



East Sussex County Scouts



The Colditz Challenge

Guidance Notes

There are two trophies up for grabs over the course of the weekend.

The Skill's Trophy for the team that does best during the afternoon "Scouting Skills" Challenge. This year the skills trophy is split into two parts. The first is a camping competition (rules attached), the second is a mini-pioneering competition.

The Colditz Trophy for the team that gains the most points during the evening exercise. The challenge is to escape from 'Colditz' having collected all the items necessary to aide escape and gained as many points as possible by visiting bases and completing the incidents set. All this without being captured by the Explorer 'Guards' and therefore losing some of the points gained.

Key points for the Colditz Trophy Activity

Emergencies: Each team will be give instructions of what to do in an emergency.

Team Card: Each team member will carry a team card and these must be handed in at each base for the staff to fill in; they must be collected as the team leaves the base.

Meeting Other Teams: When a team meets another team they should not discuss where they have been or what they have done, as this may give the other team an advantage.

Bases: Teams will be awarded points for their manners and the way that they tackle the incident. Team members should work together as points will be awarded for teamwork.

Guards: Teams will have points deducted if the guards catch them, however they will be able to continue and perhaps earn the points back. All the bases are safety zones and teams cannot be captured whilst completing an incident. However, teams cannot wait on a base if there is no room for them.

Camping Competition (30 marks)

Wherever possible teams should share a single tent or two small ones. However where different teams must share accommodation each team will be responsible for one of the areas each.

The tent should be pitched properly – ie in accordance with how it is designed to be pitched. It may not be necessary (or even possible) to use every guy line and this will not be held against any team.	10 marks	<i>Pegs appropriately placed</i>	2 marks
		<i>Canvas taught</i>	3 marks
		<i>Fly sheet not touching inner</i>	3 marks
		<i>'Look and feel'</i>	2 marks
The inside of the tent should be kept clean and tidy and all equipment should be properly stored when not in use.	10 marks	<i>Initial check</i>	5 marks
		<i>Check during challenge</i>	5 marks
The site should be clean and tidy by the time the team leaves	10 marks		

Pioneering Competition (40 marks)

The aim is to create a portable mini ballista for firing eggs. It should be free-standing and able to be operated by one person. There will be three firing ranges:

Simple distance test – fire as far as possible in a straight line	10 marks
Target shooting – fire the egg into a range aiming at the centre circle	10 marks
Height – fire the egg over a rope	10 marks
Novelty of design	5 marks
Correct use of traditional lashings (eg square / shear / diagonal)	5 marks

Each team must supply their own bamboo canes (up to 1.8m in length), as many as required, their own method of fixing them together (rubber bands and / or sisal) and may also provide a container to support the egg during firing. These parts must not be pre-constructed in any manor.

If you need a suggestion on how the ballista could be built then go to

http://www.glenn.cockwell.com/scouting/scouting_catapult.html