

2018 PLANNING GUIDE



**NORTHWEST DISTRICT
NORTHERN STAR COUNCIL, BSA**

50th Anniversary

WALI-GA-ZU

SCOUT SKILLS CHALLENGE

FEBRUARY 19, 2018

ST. JOHN'S LITTLE CANADA SCHOOL

LITTLE CANADA, MINNESOTA

TO: Northwest District Scoutmasters and Troop Committee Chairs
FROM: Dick Thomalla, District Wali-Ga-Zu Chairman
SUBJECT: Northwest District 2018 Wali-Ga-Zu

The Northwest District will be holding its annual Wali-Ga-Zu scout skills challenge on **one evening, Monday, February 19, 2018**, at St. John the Evangelist School in Little Canada (two blocks east of 35E on Little Canada Road- use South entrance, by ball fields).

The Northwest District Wali-Ga-Zu is an inter-troop and inter-patrol Scout skills activity, to promote learning, practicing and demonstrating basic Scout skills. The basic Scout skills covered at the Wali-Ga-Zu are:

- Tripod Building (Lashing)
- First Aid (knowledge and skill demonstration)
- Nature Identification (this year is **fish**)
- Map and Compass Symbols, and
- Knot Tying (**note: Patrols will use timber hitch instead of sheet bend**)

The Wali-Ga-Zu features patrol challenge for Spirit, Skill, Speed, and Excellence in each of the five basic scout skills. It is not intended to be a direct competition between patrols or troops. Rather, it is a challenge to see how each patrol can achieve their own goals of teamwork, and learning and mastering each of the basic skills. It also provides the patrol a way to improve their teamwork and skills from year to year, as they try to better their previous year's achievement. Every patrol and every Scout comes out a winner in this challenge, by what they have learned, what they have mastered, and achieving the goals they set for themselves.

All patrols will receive the Wali-Ga-Zu Patrol Spirit Award, for it shows Scout Spirit just by participating in the event. Then, by their demonstration of their skill and speed, they may receive an Excellence Award for each of the five skills, and may receive overall event awards for Spirit and Skill, or Spirit, Skill and Speed. All awards are based on a points scoring system.

Make no mistake about it, this is a difficult challenge, requiring the patrols' willingness to learn the skills. It also requires the dedication and training by the Senior Patrol Leader, and the adult Scouting staff of the troop, to prepare each patrol through training these skills. But the rewards are immense. The Scouts learn and retain the skills, complete rank advancement with this knowledge, and learn to work together as a patrol. All of the skills involved in the Wali-ga-zu directly apply to rank advancement.

Give all your patrols the opportunity and encouragement to participate in this fun District event. Registration is due by February 15, 2018. Please register promptly, so we can finalize plans for space required, and awards. For registration, or if you have any questions, please contact Dick Thomalla by email at 33papa@gmail.com.

A set of nature cards are available in electronic (PDF) format on the Northwest District web site. You may use this file to print your set(s) of nature cards. Or, you may use any pictures or graphics of your own to create your nature cards. **Note: The format of the PDF file is seven pages of pictures (4 to a page) followed by seven pages (4 to a page) of the picture name, which can be cut into index cards. The name pages are formatted to be printed on the back side of the picture pages, to correctly line up with the picture. You can run the pages a second time through your printer to print the names on the backs of the pictures, or you could paste the entire name page to the back of the corresponding picture page.**

**COME AND JOIN THE FUN
NEW PATROLS! OLD PATROLS!**

Scouts can all sharpen their Scout skills and add to the honor and glory of their patrol history!

Contact Dick Thomalla at 33papa@gmail.com to register or get your questions answered.

DATE: February 19, 2018

TIME: 6:15 to 6:45 p.m. check-in. **PLEASE, PLEASE, PLEASE, be on time!** Event starts PROMPTLY at 7:00 and will be done at 9:00 p.m.

PLACE: St. John the Evangelist Little Canada School, 2 blocks east of 35E on Little Canada Road

EVENTS:

- **Tripod Building** - Three uprights, three crossbars. Uprights lashed together with round or shear lashing. Crossbars lashed on with square lashings. Maximum time: 12 minutes.
- **First Aid** – All questions will be taken directly from first aid requirements for Tenderfoot, 2nd class and First Class requirements. First Aid will be a two-part event. The first part is all questions. The second part is all skills demonstrations. Both parts will be a timed event at 12 minutes for each part.
- **Map and Compass Relay** - 25 map symbol cards and 25 compass cards are placed on an answer sheet in a 7-minute relay. Map symbols are those given in Scout handbook. Compass points are the 8 major compass points, give in letters, N, NE, E, SE, etc, and numbers, 0, 45, 90, 135, etc.
- **Nature Identification** – 25 fish cards to be identified in a 2-1/2 minute relay.
- **Knot tying relay** - The six knots, square knot, clove hitch, timber hitch, two half hitches, tautline, and bowline will each be tied twice in random order in a six-minute relay.

SCORING AND AWARDS:

- Each event has a possible 50 points. Total 250 points.
- Each patrol scoring 40 points or higher in an event earns an Excellence ribbon for that event.
- Each Patrol will receive the Spirit Patrol ribbon for participating.
- Each patrol earning a total of 140 points or more earns the Spirit and Skill Award ribbon.
- Each patrol earning a total of 170 points or more earns the Spirit, Skill, and Speed Award ribbon.
- Each patrol earning a total of 200 points or more earns the District Wali-Ga-Zu Honor Patrol Ribbon.

EACH PATROL MUST BRING THE FOLLOWING EQUIPMENT:

- | | |
|--|--|
| _____ Patrol flag and stand (optional) | _____ 12 knot cards |
| _____ Six tripod poles | _____ One six foot length of 1/4" rope |
| _____ Seven ropes for tripod lashing | _____ One pole, 3' by 2", for knot relay |
| _____ 25 map symbol cards | |
| _____ 25 compass cards | |
| _____ One map and compass answer sheet | |
| _____ 25 fish identification cards | |

TROOP EQUIPMENT

- _____ Troop Flag and American Flag
- _____ One trained judge for each Patrol
- _____ Lots of Cheering Parents!

EVENTS

TRIPOD BUILDING

Equipment: Three 2" poles – 6' to 8' long
 Three 2" poles – 3' to 4' long
 Seven 1/4" ropes, whipped ends, 10 to 12' long

Time: 12 minutes. Starting position - Scouts seated beside equipment. Finishing position - Scouts seated beside completed tripod. Top lashing can be either round lashing or shear lashing. All others are square lashings started with timber hitch or clove hitch on upright pole and below horizontal pole, three or four wraps, two or three fraps, finished with clove hitch on horizontal pole.

Judging:

Seven lashings, 4 points each	28 points total
1-2 wraps or fraps missing or out of place (minus – 1/2 point each lashing)	
Three or more wraps or fraps missing or out of place (minus –1 point each lashing)	
Loose lashing (minus –1/2 or –1 point each lashing)	
Knots improperly tied/out of place (minus –1/2 point or –1 point each knot)	
General construction of tripod	10 points total
Top of tripod centered over base (6 points total)	
Cross bars all horizontal (4 points total)	
Ropes all whipped, backspliced, or fused	2 points
Bonus for speed	10 points maximum
Tower complete in 7 minutes: + 10 points	
Tower complete in 8 minutes: + 8 points	
Tower complete in 9 minutes: +6 points	
Tower complete in 10 minutes: +4 points	
Tower complete in 11 minutes: +2 points	50 points total

MAP AND COMPASS RELAY

Equipment: 25 map symbol cards.
 25 compass cards, one each: N, NE, E, SE, S, SW, W, NW 0°.
 two each: 45°, 90°, 135°, 180°, 225°, 270°, 315°, 360°.
 One answer sheet.

Suggested answer sheet (on a piece of 18" x 36" poster board, or similar, that can be taped to the floor).
 Design it so that the symbol card does not cover up the name of the symbol when placed on sheet.

	Open Pit Mine	Unimproved Road	Building – Dwelling
	Contour Lines	Trail	School
	Power Line	Bridge	Church
	Telephone Line	Footbridge	Cemetery
	Railroad	River	Building – Barns, etc.
	Hard Surface Road	Water Well	Sand Area
	Improved Road	Spring	Woods
Compass Cards	Map Cards	Lake	Orchard
		Marsh	Shrub

Time: Seven minutes. Map and Compass is a patrol relay event. The starting position is standing single file behind the starting line. Each Scout, on his turn, will select one map card and one compass card, and place each card *face down* on the answer sheet. If the Scout does not know, he *must* guess. No previously placed card may be moved. The Scout returns to the starting line and tags the next Scout. Finishing position is the entire patrol seated behind the starting line.

Scoring: Each correct card scores one point. Total 50 points.

FIRST AID

First Aid will be a two-part event. Part 1 will be all verbal questions. Part 2 will be all skills demonstrations. All questions and skills will be based on the First Aid requirements from Tenderfoot rank through First Class rank. Questions may be general knowledge or situation questions. Demonstrations may be bandages, techniques, or carries. The number and format of questions may vary from year to year. See sample event on page 8.

Time: Each part will be 12 minutes. First Aid is a buddy relay event. Scouts select a buddy and answer all questions or demonstrate skills as a team. The two Scouts go to the judge and answer the question or demonstrate the skill to the best of their ability. All questions and skills must be answered or attempted. The starting position is standing single file behind the starting line.

Scoring: Points will be awarded according to difficulty and complexity of the question or skill. Partial points may be awarded for incomplete answers or demonstration. No points will be awarded for incorrect answers or demonstrations. Total possible points for each part: 50. Final First Aid score: 50 points (an average of the two parts).

NATURE IDENTIFICATION RELAY

Equipment: 25 fish cards.

Time: Two and a half minutes. Nature Identification is a patrol relay. The starting position is standing single file behind the starting line. Each Scout, on his turn, will run to the judge. The judge will show *two* nature cards at the same time. The Scout will identify or attempt to identify either of both cards. Correctly identified cards will be placed in a pile on the floor. Incorrectly identified cards will go to the bottom of the pile where they may come up again if time permits. The Scout returns to the starting line and tags the next Scout. Finishing position is the entire patrol seated behind the starting line.

Scoring: Each correct card scores two points. Total 50 points

KNOT TYING RELAY

Equipment: One 1/4" rope 5-6' long
One 2" pole, 2-3' long (tripod poles are still in tripod)
Twelve 3x5 cards; two each, labeled: square knot, clove hitch, two half hitches, tautline, bowline, timber hitch.

Time: Six minutes. Each runner will tie and untie one knot as directed by the card shown to him by the judge. Each correctly tied knot scores four points. The card for an incorrectly tied knot is returned to the bottom of the pile. If time allows, it can be tried again.

Scoring: Each knot tied correctly scores 4 points each. If the patrol has correctly tied all twelve knots and is seated within the six minutes it will score a bonus two points, bringing its total to 50 points.

WALI-GA-ZU JUDGING INSTRUCTIONS

Judges are supplied by each troop. Please bring one judge for each participating patrol. They will not be judging your troop. *Judges should have practiced judging with your troop on these events using the attached judging score sheets.* They should be especially well-trained in first aid and knot tying. *Experience in judging each of these events prior to the actual District Wali-Ga-Zu is absolutely essential.* During judging orientation, we will only have time to take last-minute questions. We will not have time to explain events or judging to inexperienced judges. We prefer junior leaders as judges, but adults are acceptable.

On the first event, pick a patrol to the right of your troop as you face the patrols. On each event after the first aid event, move one patrol to your right. If you reach the last position on the right, your next patrol would be the one at the far left end of the line. This way, you will not judge your own troop and will judge a given patrol only once for each of the events.

At the beginning of each event, determine the name of the patrol and troop number, and record it on the judge's form. Write your name.

Tripod Building

Judged by the district judging team using attached score sheet and criteria listed in event description.

First Aid

This is far and away the most difficult event to obtain equality in judging because each of you comes from a different troop background and therefore has a slightly different training and expectations in this area. If the Scout handles the questions well he should be assigned the designated points. Don't trim points just because you think "nobody's perfect". True, but fortunately they don't have to be perfect, they just have to save the guys life. Give the Scout the benefit of the doubt if the concept/idea is correct. Part scores can be assigned for an incomplete answer. Where possible correct responses have been broken into several components, each worth one point if correct, zero if wrong. Make sure the patrol name, troop number, and your signature is on the sheet. Total the score, give the score sheet to the head judge, and move to the next chair to the right.

Map and Compass

Watch to be sure each runner places *one* map symbol card and *one* compass card. They cannot elect to "pass". They must try. No subsequent Scout can move any card. Remind them to place cards face down. At the end of the contest, score one point for each correctly placed card. Invite the patrol leader up to watch the scoring. Their map symbols might be drawn slightly different from the ones you are used to. Make sure the patrol name, troop number, and your signature is on the sheet. Total the score, give the score sheet to the head judge, and move to the next chair to the right.

Nature Identification

Count the number of cards. If there are not twenty-five, pick up cards at the judge's table to fill in. Sit or kneel on the floor. Shuffle the cards and place them in a pile in front of you. (We think this will work better than sitting in a chair and having the cards sliding around in your lap.) Place correctly identified cards to one side or behind you. Place incorrectly identified cards on the bottom of the pile where the patrol might get a second chance at them. When time is called record the number of cards correctly identified, multiply by two to calculate total score. Make sure the patrol name, troop number, and your signature is on the sheet. Total the score, give the score sheet to the head judge, and move to the next chair to the right.

Knot Tying

Hold onto your hats, this will be the wildest, fastest event of the evening. Stay on your toes and with it every second.

Sit in the judges chair, have the pole handy for the two half hitches, tautline, clove hitch, and timber hitch. Present it to them in the vertical position as soon as those particular cards are drawn. Scouts untie their own knots, dropping the rope in front of you.

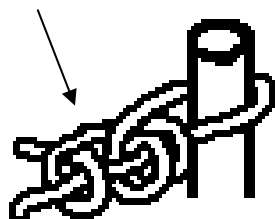
Sit on the stack of cards with one end of the stack projecting out to the side where you can pull of the top cards. Show it to the approaching Scout. If the Scout knows that he doesn't know it, he can simply turn around and go back. As with incorrectly tied knots, return the card to the bottom of the pile where it could possibly come up again. Place correctly tied knot cards under your chair, not off the side where a card falling out of your stack could get mixed in.

Multiply the number of correctly tied knots by four. If they tied all twelve knots correctly and are seated on the floor when time is called add a bonus of two points bringing the total to fifty.

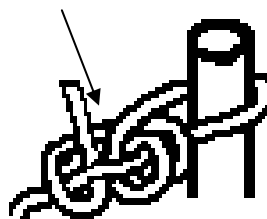
NOTE: It is absolutely critical that you *watch as the knot is being tied* so that as soon as he pulls it tight you know if it is correct or not. Be mindful that there are often several ways to tie a knot but still do it correctly, especially the bowline. You should not very often have to turn a knot this way and that to make your decision. For a patrol to do well in this event, both the Scouts and the judges have to know their stuff and be fast.

Do not let a Scout struggle too long with a knot he obviously is not going to be able to tie. Send him back so that the next Scout can get on with the next knot.

Remember, both the double half-hitch and tautline hitch can be tied from the right or left and "upside-down". The critical point sometimes overlooked is that the traveling end of the rope must come into the knot from one side and continue out the other. If it comes back to parallel the incoming rope, there is an error.



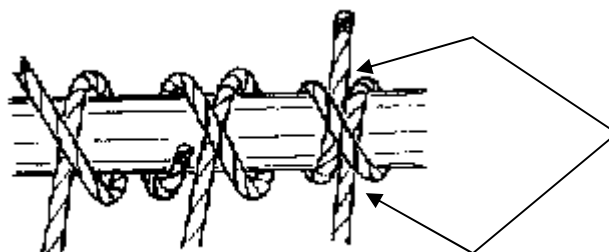
Correct



Incorrect

Be ready to supply your foot as a tent peg for the tautline. They may also want you to function as the "tent" by pulling back on the rope. Do so if asked so that they have a tight line to tie against (or they may want to tie it around the pole - either way is okay).

On the clove hitch, the traveling ends of the rope **MUST** come out of the middle of the knot to be correct.



Traveling ends between side wraps of the knot.

FIRST AID EVENT SCORE SHEET

(SAMPLE ONLY)

NOTES TO JUDGES:

Keep prompting Scout if he would do anything else, until he says “no”, or “he can’t think of anything else”.

Grade all bandages on four points: Completeness, neatness, is it snug, tied with a square knot?)

SCORE POINTS (50 TOTAL POINTS POSSIBLE)

- _____ (4) List the four Hurry Cases.
_____ Severe Bleeding
_____ Poisoning
_____ Heart Attack
_____ Stopped Breathing
- _____ (4) List four of the five possible symptoms of a heart attack.
_____ Uncomfortable, squeezing pressure in the chest
_____ Nausea
_____ Sweating for no reason
_____ Shortness of breath
_____ Feels Weak
- _____ (3) What information do you give when you are sending for help?
_____ Who you are.
_____ Where you are.
_____ What happened. The condition of the victim.
- _____ (1) What telephone number do you call to get help? (9-1-1)
- _____ (3) Give three symptoms of shock.
_____ Weak
_____ Pale
_____ Cold and Clammy
_____ Shivering
_____ Vomiting
- _____ (3) **Show** treatment for shock. Victim is conscious and in a cool room.
_____ Have victim lie down.
_____ Raise feet slightly.
_____ Cover victim to keep warm.
- _____ (5) **Show** treatment for bad cut on wrist. Judge should tell Scout that bleeding has continued after each step.
_____ Grab wrist tightly with direct pressure on wound.
_____ Call for help 9-1-1.
_____ Wrap tightly with bandage.
_____ Elevate arm.
_____ Apply pressure to inner side of upper arm. (pressure point)

- _____ (3) Tell what you would do for a blocked airway.
 - _____ Four abdominal thrusts.
 - _____ Turn head and sweep finger through the mouth.

- _____ (4) Tell first aid for poisoning.
 - _____ Find container of poison, if possible.
 - _____ Call for help, 9-1-1 or poison control center.
 - _____ Give antidote, IF listed on bottle.
 - _____ Follow instructions from poison control center.

- _____ (3) Describe first aid for poisonous snake bite.
 - _____ Have victim lie down with bitten area lower than the rest of body.
 - _____ Constriction bandage 2-4 inches above the bite.
 - _____ Call 9-1-1 and tell authorities with kind of snake if possible.

- _____ (4) Tie a knee bandage.

- _____ (3) Tie a hand bandage.

- _____ (4) Tie an arm sling.

- _____ (4) Tie a head bandage.

_____ Total Score (total possible 50)

TROOP _____ PATROL _____

JUDGE _____

TRIPOD BUILDING TROOP _____ PATROL _____

Lashings (28 total, 4 points each)

Top	_____	Vertical Alignment (6)	_____
#2	_____	Horizontal Alignment (4)	_____
#3	_____	Ropes Whipped or Fused (2)	_____
#4	_____	Bonus Time to Complete (10)	_____
#5	_____		
#6	_____	TOTAL SCORE	_____ (total possible 50)
#7	_____		

Circle bonus shown at scorers table when sitting down: 10 8 6 4 2 0

NATURE IDENTIFICATION TROOP _____ PATROL _____

Number if cards correctly identified _____ X 2 = _____ (total possible 50)

JUDGE _____

MAP AND COMPASS TROOP _____ PATROL _____

Number of map cards correctly identified _____ (total possible 25)

Number of compass cards correctly identified _____ (total possible 25)

TOTAL SCORE _____ (total possible 50)

JUDGE _____

KNOTS TROOP _____ PATROL _____

Number of knots correctly tied _____ X 4 = _____ (total possible 48)

Bonus 2 points if patrol is finished and seated _____ (2 points)

TOTAL SCORE _____ (total possible 50)

JUDGE _____