

II. Quest for the Golden Arrow

*Program Coordinator: Tim Hellaby
contact email: program@sr5.org
Phone: (843) 995-5574*

*Program Adviser: Brad Hutto
contact email: CBHutto@aol.com
Phone: (803) 536-1808*

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Unless otherwise specifically stated within the guidelines, lodges need to provide however many judges it takes to run their Quest event smoothly for the competition – not less than two judges.

B. General Rules for Quest Participation

1. It is the duty of the Section Program Coordinator to uphold the sanctity of the Dixie quest events. Should a discrepancy occur with any of the Quest Events, the SPC shall follow the prescribed course of action:
 - a. A warning, and a return to competition.
 - b. Disqualification from that respective event. (Equivalent to a point total of zero (0) for the individual event.)
2. Spectators and fans must abide by the Scout Oath and Law. Failure to do so may result in action (as in section 1) by the Section Program Coordinator.
3. Delegates, who are inevitably used to carry out administration of Program events, are only able to follow the rules stated in this pamphlet. Therefore they may not under any

circumstance initiate any sort of disciplinary measure without the presence of the Section Program Coordinator.

4. Youth delegates only may compete in scored Quest Events.
5. Each quest event will have a score forms with the rules, records, lodge names, time slot for each lodge, as provided by section Program Coordinator. These sheets will be the required to be turned in by judges' in order for scores to be tallied.

C. Quest for the Golden Arrow Scoring

1. The Quest for the Golden Arrow will be given to the lodge with the most overall points in all Quest events.
2. Lodges will be ranked 1st thru 10th in each event they participate in and assigned points accordingly. These points will be assigned as such:

1 st	10 points	6 th	5 points
2 nd	9 points	7 th	4 points
3 rd	8 points	8 th	3 points
4 th	7 points	9 th	2 points
5 th	6 points	10 th	1 points
3. A lodge that does not participate in an event will get a point value of zero (0).
4. If there is a tie within any particular event, all lodges involved in the tie will average their assigned scores.
 - a. i.e. Two lodges come in first place, both of those lodges will receive 9.5 points (an average of 9 and 10).

D. Lodge Sponsored Events

1. Archery-

- a. Each lodge is allowed one (1) contestant.
- b. Each lodge will shoot five (5) arrows from a distance of thirty (30) yards and five (5) arrows from twenty (20) yards.
- c. Scoring will be as follows:
 - i. Bull's Eye = 11 points
 - ii. One ring from center = 9 points
 - iii. Two rings from center = 7 points
 - iv. Three rings from center = 5 points
 - v. Four rings from center = 3 points
 - vi. Five rings from center = 1 point
- d. If there is a tie, contestants tying will shoot (5) arrows from a distance of thirty (30) yards to break the tie. If another tie occurs, the same procedure will be followed until the tie is broken.
- e. The Service Lodge will furnish one (1) bow and thirty (30) arrows. Standard forty-eight inch BSA targets will be furnished by the Service Lodge. No sighting will be used. (Finger tabs and arm guards are encouraged but will not be provided.)
- f. The bow will be thirty-five (35) pounds pull and the arrows approximately thirty-one (31) inches long.

- g. Each contestant will be allowed two (2) practice arrows from each distance before actual scoring begins.

2. Chariot Race-

- a. Each lodge may enter one (1), seven (7) man team.
- b. The object of the competition is to lash three (3) poles together to form a triangle.
- c. One (1) diagonal lashing at the top.
- d. Two (2) square lashings at the bottom.
Note: Lashings will be judged according to the Pioneering Merit Badge book.
- e. After the triangle is complete, one (1) member of the team will ride on the bottom crossbar and the other three (3) members will pull him around a designated track approximately forty (40) yards.
- f. The winner will be the team with the shortest elapsed time. The elapsed time is calculated from the word "GO" issued, at which the lashing will begin, until the team successfully crosses the end of the track.
- g. Any incorrect lashing will result in a minute time penalty, up to three minutes maximum.
- h. Three (3) six-foot (6') poles between two (2) and three (3) inches in diameter will be provided by the Service Lodge to be used in the event.
- i. Judges must have:
 - i. Two (2) stopwatches
 - ii. Knowledge of diagonal and square lashings
 - iii. Pioneering Merit Badge booklet.
 - iv. Three approximately 20ft. or longer lengths of 1/4in. manila rope.
- j. Chariot must remain in contact with ground the entire race.

3. Tomahawk Throw-

- a. Each lodge is allowed one (1) contestant.
- b. Each lodge will throw three (3) tomahawks from a distance of no less than ten (10) feet.
- c. Scoring will be as follows, where each ring is two (2) inches wide and the bull's eye has a diameter of four (4) inches:
 - i. Bull's Eye = 11 points
 - ii. One ring from center = 6 points
 - iii. Two rings from center = 3 points
 - iv. Three rings from center = 1 pointPoints will be awarded on the basis of the closest ring to the center the tomahawk is touching.
- d. The Service Lodge will furnish an adequate number of tomahawks and three (3) targets.
- e. The thrower will be allowed three (3) practice throws. He retrieves his tomahawks and returns to the throwing line. He then throws his three tomahawks for scoring purposes. The tomahawk must remain stuck in the target in order to be scored. Each target is to be made of a minimum eight (8) inch thick and twelve to eighteen (12–18) inch diameter, solidly fixed a minimum of two (2) feet above the ground

4. Fire Building-

- a. Each lodge may enter one (1), four (4) to seven (7) man team.
- b. Two (2) strings will be tied above the fire lay, the first being one foot (1') above the ground and the second being two feet (2') above the ground.
- c. The fire building materials must not touch or rise above the first string.
- d. The fire lay is to be cleared completely, by the current team, after each attempt.
- e. Any team using one of the following methods to light the fire will receive time reductions as listed:
 - i. One match = no time reduction (matches must be lit one by one)
 - ii. Flint and steel* = 30 seconds time reduction
 - iii. Bow and string = 60 seconds time reduction
- f. Each team must provide their own fire building materials (all must be natural).
- g. The winner will be the team that burns both strings in the shortest amount of time.
- h. The fire may not be moved once it has begun.
- i. Timing will begin once the materials are placed under the string.
- j. No materials may be added to the fire after the timing has begun.
- k. There will be two (2) judges for this event.
- l. The only accepted methods of fire starting will be provided by the Section, the Section allows the lodges to use a similar device if accepted by the Section. The accepted devices will be matches, BSA Hot Spark, and bow and string. The lodge must build fires using a method taught by the BSA in the Scout Handbook or in the Fire Safety Merit Badge pamphlet.

*Butane lighters and other fuel-assisted lighting devices are excluded.

5. Knot-Tying Relay-

- a. Each lodge must field a six (6) man team. In relay fashion, one person to be asked to tie a different knot by the judge.
- b. The team will not know which knot each member will tie.
- c. The six (6) knots are:
 - i. Square Knot
 - ii. Bowline
 - iii. Sheetbend
 - iv. Taut-line hitch
 - v. Clove hitch
 - vi. Two-half hitches
- d. The team with the best time wins and timings will start when the word "GO" is issued by the judge.
- e. Each knot must be tied correctly.

6. Egg Toss (This event will not be scored)-

- a. The Lodge Chief and Lodge Adviser will execute this event.

- b. In the event that a chief or his adviser may not be present, the chief should contact the Program Coordinator before Dixie.
- c. The event will take place at the Saturday afternoon assembly as the first event of the afternoon (just before the Cross Country Race).
- d. Contestants will throw a raw egg over a set line (a rope) on the ground, spanning the necessary length.
- e. Each contestant will start behind one rope, Lodge Chiefs on one side, Lodge Advisers on another. The beginning ropes will be fifteen (15) feet apart from each other.
- f. After all teams have thrown their first time, judges will then move one rope back five (5) feet, and the eggs are thrown again.
- g. The Service Lodge will provide one dozen (12) eggs for this event.
- h. The egg must be thrown and caught bare handed. Gloves are prohibited.
- i. There will need to at least five (5) judges for this event; two judges keep track of moving the ropes and the others will watch each team keeping track of their throws.
- j. It is the Judges responsibility, not the contestants, to keep track of the number of throws each lodge has completed throughout the event.

7. Tent Pitching-

- a. Each lodge is allowed two (2) contestants.
- b. A BSA Eagle tent will be pitched by the two (2) contestants in the correct manner.
- c. The tent and all necessary equipment will be supplied by the Service Lodge.
- d. Scoring will be done by the best time starting from the issue of the word "GO" and ending when the contestants complete the tent and issue the word "STOP."
- e. The tent must be properly pitched.

8. Rope Throw-

- a. Each lodge is allowed one (1) contestant.
- b. Objective is for the contestant to:
 - i. Throw a one-half inch (1/2") rope, fifty feet (50') long, over a ten (10') foot high and ten (10') foot wide raised crossbar fifteen feet (15') away from a designated starting point.
 - ii. Run and tie a timber hitch to a log (The log is to be six to twelve inches (6-12") in diameter and two to three feet (2-3') long and should weigh less than twenty pounds (20 lbs)).
 - iii. Hoist the log off the ground (The log must clear the ground completely).
 - iv. Run back to the starting point and tie a clove hitch to a stake.
- c. The stake is to be four feet (4') high and three-eight inches (3/8") in diameter).
- d. Each lodge is allowed up to three practice throws before the competition is judged.
- e. Points will be scored according to the length of time from the word "GO" is issued to the time the contestant finishes the clove hitch.
- f. Disqualifications will result from:
 - i. Failure to clear bar in five (5) tosses.
 - ii. Incorrect knots at either end.
 - iii. Failure of the log to clear the ground at completion.

- g. Gloves may be worn but will not be provided.
- h. Cleats may not be worn.

9. Arrow/Softball Throw-

- a. Each lodge is allowed two (2) contestants – one (1) for Arrow Throw and one (1) for Softball Throw. The same contestant may do both.
- b. Objective is for the contestant to:
 - i. Throw an arrow supplied by the service lodge for as far as the contestant may without crossing the boundary.
 - ii. Throw an official ASA softball as far as the contestant may without crossing the boundary.
- c. The contestant will be allowed one (1) fault (crossing the boundary) per throw.
- d. The contestant will be allowed one attempt at each throw.
- e. The Service Lodge will provide arrow and softball.
- f. The distance of the Softball Throw shall be added to the distance of the Arrow Throw and the winner shall be the lodge with the greatest total distance.
- g. A standard wooden target arrow consisting of three fletching and thirty inches in length with a target point will be used.

10. Cross Country Run-

- a. Each lodge may enter one (1), five (5) man team.
- b. Objective will be to complete the course as quickly as possible, running from the starting point, through four (4) relay stations, to the finish line. A team member will be stationed at the starting point and at each relay station, to run the race to the next relay station or finish line.
- c. Points will be awarded based on placement at the finish line.
- d. The total length of the race will be two and one-half (2 1/2) miles with relay stations at one-half (1/2) mile intervals.
- e. No cleats or spikes.
- f. No running barefoot.
- g. Contestants will walk the course opposite of the way it will run before the race.
- h. The Service Lodge will supply ten (10) batons.

E. Section Sponsored Events

1. Tug-of-War

- a. Each lodge may enter a team of up to six (6) members whose combined weight does not exceed one thousand (1,000) pounds. The Service Lodge will provide a scale and wrist bands which team members must wear after weigh-in.
- b. The rope will have three (3) flags:
 - i. One (1) at the center
 - ii. Two (2) at an equal distance of three (3) feet apart from the center flag.
- c. The winner will be the first team to pull their opponent's flag across the centerline.

- d. No "wrapping" of the rope in any manner will be allowed, this includes the last individual at the end of the rope.
- e. **Protective gloves are required** each lodge must bring their own gloves for competition (the gloves cannot be sticky or talced).
- f. All six (6) contestants must wear shoes always during the event. **Shoes with cleats or spikes are prohibited.**
- g. The teams must remain the same throughout the completion of every round. In case of injury, the Section Program Coordinator or his designee must approve replacements.
- h. The first (1st) round will be as follows:
 - i. All ten lodges will be randomly placed in a bracket.
 - ii. Each lodge will have one pull against their opponent to determine a win or loss.
 - iii. Competition in the first (1st) round will be single-elimination. Opponents will be decided by bracket placement, excluding the wildcard reshuffling done in round two (2).
 - iv. The lodge that won Tug-of-War the past year will receive a bye in the first round.
- i. The second (2nd) round will be as follows:
 - i. The five (5) winning lodges from round one and three randomly selected lodges that lost in the first round will be paired in a new eight (8) team bracket randomly.
 - ii. Each of the eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - iii. Competition in the second (2nd) round will be single elimination.
- j. The third (3rd) round will be as follows:
 - i. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.
 - ii. Opponents will be decided as in rule h.iii, containing only the names of the remaining four (4) lodges.
 - iii. Each four (4) lodges will compete for best two (2) out of three (3) pulls until two (2) lodges are declared finalists.
 - iv. Competition in the third (3rd) round will be single-elimination.
- k. The final round will be as follows:
 - i. The lodges competing in the final round will consist of the two winning lodges from the third (3rd) round.
 - ii. Opponents will be decided in the same manner as started in rule h.iii after the completion of the third (3rd) round.
 - iii. Best two (2) out of three (3) pulls will determine the winner of the Tug of War competition.
- l. The following points will be allocated:
 - i. 1st place = 10 points
 - ii. 2nd place = 8 points
 - iii. 3rd-4th place = 6 points
 - iv. 5th-8th place = 4 points
 - v. 9th-10th place = 2 points

- vi. Note: no team that benefits from the random selection process in round two (2) and loses their subsequent match will receive anything other than 9th-10th place points.
- m. Disqualification will result from:
 - i. Any interference from members of the team's lodge while in competition.
 - ii. Any violation of the above rules for this event.
- n. A five (5) foot police line will be kept around the competition to prevent bystanders from accidentally violating the laws of good play.
- o. The competition will be held in a central location on level ground with even coverage on both sides of the rope.
- p. The judges for this event will be the Section Officers (or their appointees), with the Section Program Coordinator having final judgment. Judges may not participate in the event.

2. Ultimate Frisbee

- a. Each lodge may enter a team of up to fifteen (15) members, of which any seven (7) will be playing the game, while the remaining eight(8) are substitute players off the playing area.
- b. Player substitutions can be completed only:
 - i. After a goal and before the substituting team has signaled readiness; or
 - ii. To replace injured players, or players with illegal equipment,. In this case, the opposing team can substitute a like number of, or fewer, players.
 - iii. A team may only use any of the fifteen (15) registered players as substitutes.
- c. Each game will be played on a small size playing field, to be staked out in football fashion, end zone, etc.
- d. The winner will be the team with the most amounts of scores after a period of ten (10) minutes.
 - i. First possession will be decided by a coin toss. Teams can choose either to gain possession or to throw off.
 - ii. To begin play at the referee's signal, the team throwing off will throw off from its end zone.
 - iii. A missed / blocked catch will result in loss of possession.
 - iv. After a score the opposite team may begin play only when the Frisbee is held by a member of the opposing team in the end zone that the score took place
- e. Players may not run with the Frisbee, it must be thrown to a team member from a stationary position, failure to do so will result in a loss of possession. As in the player MUST stop his momentum after a catch.
- f. A goal is scored when an in-bounds player catches any legal pass in the end zone of attack, and retains possession of the disc throughout all ground contact related to the catch.
 - i. To be considered in the end zone after gaining possession of the disc, the player's first point of ground contact must be completely in the end zone.
 - ii. When an in-bounds player in possession of the disc whose first ground contact will be completely within the end zone loses possession of the disc due to an uncontested foul, or lands out of the end zone due to an uncontested force-out foul, that player is awarded a goal.

- iii. If after receiving a pass outside the end zone, a player comes to a stop contacting the end zone, that player must carry the disc back to, and put it into play at, the closest spot on the goal line.
 - iv. If a player scores, but then unknowingly throws another pass, a goal is awarded to that player, regardless of the outcome of the pass.
 - g. All contestants must wear non-cleated shoes always during the event.
 - h. The first (1st) round will be as follows:
 - i. All ten lodges will be randomly placed in a bracket.
 - ii. Each lodge will play out the match to full time, and if a tie is declared an extra overtime will begin in sudden death format (first team to score wins). Possession in overtime will be the same as listed in d.i.
 - iii. Completion in the first (1st) round will be single-elimination, and the bracket will determine the next match, excluding the wildcard reshuffling of round two (2).
 - i. The second (2nd) round will be as follows:
 - i. The five (5) winning lodges from round one and three randomly selected lodges that lost in the first round will be paired in a new eight (8) team bracket randomly.
 - ii. Each of the eight (8) lodges will play in one (1), single elimination match until four (4) winners are declared.
 - iii. Competition in the second (2nd) round will be single elimination.
 - j. The third (3rd) round will be as follows:
 - i. Lodges competing in the third (3rd) round will consist of the remaining four (4) lodges.
 - ii. Opponents will be decided by the same process as stated in rule h.iii, with the remaining four (4) lodges.
 - iii. Each four (4) lodges will play in a single-elimination, team competition until two (2) lodges are declared finalists.
 - iv. Competition in the third (3rd) round will be single-elimination.
 - k. The final round will be as follows:
 - i. The lodges competing in the final round will consist of the two (2) winning lodges from the third (3rd) round.
 - ii. Opponents will be decided in the same manner as stated in rule h.iii after the completion of the third (3rd) round.
 - iii. One single elimination match will determine the winner of the Ultimate Frisbee competition.
 - l. The following points will be allocated:
 - i. 1st place = 10 points
 - ii. 2nd place = 8 points
 - iii. 3rd-4th place = 6 points
 - iv. 5th-8th place = 4 points
 - v. 9th-10th place = 2 points
 - vi. Note: no team that benefits from the random selection process in round two (2) and loses their subsequent match will receive anything other than 9th-10th place points.
 - m. Disqualification will result from:
 - i. Any interference from members of the team's lodge while in competition.

- ii. Any violation of the above rules for this event.
- iii. Unsportsmanlike conduct by a participant.
- n. The judges for this event will be the Section Officers, or their delegates, with the Section Program Coordinator having the final judgment. Judges may not participate in the event.
- o. There will be a stall count of ten (10) seconds, it is the opposing team's responsibility to count at a reasonable, slow pace.
- p. Defenders must be no closer than a frisbee's length to the thrower.
- q. Any rules not outlined herein will be governed by US ultimate rules.