

Base 1 The Beacons of Gondor




MINAS TIRITH IS ABOUT TO FALL. IN A LAST GASP EFFORT, THE BEACONS OF GONDOR NEED TO BE LIT TO CALL FOR ROHAN'S HELP.

SCOUTS MUST WORK AS A TEAM LIGHT THE 3 BEACONS AND CALL FOR ROHAN.

THE BEACONS HAVE BEEN DAMAGED BY THE STORMY MOUNTAIN CONDITIONS AND NEED TO BE RESET.

BEACONS NEED BE LIT IN ORDER TO SIGNAL CORRECTLY.



Backwoods	
	<i>I know how to prepare a fire place and light and maintain a fire using minimum resources. (Stage 4)</i>
	<i>I can light a fire using flint and steel. (Stage 5)</i>
	<i>I Know how to use and care for tools of all kinds safely (Stage 5)</i>

Scouter Notes

Scouts need to build fire pyramids. And light one by one. Patrol members can be making kindling while others are trying to light the fires. Scouts will be given Flint and Steel, cotton wool and charcloth. Any extra items they have on them (paper, cotton bandages, sisal) can also be used.

Scout need to put out the fire when they have been lit. They only need the fires to be lit for a minute to signal the next beacon and then then can be let die down.

Marking Guidelines:

Teamwork	40	All the team involved? Working together? Being safe around the fire and with tools? Tidy up? Enthusiasm/ Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead. Are instructions correct? Do all scouts have a task? Is the base lead delegating or taking over?
Task	30	All 3 beacons lit = 30/30, 2 = 20/30, 1= 10/30
Total :	100	



Equipment:

Metal Containers	To Light fires in.	3
Firewood	Dry Quick burning timer	1 Bag
Flint & Steel	If scouts do not have their own	3
Fire Blanket	To smother fire without water if necessary	1
Axe /Knife	To chop firewood	1/1
Water bucket	Emergency Precaution	1
Charcloth	Enough to start 3 fires for each patrol	20 pieces

Risk Assessment

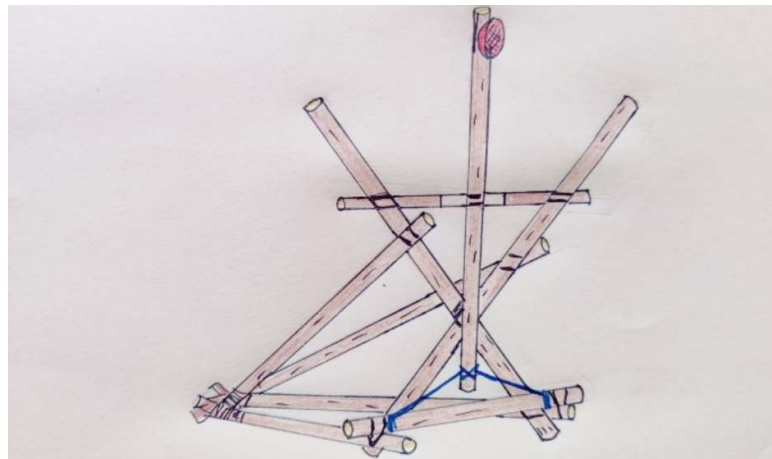
Water at base to put out fires. First aid kit for possible burns. Only one fire lit at a time. A sharp eye must be kept on scouts chopping tinder. Using a knife and batting it down is the preferred method.


Bäsē 2 Siēgē Cācāpult



WITH THE ORCS LAYING SIEGE TO HELM'S DEEP, SCOUTS HAVE FOUND A DECONSTRUCTED CATAPULT.

SCOUTS MUST WORK TOGETHER TO BUILD A WORKING CATAPULT AND REPEL THE ATTACKING ORCS.



Pioneering	
	<p><i>I have built at least two gadgets using rope and poles (Stage 3)</i></p> <p><i>I know the safety precautions to be observed for the safe lifting of pioneering poles (stage 4)</i></p> <p><i>I know the basic components of pioneering structures and how to make them (Stage 4)</i></p> <p><i>I have taken part in the construction of at least two pioneering projects (Stage 5)</i></p>

Scouters Notes

Scouts are given assorted pioneering spars and sisal. They need to construct a gadget capable of firing and object such as tennis ball or rock. Scouts are given a simple design to follow but can change if they wish. Gadget must be free standing and safe before attempting to fire an object.

Leave enough time to deconstruct the gadget before the next patrol arrives.

Marking Guidelines:

Teamwork	40	All the team involved? Working together? Being safe with the pioneering spars? Tidy up? Enthusiasm/ Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Do all scouts have a task? Is the base lead delegating or taking over?
Task	30	Was there a gadget constructed? Did the gadget fire an object? Hit the target?
Total:	100	



Inverted Quad with X Bracing

Thinner spar on top to fit arm sleeve.

Sleeve to lashed on.

Bungees attached using clove hitch.

Heavy spar at front bottom to provide stability

Equipment:

Pioneering spars	At least 6 2M spars and bracing spars	6/4
Sisal/ poly rope	Sisal or blue 4mm rope enough for 20 lashings and spare rope.	20
Elastic Bands	To add tension to arm	100
Ammunition	Small heavy objects to project	10
Arm Cup	To hold ammo while firing	2
Targets	Card board Orc heads	3

Risk Assessment

Danger of elastic snapping. Make sure gadget secure to ground. Ensure that projectiles are flung into a safe area. Give warning of firing.

Base 3 The Dead Marshes and Shelob's Lair




THE DEAD MARSHES ARE A DEADLY REGION OF MIDDLE EARTH.

SCOUTS MUST TRAVERSE THE MARSHES MAKING ABSOLUTE SURE NOT TO FALL IN TO THE PERILOUS WATERS BENEATH.



SHELOB, THE FEARED GIANT ARACHNID LOVES TO FEAST ON HOBBITS, ORCS AND PARTICULARLY SCOUTS.

SCOUTS MUST WORK TOGETHER ESCAPE HER LAIR THROUGH A TANGLED WEB WHILE NOT DISTURBING THE SPIDER QUEEN.

Teamwork	
	<p>Teamwork: Scouting is based on teamwork. Patrols should be able to work together to achieve a goal. Each member of the patrol is as important as the rest. Each patrol member brings their own unique skills, strengths and knowledge to the activity.</p> <p>Leadership: The base lead should be able to organise and conduct the activity while taking into account all the ideas and suggestions from the patrol.</p>

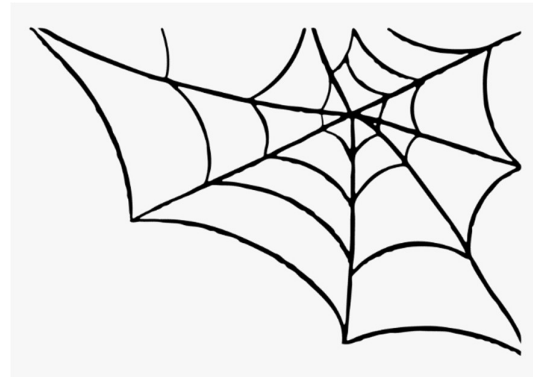
Scouters Notes:

This activity is a bit of fun and a good indicator on how well the patrol work as a team. Scouts need to work together to cross the “marsh” using the 2 planks and 3 crates. Longer or shorter planks can be used or another crate added or taken away to make the task more difficult or easier.

The next activity puts the patrols teamwork and problem-solving capacities on show. The patrol must escape the web using one gap per scout. Scouts will need to work out a good system of getting their entire patrol out. Touching the web can have different consequences (start again, scout out, last chance) depending on how the patrol are doing.

Marking Guidelines

Teamwork	40	All the team involved? Working together? Being safe equipment? Tidy up? Enthusiasm/ Engagement from patrol? Are the patrol taking into account the capabilities and size of patrol members?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Is the base lead delegating or taking over?
Task	30	Did the patrol complete the task given?
Total:	100	



Equipment:

Crates	Blue C& C Crates	4
Planks	Sturdy enough to hold a patrol	3
Spars	Spars to make the web frame	8
Sisal	To construct frame	20
Wool/ string	To make the web	1 ball
Nails for Web	To attach the web to the spars	60

Risk Assessment


Scouts need to be careful not to topple on the crates or have the planks too loose on the crates. The web frame should be secure and checked before each patrol attempts to go through it.

Base 4 Wounded Dwarf Ally



AFTER A SNEAK AMBUSH BY ORCS, A FRIENDLY DWARF HAS BEEN WOUNDED AND LEFT FOR DEAD.

SCOUTS MUST WORK QUICKLY TO ASSESS, TREAT EACH WOUND AND MOVE THE ALLY TO SAFETY BEFORE THE ROVING ORCS RETURN.

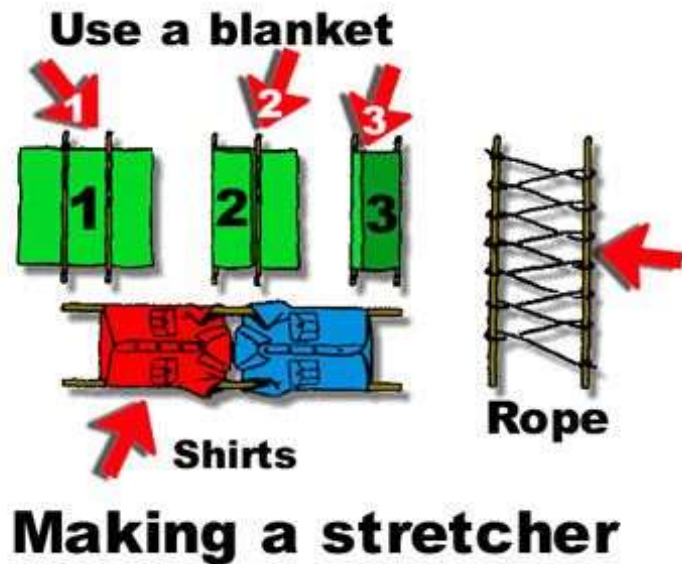
First Aid	
	<p><i>I can build a stretcher from improvised materials (Stage 4)</i> <i>I know hoe to apply a bandage for different types of injury (Stage 4)</i> <i>I know how to recognise sprains, strains and fractures (Stage 4)</i> <i>I know how to treat a serious bleeding injury (Stage 5)</i></p>

Scouter Notes:

This is a first aid base. Our poor Dwarf will have a multitude of injuries which need to be treated before he moved to a safe place. The injuries include an arrow wound, a large sword laceration, a broken leg and unconsciousness. The arrow wound should be treated by not removing the arrow unless the scouts can justify taking it out. The laceration needs to be cleaned before a pressure bandage is applied. The broken leg needs to be splinted. The Dwarf dummy will need to go into the recovery position bearing in mind the injuries sustained. Scouts not administering first aid should be constructing a stretcher.

Marking Guidelines

Teamwork	40	All the team involved? Working together? Being safe equipment? Tidy up? Enthusiasm/Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Is the base lead delegating or taking over?
Task	30	Did the patrol complete the task given? Are they treating the casualty correctly?
Total:	100	



Equipment:

Dwarf Dummy	Make sure he is intact for next patrol	1
Fake Blood	To be added for each patrol	1
Rope	To build stretcher structure	4
Bandages	For arrow wound and cut	8
Strappings	For leg splint	8

Risk assessment

Scouts will need to be careful building the stretcher if using knives or tools. Scouts should clean hands after coming into contact with fake blood and old bandages.

Basé 5 Middle Earth Journey




FOR THE FIRST TASK, THE FAMOUS HOBBIT ADVENTURER **BILBO BAGGINS** HAS LEFT ONE OF THE FEW COMPLETE MAPS OF **MIDDLE EARTH** AND CRYPTIC DIARY ENTRIES.

SCOUTS MUST **DECIPHER** THE MAP AND ROUTE DESCRIPTION TO RETRACE ONE OF HIS LESSER-KNOWN JOURNEYS.



SECONDLY THE ROUTE OF THE ORCS FROM **MORDOR** TO **MT GUNDABAD** MUST BE RECORDED SO THEY CAN BE TRACKED IN THE FUTURE THE PLACES THEY VISIT, DIRECTION (BEARING) AND DISTANCE ALL NEED TO BE RECORDED.

Hillwalking	
	<p><i>I can point out the features of a map (Stage 3)</i></p> <p><i>I can follow a route on a map and find the main points using a compass (Stage 4)</i></p>

Scouter Notes:

Split patrols in two and give an activity to each half so as to get as many scouts involved as possible. Ensure each scout gets hands on time with the compass and map.

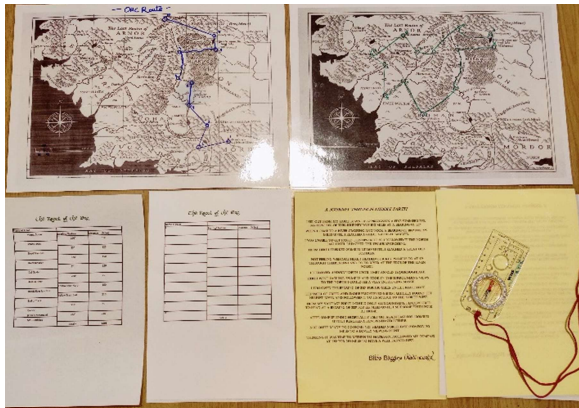
This is a navigational activity with a LOTR twist. Scouts must draw Bilbo's route on the maps by reading and following his diary entries. Scouts may need help figuring out the bearings and the correct distance with a map and compass.

The second activity is a very basic route card testing the scout's ability to find a bearing on a map and check distance. Scouts should fill in the basic route card.

Some patrols will fly through it. If so ask them to get grid references for certain points at the end (unmarked)

For those that struggle ensure they learn from the activities and can at the very least get a bearing from point to point on a map and measure the distance. The scale is on the map legend and does not fit into metric system so scouts will need to use the legend.

Teamwork	40	All the team involved? Working together? Being safe equipment? Tidy up? Enthusiasm/Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Is the base lead delegating or taking over?
Task	30	Did the patrol complete the task given? Both tasks completed with correct results?
Total:	100	



Equipment:

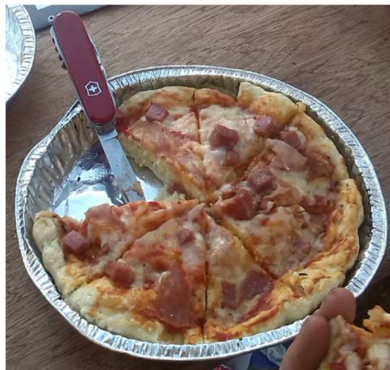
Blank map	To draw Bilbo's route	2
Map with orc route	Map with route drawn out	1
Journey diary	Bilbo's Journey	2
Answer map	For scouters to check	1
Compass	Provided if scouts have none	2
Sharpie Marker	To draw routs on map.	2
Cloth & Meths	To erase the marker for next patrol	


Básë 6 Lëmbás Brëad



ON THEIR LONG JOURNEYS THE HOBBITS SURVIVE ON RARE ELVEN LEMBAS BREAD. WITH THE BREAD RUNNING LOW, SCOUTS MUST TRY AND REPRODUCE THE BREAD ON AN OPEN FIRE TO SUSTAIN THEMSELVES FOR THE JOURNEY AHEAD.

HOBBITS ARE KNOWN TO LOVE PIZZA TOO. SCOUTS WILL PREPARE SOME CAMPFIRE PIZZA ALSO BY FOLLOWING THE RECIPE.



Camping	
	<i>I can assist in the cooking of a meal while on camp. (Stage 3)</i> <i>I can be safe around fires and cooking equipment (Stage 4)</i> <i>I can make camp breads (Stage 4 Backwoods)</i>

Scouter Notes:

This base is more about the cooking than the fire. The fires should be lit before the scouts come on site. There will need to be two fires rotated every second group as bread will not be ready. The scouts can keep the fire tended while on the base. Embers are best for the tins. Charcoal should keep the fire glowing to cook the bread.

The bread is a basic mixture of self-rising flour, water, sugar and oil. Scouts need to mix the bread properly to avoid it being too doughy. Scouts can mix in the zip lock and use gloves to dust off and to keep their hands clean. When bread is mixed it should go into a greased (thin layer of oil) silver container and then into the tin. The tin should be placed on the fire for at least 20 mins.

The pizza is an extra to get more scouts involved. The base should be as thin as possible. Scouts will not have time to wait until the bread and pizza is cooked but let one member of the patrol return and take their food so as to see the fruits of their labour.

Marking Guidelines:

Teamwork	40	All the team involved? Working together? Being safe around the fire? Tidy up? Enthusiasm/ Engagement from patrol? Did Patrol members all help?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Is the base lead delegating or taking over?
Task	30	Did the patrol complete the task given? Was there edible food made?
Total:	100	



Equipment:

Tins		4
Foil Containers		12
Flour & Ingredients		2kg
Fire wood/Charcoal		5kg
Dusting board		1
Oil		200ml
Milk		2 litres
Water		2litre
Gloves		150
Tea towel/ Fire gloves		1 set

Risk assessment

Naturally an open fire poses a risk and scouts should be careful around it. Have scouts prepare the food away from fire. Scouts should not touch the hats tins until they have adequately cooled. Make sure the food has been sufficiently cooked before letting scouts try it. Be aware of scouts who have gluten intolerance.


Base 7 The Shards of Narsil



NARSIL THE SWORD OF THE KING OF MEN HAS BEEN SHATTERED IN BATTLE WITH THE DARK LORD SAURON. THE PIECES HAVE BEEN STREWN AROUND THE BATTLE FIELD LEAVING THE WARRIORS BLINDED AND DAZED.

THE BLINDED SCOUTS MUST SEARCH FOR THE SHARDS OF THE SHATTERED SWORD WHILE GUIDED BY THEIR PATROL LEADER WHO CAN SEE. SCOUTS CANNOT TOUCH THE PIECES AS THEY ARE STILL AS HOT AS THE FIRES OF MOUNT DOOM.



Patrol Leadership	
	<p><i>A Patrol relies on strong leadership from its patrol leader. A good PL should be able to organise and their patrol and to communicate effectively so patrol members are certain of their roles in order to achieve a goal or complete a task.</i></p>

Scouter Notes:

This base is focussed on PL leadership. The patrol members are blindfolded and the patrol leader must guide the entire patrol. The patrol are blindfolded (with neckchiefs or hoodies) and given pickers. Parts of the Narsil sword will be hidden around the site. The PL must guide the scouts to find the parts and bring them back to the base lead. When all the parts have been located. Patrols must reassemble the sword while still blindfolded and using the pickers.

Teamwork	40	All the team involved? Working together? Being safe equipment? Enthusiasm/Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead? Are instructions clear and correct? Is the PL minding ALL the patrol? Is there good communication?
Task	30	Did the patrol complete the task given? All parts found and reconstructed?
Total:	100	



Equipment:

Sword	Broken up and dispersed before next patrol	1
Litter Pickers	For scouts to grab parts	7

Risk Assessment:

Scouts need to be careful when blindfolded. PL will struggle to keep tabs on 7 blindfolded scouts so a Scouter should keep an eye and watch out for trips and falls. Make sure scouts are not pinching with pickers as grip is quite strong.

Base & Shelter from prying Eyes




HOBBITS ARE THE MASTERS OF DISGUISE.

WITH A BAND OF NAZGUL APPROACHING, SCOUTS HAVE ONLY A FEW SHORT MINUTES TO CONSTRUCT A ROADSIDE SHELTER.

USING ONLY 4 PIECES OF NATURAL ROPE, A SAW AND KNIFE AND NATURAL MATERIALS SCOUTS MUST CONSTRUCT A SHELTER THAT DISGUISES THE ENTIRE PATROL FROM THE PRYING ROADSIDE EYES.

SCOUT MUST BE SHELTERED ON ALL SIDES AND ALSO FROM ABOVE. SCOUTS MUST DECONSTRUCT THE SHELTER AND LEAVE NO TRACE THAT THEY WERE THERE.



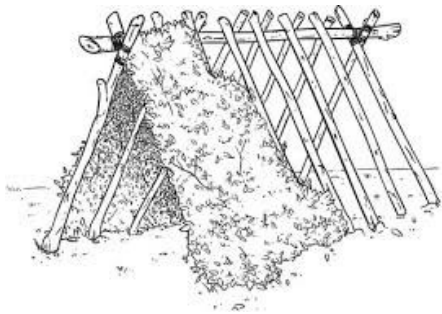
Backwoods	
	<p><i>I can build a patrol shelter. (Stage 3)</i></p> <p><i>I know about nature and what you are likely to see and experience as part of a backwoods activity (Stage 4)</i></p> <p><i>I know how to build a backwoods shelter using natural materials and how to return this material to nature. (Stage 5)</i></p>

Scouter Notes:

Realistically scouts will not be able to build a watertight shelter in such a short time. Scouters should focus the scouts on working together to gather materials that can at the least cover the scouts. When they have built the shelter assess them by getting all the patrol into the shelter and see if you can spot them from the road. Try and discourage the scouts from cutting anything live in the forest and concentrate on flora and fauna found on the forest floor. There will be a camo tarp for scouts that are having real difficulty. Help scouts with ideas if needs be.

Marking Guidelines:

Teamwork	40	All the team involved? Working together? Being safe equipment? Tidy up? Enthusiasm/Engagement from patrol?
Leadership	30	Is there a defined PL/ Base lead? Are instructions correct? Is the base lead delegating or taking over?
Task	30	Did the patrol complete the task given? Shelter Built? Disguised from road? Leave no Trace?
Total:	100	



Equipment:

Folding saw	Make sure scouts are safe with saw.	1
Natural Rope	For securing structure. Natural cord for rest of shelter	1
Camo tarp	Only if needed	1

Risk Assessment:

Scouts need to be careful using knives and saw. Watch out for scouts tripping and falling while looking for materials for shelter.



BREAD RECIPE

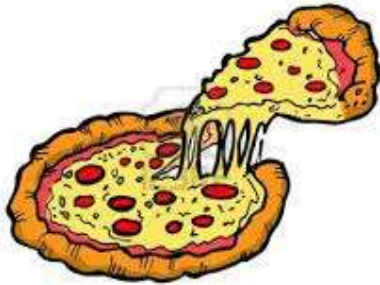
200g Self raising Flour

Pinch of salt

1 sachet of sugar

125ml of Milk

1. Mix contents well in closed zip-lock bag.
2. When contents are well mixed empty bag onto dusting board with a sprinkle of flour.
3. Shape flour ball into a low flat ball. Use disposable gloves to keep hands clean.
4. Grease the tin with the vegetable oil.
5. Place bread in tin making sure it is flat so as to cook through.
6. Score an X into the top of bread with a knife and place in the biscuit tin.
7. Put on the lid but not to tight.
8. Place on embers for at least 20 mins.



PIZZA RECIPE.

100g Self Raising Flour

75 ml water

Dash of oil

Pinch of salt

Tomato Puree

Grated Cheese

Toppings

1. Mix contents well in closed zip-lock bag.
2. When contents are well mixed empty bag onto dusting board with a sprinkle of flour.
3. Shape flour ball into a low flat disc.
4. Grease the tin with the vegetable oil.
5. Place dough in tin making sure it is flat to the edges.
6. Add toppings. Tomato Puree first then cheese and whatever else on top.
7. Place in the biscuit tin.
8. Put on the lid but not to tight.
9. Place on embers for at least 20 mins.