

## **“The Big Cypress Games” Event Rules, Instructions & Scoring Guidelines**

1. Once Troop scorecards are submitted via email, no changes can be made. Extenuating circumstances will be taken into consideration if any changes need to take place. i.e, sick Scout, family emergency, etc.
2. Troops/Teams must complete all ten events. Specific times will be given to Troops/Teams on when their time is set to compete in each of the
3. team vs. team events – Human Foosball, Human Battleship, Gaga Ball, and Volleyball.
4. All members of Troop/Team who are competing in a specific event must be present to compete in the event. If all competing team members for Team vs. Team events are not present within 5 minutes of event start time, Troop/Team will have to forfeit the event.
5. Troops/Teams must select team players for event as follows –
  - a. Human Foosball – 6 players
  - b. Human Battleship – 6 players
  - c. Volleyball – 6 players
  - d. Gaga Ball – 10 players
  - e. Sporting Arrows – 5 Shooters
  - f. Rifle – 10 Shooters
  - g. Shotgun – 10 Shooters
  - h. Archery – 10 Archers
  - i. Tomahawks – 10 Throwers
  - j. Angry Birds – 6 players
6. All players from Troop/Team must compete in at least 3 events. Depending on size of team (those teams over 24 Scouts), team members might only be able to compete in 2 events. Our goal is to make sure all Scouts participate in as many events as possible.
7. All events are to follow rules as listed below for each event.
8. Any form of cheating will result in automatic disqualification from event.
9. The following events are hosted by –
  - a. Human Foosball – 6 players – **Troop 1791**
  - b. Human Battleship – 6 players – **Troop 28 & Troop 82**
  - c. Volleyball – 6 players – **Troop 329**
  - d. Gaga Ball – 10 players – **Troop 846**
  - e. Sporting Arrows – 5 Shooters – **Troop 533 & Troop 939**
  - f. Rifle – 10 Shooters – **Troop 901 (Jon Balter)**
  - g. Shotgun – 10 Shooters – **Troop 533**
  - h. Archery – 10 Archers – **Troop 10 & Troop 533**
  - i. Tomahawks – 10 Throwers – **Troop 1014**
  - j. Angry Birds – 6 players – **Troop 573**
10. Team Event Scoring –
  - a. First Place – 100 points
  - b. Second Place – 90 points
  - c. Third Place – 80 points
  - d. Fourth Place – 70 points
  - e. Fifth Place – 50 points
  - f. Sixth Place – 40 points
  - g. Seventh Place – 30 points
  - h. Eighth Place – 20 points
  - i. Ninth place and below – “0” points

## *“The Big Cypress Games” Event Rules, Instructions & Scoring Guidelines*

### **Event #1 - Human Foosball**

**Hosted by: Troop 1791**

Human Foosball is a game of skill. This event will be an elimination event where Troops/Teams will compete against each other. Two Troops/Teams will compete against each other at one time. Human Foosball is just like the game Foosball except Scouts will be the players. Games will be played to 10...meaning the Troop/Team that scores (10) goals first wins. Each game has a time limit of 15 minutes or if a Team scores 10 points – whichever comes first. If tied at the end of 10 minutes – play will continue until goal is scored.

- 1.) Play will begin with the referee rolling the ball in. Ball must bounce once before play can begin.
- 2.) Each team **MUST** field six players while the ball is in play.
- 3.) All players must wear closed toed shoes.
- 4.) You are **ONLY** allowed to use your feet & head.
- 5.) Games are 15 minutes long or first team to score 10, whichever comes first. In the event of a tie, ball is placed in front of the three person row, and each team gets ‘a chance to score. This continues until a team scores.
- 6.) Soccer ball must remain below the foosball pole for all scores.
- 7.) Both hands **MUST** stay on or in between the tape at **ALL** times. Any one hand usage will result in a penalty kick.
- 8.) Players must remain behind the pole and may not go underneath the poles (top of the head can’t go below the pole.
- 9.) A penalty may be called at referee’s discretion for intentionally hooking an opponent’s legs, kicking or tripping an opponent: repeated high kicks, excessive hanging on the bar, or unsportsmanlike conduct.
- 10.) All goalie kicks are (2) points; all non-goalie kicks are 1 point.
- 11.) In the event of a ball going out of bounds, we will reintroduce the ball at center court.
- 12.) You cannot switch positions with other players during play.
- 13.) Players must move together from side to side; no player is allowed to move forward or backward.
- 14.) **NO STALLING**, the ball has to be reintroduced into the game within (15) seconds (For example, if there is (2) minutes left in the game, the goalie can’t keep the ball between his/her legs for that entire time.).
- 15.) When the ball is thrown in at center court, it must hit the ground before play.
- 16.) Hooking is allowed.
- 17.) **NO SPINNING.**
- 18.) Winning Team will move to the next round. If your team loses, you are eliminated from this event. See scoring below under the “Scoring Guidelines for The Colonneh Games” to see how competition events will be scored.
- 19.) The final (4) Teams will compete to see who wins 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> place.
- 20.) If a Troop/Team has more than (1) team competing, they will be competing as team for their Troop. The scores by each team will not be combined.

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### **Event #2 - Human Battleship**      **Hosted by: Troops 28 & 82**

Human battleship is a game of skill....and a little luck. Troops/Teams will compete against each other. This is a single elimination game. Winners move on to the next round.

- 1.) First and foremost...Come prepared to get a little messy. You will get “silly strung with silly string” in this game!
- 2.) Eye protection must be worn at all times. Remove any cell phones, etc. which should not get damaged.
- 3.) Each Team (6 players) will compete against another Team (6 players).
- 4.) Each Team will select an “Admiral” who will lead their Team in this event.
- 5.) The “Admiral” will be given a battleship grid sheet showing his Team on one side of grid and the opposing Team on the other side.
- 6.) Each side has 49 grid spaces with each measuring (2) feet x (2.75) feet.
- 7.) The five remaining Scouts of the team will lie down in 4 spaces each either horizontally or vertically. A battleship layout will be provided depending on if the Scouts decides which direction they will lie down in. The Scouts will lay the battleship layout on the (4) squares and then lie down on top of layout.
- 8.) The “Admiral” will mark his side of grid with the locations of his battleships (Scouts).
- 9.) The “Admiral” will use the battleship grid sheet to call out cell numbers to the opposing Team in hopes of hitting one of the opposing Teams battleships. He will use the battleship grid sheet to track cells he has called (either marking as a hit or miss) as well as marking his own Teams battleship hits.
- 10.) The Referee will make a master copy of both Teams layouts and keep for his use during the game to verify all hits and misses...and ultimately all sinking of battleships.
- 11.) A total of 20 grid spaces will be filled by each Team.
- 12.) To start the game, the referee will have both team “Admirals” flip a coin to see which Team starts first.
- 13.) To start play, the starting Team Admiral will call out a cell number (for example – D4).
- 14.) And now comes the fun part – If the callout results in a “hit” on one of the opposing Teams battleships, the Admiral of the opposing Team will yell “HIT.”
- 15.) After the battleship is hit (4) times, the Admiral of the opposing Troops/Team will yell “Hit, you sunk my battleship” and the sideline judge will proceed to spray the battleship (Scouts) with silly string while the Scout is lying down on the grid.
- 16.) After the battleship is sunk, the battleship (Scouts) will pick up his battleship layout and move to the sideline to watch the remainder of the game.
- 17.) The winner of the game will be the Team with the last remaining battleship.
- 18.) Winning Team will move to the next round. If your team loses, you are eliminated from this event.
- 19.) The final (4) Teams will compete to see who wins 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> place.
- 20.) If a Troops/Team has more than (1) team competing, they will be competing as team for their Troops/Team. The scores by each team will not be combined.

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### **Event #3 – Volleyball**

**Hosted by: Troop 329**

Volleyball is a game of skill where each Troops/Team (Team) will compete against another Troops/Team (Team).

- 1.) Volleyball court dimensions are (30) feet x (60) feet, with each side measuring (30) feet x (30) feet.
- 2.) Volleyball court will be marked with paint, ribbon or rope to define the boundary lines.
- 3.) Each Troops/Team (team) will field six players (Scouts)
- 4.) (3) players are the front row players and (3) are the back row players.
- 5.) Substitutions of players is allowed at this event. This must be done between serves.
- 6.) Each team is allowed to have a maximum of (3) touches of the ball before hitting the ball over the net. The ball must be hit over on the 3<sup>rd</sup> touch.
- 7.) The same player can not hit the ball twice in a row (exception – a block does not count as a touch)
- 8.) You are allowed to play the ball off the net but are still only allowed three hits per play.
- 9.) Referee calls the ball “IN”, if any part of it hits the lines.
- 10.) Referee calls the ball “Out”, if the ball lands outside the boundary lines (without touching the opponent)
- 11.) Players are not allowed to catch, hold or throw the ball.
- 12.) Players are not allowed to hit or block the opponents serve.
- 13.) Players are not allowed to go over the net if the ball has not broken the plane of the net.
- 14.) A “Let Serve” is allowed – meaning the ball can touch the net on a serve
- 15.) A point is allowed on each serve – either team serving.
- 16.) A server is allowed to serve the ball any place behind the back line.
- 17.) There is no kicking of the ball.
- 18.) Players are not allowed to touch the net while the ball is in play.
- 19.) Stepping on the back line while serving is a violation and a point will be added to the opposing team if this happens.
- 20.) Reaching over the net to block a ball is allowed.
- 21.) Teams will play to (21) points or 15 minutes (whichever comes first)
- 22.) Winning Team will move to the next round. If your team loses, you Team is eliminated from this event
- 23.) The final (4) Teams will compete to see who wins 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> place.
- 24.) If a Troops/Team has more than (1) team competing, they will be competing as team for their Troops/Team. The scores by each team will not be combined.

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### **Event #4 - Gaga Ball**

**Hosted by: Troop 846**

Gaga Ball is a game of skill. This event will be an elimination event where Troops/Teams will compete against each other. (2) Troops/Teams will compete against each other at one time. Gaga Ball is simple – (10) Scouts from (2) Troops/Teams – a total of 20 Scouts – will get it the Gaga Ball Pit. It will be Troops/Team against Troops/Team. If the ball touches you below the knee, you’re out. The Troops/Team with only their player(s) remaining will win the event. This will be a best 2 out of 3 elimination. Once you Troops/Team loses, you are out of the event. If your Troop/Team wins, you move on to the next round.

The official game rules of Gaga Ball:

- 1.) All players start with one hand touching a wall of the pit.
- 2.) The game begins with a referee throwing the ball into the center of the pit.
- 3.) When the ball enters the pit, the players scream ‘GA’ for the first two bounces, and ‘Ball’ on the third bounce, after which the ball is in action.
- 4.) Once the ball is in play, any player can hit the ball with an open or closed hand.
- 5.) If a ball touches a player below the knee (even if the player hits himself or herself), he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
- 6.) If a ball is caught on a fly, the player who hit the ball is out.
- 7.) Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon.
- 8.) Players cannot hold the ball.
- 9.) Each game will have a referee who will be the deciding decision maker on all game related rules and disputes.
- 10.) Winning team is the team with last player.
- 11.) Winning Team will move to the next round. If your team loses, you are eliminated from this event.
- 12.) The final (4) Teams will compete to see who wins 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> place.
- 13.) If a Troops/Team has more than (1) team competing, they will be competing as team for their Troops/Team. The scores by each team will not be combined.

## **Event #5 - Angry Birds**

**Hosted by: Troop 573**

Angry Birds is Big Cypress Districts take on the popular Angry Bird electronic game. It will be just as fun, challenging, frustrating and entertaining as playing electronic - Angry Birds. The goal is the same – knock out as many “piggies” as you can. This is a team event that will be completed by one Troop/Team at a time.

- 1.) Each Troops/Team (team) will be given (6) balls to shoot from a stationary stand.
- 2.) Each team will get (6) practice shots before event starting
- 3.) Each team will consist of (6) players
- 4.) Each player must launch (1) ball each. The same player can only shoot once. (6) Different players must launch (1) ball each.
- 5.) Twenty boxes will be set up with (10) pictures of “piggies” on them. These will be the target to launch balls at.
- 6.) Each piggy which is knocked over will count as (8) points.
- 7.) Each blank box which is knocked over will count as (2) points.
- 8.) A total of (100) points are available if all “piggies” and blank boxes are knocked over.
- 9.) If a Troops/Team has more than (1) team competing, they will be competing as team for their Troops/Team. The scores by each team will not be combined.
- 10.) In the event of a tie, teams will compete against each other (side by side). Team with most points will win.

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### **Event #6 - Sporting Arrows      Hosted by: Troops 533 & 939**

Sporting arrows is a game of skill. Scouts will use a recurve bow and arrow to try to hit a moving target (round disk) either in the air or rolling on the ground. This is a team event will be completed by one Troops/Team at a time.

- 1.) 5 Scouts (Archers) from Troops/Team will line up on designated line. They will be given (1) recurve bow and (10) Sporting Arrow Arrows and (10) regular Arrows each.
- 2.) Each Scouts (Archer) will follow the instruction of Archery Range Master.
- 3.) Archery Range Master will provide all necessary instructions for his Archery Range.
- 4.) When signaled, each Scouts (Archer) will assume Archer position on the line.
- 5.) Scouts (Archers) will be given the okay to begin the event.
- 6.) Archery Range Master will control (or another designated Range Master) Sporting Arrow Machine.
- 7.) Archery Range Master will give signal that a Sporting Arrow disk will soon be launched by yelling “Pull”.
- 8.) Archery Range Master will release (1) Sporting Arrows disk at a time.
- 9.) (10) disk will be launched in the air and (10) disk will be launch on the ground.
- 10.) The sporting arrow arrows will be used for shooting at disk launched in the air. The regular archery arrow will be used to shoot at disk launched on the ground.
- 11.) Scouts (Archers) are to shoot their arrows at the moving disk....(1) arrow per disk.
- 12.) Scoring will happen by counting the number of disk hit per Team.
- 13.) 5 points will be awarded for each arrow stuck in a disk – flying or rolling.
- 14.) The Team score will be the total hits of the Sporting Arrow disk for a max score of 100 points.
- 15.) If a Troops/Team has more than (1) team competing, they will be competing as team for their Troops/Team.

# “The Big Cypress Games” Event Rules, Instructions & Scoring Guidelines

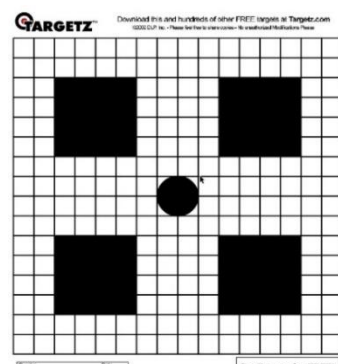
## Event #7 - Rifle Shooting

Hosted by: Troop 901 (Jon Balter)

**Scoring:** 100 pts – based on top 10 shooters, 10 points each.  
Each black target is worth 1 pt. each.  
Total possible score per shooter is 10 pts.

### Description of Event:

- 1.) Ten scouts will participate in this event
- 2.) Scouts will be given safety briefing upon arrival to Rifle range
- 3.) Scouts will verify information provided on Scorecard
- 4.) Scouts will shoot a .22 Caliber Rifle
- 5.) Scouts will shoot at 2 targets with 5 black scoring areas on each target
- 6.) If a scout shoots 6 rounds into one target they will be disqualified
- 7.) A perfect score will be hitting each of the 5 black areas on each target
  - a. Hole must be completely inside of black target
  - b. Any part out and it does not count
  - c. All 5 targets must be shot on each target sheet.
- 8.) Instructor will score all targets and determine the Scout score.
- 9.) Each Scout is to verify their score with instructor.
- 10.) Team Leader is to verify Troop/Team score prior to leaving event station.
- 11.) Below is the scorecard each scout will be shooting at.
- 12.) In the event of a tie for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>, we will hold a shoot-off after 3:00 PM during the open shoot timeframe.
- 13.) No handicaps will be applied to this event.





## *“The Colonneh Games” Event Rules, Instructions & Scoring Guidelines*

### Event #8 - Shotgun Shooting

Hosted by: Troop 533

**Scoring:** 100 pts – Number of clay targets shot by 10 shooters  
1 point awarded for each clay target that is hit.  
Total Score will be added up using the scores of each shooter.  
No handicap points on this event

#### Description of Event:

- 1.) Scouts will be given safety briefing upon arrival to Shotgun range
- 2.) Ten Scouts per Troop/Team will compete
- 3.) Each shooter will be thrown 10 clay targets with no practice rounds
- 4.) Scoring will be placed on a separate scorecard for each shooter by the instructor standing next to the scout shooting.
- 5.) The instructor will load 1 shotgun shell in shotgun and wait for shooter to yell “pull”
- 6.) Once “pull” is called, clay target will be thrown and shooter will fire at clay target.
- 7.) Each shooter will shoot 10 rounds
- 8.) The total score for all ten shooters will be added together to get Troop/Team Score.
- 9.) Shotgun recorder will collect score sheets from shooters and add up scores to be placed on Event Score Sheet for each Troop/Team.
- 10.) Troop leaders must make sure their Troop score is entered on their Troop scorecard prior to leaving the event.
- 11.) In the event of a tie for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>, we will hold a shoot-off after 3:00 PM during the open shoot timeframe.
- 12.) No handicaps will be applied to this event.

## *“The Colonneh Games” Event Rules, Instructions & Scoring Guidelines*

### Event # 9 – Archery

**Hosted by: Troop 10 & 533**

**Scoring:** Scoring on 10 arrows in a 5-minute window.

2 pts. for white

4 pts. for black

6 pts. for blue

8 pts. for red

10 pts. for yellow

Total of 100 pts. possible for 10 arrows

Total of 1000 pts. possible for a Troop/Team. Total score will be divided by 10 to determine final Troop/Team score.

Troop scores will be based on total score of for all Troop/Team members (all shooters).

No handicap points on this event

### **Description of Event:**

- 1.) Ten Troop/Team members will take part in this event
- 2.) Scouts will be given safety briefing upon arrival to Archery range
- 3.) Shooting and safety talks will go on simultaneously, starting after first round
- 4.) Setup/Shooting/Scoring/Return time: 10 minutes
- 5.) Recording Scoring: 5 minutes
- 6.) Total time: 15 minutes per group
- 7.) RSO will confirm all scores before arrows are removed.
- 8.) Archer Recorder will collect score sheets from shooters and add up scores to be placed on Event Score Sheet for each Troop/Team.
- 9.) Troop leaders must make sure their Troop score is entered on their Troop scorecard prior to leaving the event.
- 10.) In the event of a tie for 1st, 2nd or 3rd, we will hold a shoot-off after 3:00 PM during the open shoot timeframe.
- 11.) No handicaps will be applied to this event.

## *“The Colonneh Games” Event Rules, Instructions & Scoring Guidelines*

### **Event # 10 – Tomahawks**

**Hosted by: Troop 1014**

**Scoring:** Each scout will throw 5 Tomahawks. Each throw is worth the following:  
10 pts. – Stick and Stay (must stick for at least 5 seconds)  
6 pts. – Stick and drop (sticks and drops under 5 seconds)  
3 pts. – Bounce (hit target)  
0 pts. – Miss (miss target)

Total possible points for each thrower – 50 points. The Troop scores will be the total of all 10 throwers divided by 5.

### **Description of Event:**

- 1.) Ten Troop/Team members will take part in this event
- 2.) Troop/Team will show up to event and get instructions on how event will be run and scored. Scouts will be given a safety briefing on throwing tomahawks.
- 3.) Scouts will each throw 5 tomahawks
- 4.) If time permits, scouts will be able to have a couple practice throws. This will be determined by event coordinator.
- 5.) After scout throws his/her 5 tomahawks, the event coordinator will write score down on event scorecard.
- 6.) After all scouts have thrown their 5 tomahawks, the event coordinator will add up scores of a throwers to determine the Troop/Team Score.
- 7.) Troop leaders must make sure their Troop score is entered on their Troop scorecard prior to leaving the event.
- 8.) In the event of a tie for 1st, 2nd or 3rd, we will hold a shoot-off after 3:00 PM during the open shoot timeframe.
- 9.) There are not handicaps on this event.

# **Scoring & Event Guidelines for “The Big Cypress Games”**

- 1.) Each Troops/Team (team) will compete in the (10) Big Cypress Games –

*Human Foosball*  
*Human Battleship*  
*Volleyball*  
*Gaga Ball*  
*Sporting Arrows*  
*Rifle*  
*Shotgun*  
*Archery*  
*Tomahawk*  
*Angry Birds*

- 2.) A team is made up of (24) Scouts (no more than 29 Scouts) from the **SAME** Troops/Team (except where detailed below – mixed Teams). The minimum number of players per team is (10) Scouts. The maximum number per team is (29). If a Troop has 30 or more Scouts, they will divide into 2 teams of equal numbers.
- 3.) A team will pick a “team name” representing their Troops/Team.
- 4.) A team will pick a “team captain”.
- 5.) Multiple Teams may compete from each Troops/Team.
- 6.) In some cases, Scouts from different Troops/Teams might be combined to form a mixed team. Below is a guideline we will follow in determining Team composition-
  - i. If a Troops/Team can’t field a team with the minimum number of (10) Scouts, they will be combined with other Scouts from another Troops/Team(s) to form a mixed Troops/Team.
  - ii. If a Troops/Team has more the (24) Scouts but fewer than (30) Scouts, we will allow these Scouts (within the same Troops/Team) to form a Team.
  - iii. If a Troops/Team has more the (30) Scouts), Troop will be split into two equal numbered teams. Scouts will form two teams for their Troop.
- 7.) The points available for each event 100 points each. A total of (1000) points can be earned by competing in all (10) events.
- 8.) The Troops/Team or Team (if more than one team from a Troop) with the most points at the end of all (10) events will win “The Big Cypress Cup.”
- 9.) If a Troops/Team has more than (1) team, each team will be competing individually for their Troop. The teams will not combine their scores or pick the best score from an individual event. The team is competing in competition with the other teams – either from their own Troop or against other Troops team.

- 10.) The following events are individual Team events and the points earned by the Team as a whole will be used. Each event is worth 100 points.
  - i. Sporting Arrows
  - ii. Rifle
  - iii. Shotgun
  - iv. Archery
  - v. Tomahawks
  - vi. Angry Birds
- 11.) The following events are competition events – Team versus Team. If your Team wins, your team will move to the next round. If your team loses, you Team is eliminated from the individual event.
  - i. Gaga Ball
  - ii. Human Battleship
  - iii. Human Foosball
  - iv. Volleyball
- 12.) Each event will be played using the number of players from the Team as listed below –
  - i. Human Battleship – 6 players
  - ii. Human Foosball – 6 players
  - iii. Volleyball – 6 players
  - iv. Gaga Ball – 10 players
  - v. Sporting Arrows – 5 players
  - vi. Rifle – 10 shooters
  - vii. Shotgun – 10 shooters
  - viii. Archery – 10 archers
  - ix. Angry Birds – 6 launchers
  - x. Tomahawks – 10 throwers
- 13.) It is possible a Team might need to compete in 2 events at the same time depending on how the Team does in the competition events. By having (24) person teams, this allows a Team to compete in 2 events at the same time. The Big Cypress Games committee will try to accommodate any issues which might arise in these situations.
- 14.) In the event of a tie for 1<sup>st</sup> place, the tie breaker game will Human Foosball. If more than two Troops/Teams are tied for 1<sup>st</sup> place, the tie breaker game will be Gaga Ball.
- 15.) The winner of “The Big Cypress Games” will be the Team with the most points at the end of completing all (10) events.
- 16.) All (10) events must be competed in to qualify to win “The Big Cypress Games” Cup.
- 17.) If a Troop only has (1) team, the Troop will win “The Big Cypress” Cup as a whole. If a Troops/Team has more than (1) team and one of these Teams wins

“The Big Cypress Cup”, the Team will win “The Big Cypress Cup” on behalf of their Troop..

- 18.) Scoring for competition Events will be as followed – Team vs. Team
  - i. The final 4 Teams will compete for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, & 4<sup>th</sup> Place.
  - ii. The winning Team will be awarded 100 points
  - iii. The 2<sup>nd</sup> place Team will be awarded 90 points
  - iv. The 3<sup>rd</sup> place Team will be awarded 80 points
  - v. The 4<sup>th</sup> place Team will be awarded 70 points
  - vi. The 5<sup>th</sup> place Teams (a possible total of 8 Teams – those Teams which won in round 1 but lost in Round 2) will be awarded 60 points
  - vii. The 6<sup>th</sup> place Teams (those that lose in Round 1) will be awarded 50 points.
- 19.) Any additional issues which may arise will be discussed with BCD Camporee committee and final decision will determined after further review.