many Scouts and Patrols you are entering at least a week BEFORE the event.

What do they need?

All pioneering materials are provided but it is recommended that Groups bring any ropes, staves or poles they may have as competition may be fierce for Thriftwood's supply of pioneering materials. Gloves are also recommended for handling some items and mallets and wooden wedges can prove useful. Large wooden pegs and a suitable hammer may be needed for some larger projects. They must arrive and depart in the full uniform they normally wear at their troop.

Every person will contribute £3 to cover their camping fees for the day. They are left to provide their own lunch and transport.

Leaders will need to ensure they have their own home contact arranged, details of which must be handed to the organising team at the start of the weekend. **Each Scout must complete and return the official B&D One Day Activity form.**

Contact Numbers

Organising Team

Darren Dowling (Acting ADC Scouts) 07881650524
David Nickols (District Scout Leader) 07789236597



Barking & Dagenham Scouts

invite you to

Maurice Pass

on

12th April 2008

at

Thriftwood Scout Campsite



This event costs the district around

£150

All donations are welcome

Patrol Information Pack

Maurice Pass

The Maurice Pass Pioneering Trophy tests patrols on their pioneering skills. These include:

- Knots
- Lashings
- Mini-pioneering
- Camp gadgets
- Teamwork
- Planning and construction

Pioneering is constructing useful items using materials such as ropes and poles. These may range from simple camp gadgets (clothes dryer, shoe rack) all the way up to ambitious projects like a swinging draw-bridge or a multi level tower gateway.

Programme Outline

Saturday

9:00 a.m.	Arrival. Booking in forms completed. One Day Activity forms and money handed to district team. Briefing and outline of the weekend. Get Pioneering gear from the store
9:30 a.m.	Show & Tell (Leaders work with patrols and show them the basics of pioneering)
10:15 a.m.	Initial project. (Patrols attempt a single project with the aid of leaders to develop their skills and teamwork)
11:15 a.m.	Break. Patrols are allowed some time to look at the upcoming projects and decide which ones they are capable of doing. They will then collect together all the equipment they need and be allocated an area.
11:30 a.m.	Pioneering Competition begins (Patrols may break for lunch whenever they wish)
3:30 p.m.	Pioneering Competition ends. Materials returned to store and site cleared.
4:00 p.m.	Certificates handed out. Patrols head home.

Notes

Times and events are a rough outline and may be changed at the organising teams discretion.

When patrols are in a testing or training session they must remain on site unless they have permission from one of the organising team.

Patrols that do not return in time for a testing or training session may be penalised points in the appropriate competition.

How does it all work?

The Maurice Pass will run on a trading post basis. Each patrol will be briefed at the start of the day. Patrols will be shown how to complete some basic projects and the tools and skills required (e.g. various lashings). They will then be set a variety of tasks to complete, some easier than others, all of which will contribute varying points to their overall score.

For example they may have the chance to do the following:

Camp gadget - dresser - to a plan - 75 points
Large pioneering project - bridge - to a plan - 200 points
Flagpole - to their own design - 50 points
Lashing demonstration - 5 different lashings - 50 points
Large pioneering project - tower - 250 points

Patrols may not be able to complete all the tasks over the weekend so they must decide for themselves which ones would be most suitable, depending on their expertise, difficulty of the task, patrol members and time left for the session. Patrols may also be set a specific task by the organising team which they must complete.

Points are awarded for their skill at the task, teamwork, behaviour, effort and quality of the work. Points may be deducted for poor performance, behaviour or not behaving according to the Scout Law at ANY time over the weekend.