

Troop 957 Adventure Race – Lake Livingston
October 20, 2007

Our High Adventure Scouts competed in a Troop 957 Adventure Race at Lake Livingston during our October 19th troop campout. The race consisted of a trekking segment and a kayaking segment.

The race rules were to find as many control points as possible within a 3 hour time frame. There were 4 land points, and 3 kayak points. See the location of the control points on the attached map. The land points (distinguished by “L” on the map) could be located in any order. The control points reached by Kayak (distinguished by “K” on the map) had to be located in order of K1, K2 and K3, and had to be reached by kayak. All land control points were within the boundaries of the state park and all kayak points were located on the shoreline of the state park boundaries. Some of the control points had clues, which would help locate that point.

Since this was our first attempt at an adventure race, we decided to plot the coordinates before the race began. This gave the scouts time to review their plotting skills and to compare notes with each other. They also practiced taking bearings and were comfortable with their headings before starting the race.

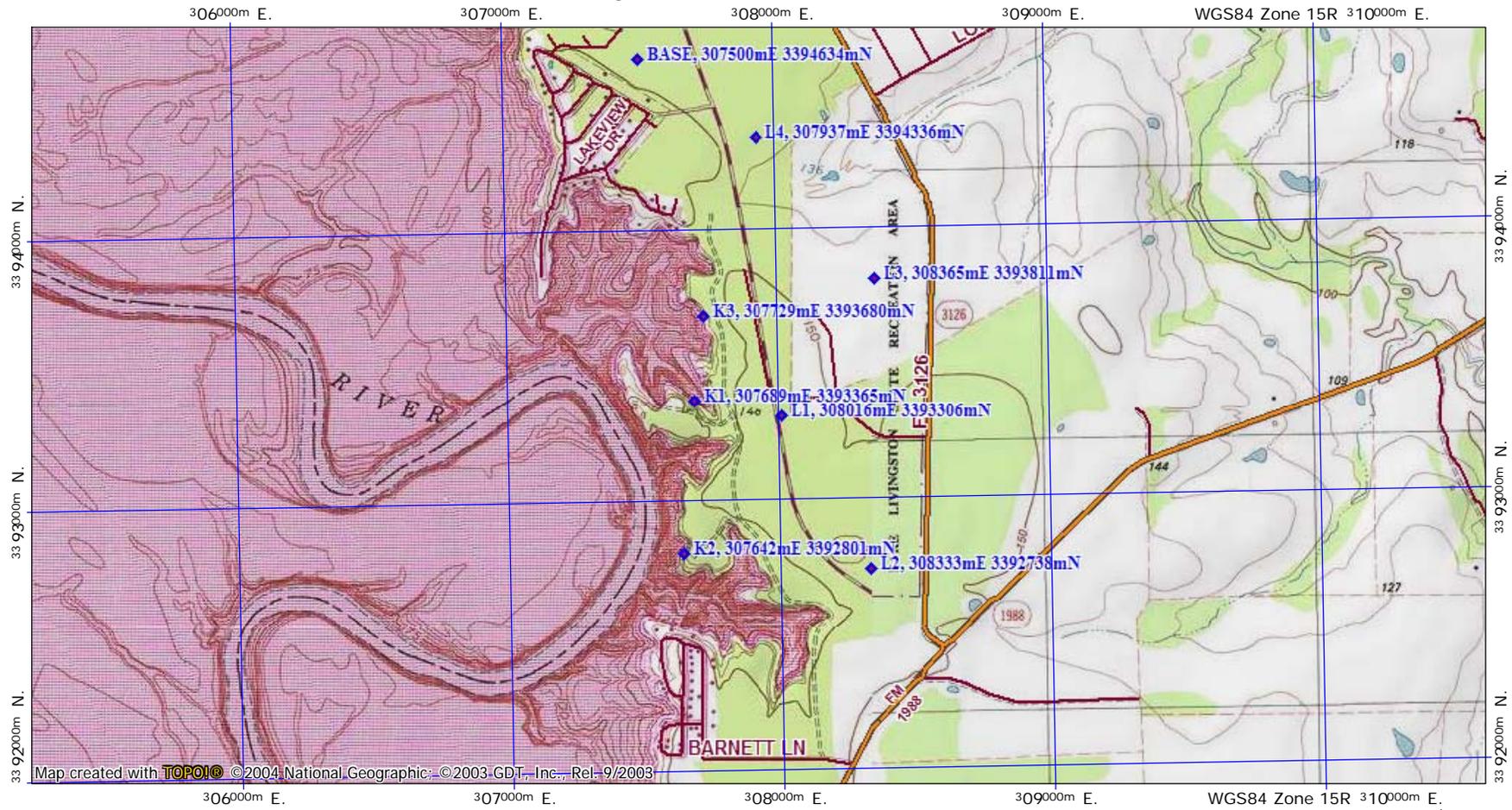
The race began at 11:15 with James M. starting off. Five minutes later, we received a phone call from James M, asking us if we had placed a control point in the middle of a local neighborhood! James backtracked to base camp and we regrouped. (An additional clue was provided.) That additional clue, was all it took, the scouts were off. All 3 scouts decided to locate some of the land points before going for the kayak points. The 1st kayak was launched by Chase W. at 12:45. James M. and James W. started their kayak leg within the following hour. All 3 scouts completed the race within the 3 hour time limit, separated by a time difference of only 11 minutes!

This adventure race required a solid knowledge of map and compass skills. The scouts were working off of a 1:24000 scale map. At that scale you cannot just use map markings to find your way. The scouts had to determine distance traveled and use the clues given to be successful. They also had to make solid decisions on the time it would take to find each point.

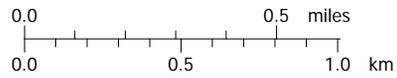
As the race coordinator, I found the results of this race very satisfying. Points were found by all three contestants! Not only were points found, but the scouts came back with a lot more knowledge on finding points in the wilderness. Hats off to Chase W., James M., and James W. This was a tough race and they handled it well. As a leader, I was **very** proud of their determination, skills and grit to stick it out.

Jody Williford
High Adventure Advisor

Lake Livingston State Park - HA Adventure Race



Map created with **TOPOLIO** ©2004 National Geographic ©2003 GDT, Inc., Rel. 9/2003



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