# Prep Night - Wednesday

* Build 30 POW kits
* Build 15 GR kits
* Build 5 Checkpoint kits
* Build 2 Bike Patrol kits
* Build 4 Ward kits
* Setup 2 training clipboards

# HQ Site Setup - Friday

To be setup by WP and Ward Event Manager:

* 2 long tables for Check-in, 5 short tables for Checkpoints
* Toilet Paper for Outhouses
* Setup area for Food Prep – away from dumpsters
* Setup 2 training area with kits for CP Captains/Bike Patrol and Ward Reps
* Setup for HQ Check-in (check boys off and redeem cups and record score)
* Propane Lamp
* Check for disposable cups at chapel, sell for 1 token each.
* Setup Checkpoints

# HQ tasks during Event

* 8:30pm Do check-in and training for – Ward Leaders
* 8:30pm Do check-in and training for CP Captains/Bike Patrol
* 9:00pm Send out Germans
* 9:05pm Send out POWs
* 10:00pm Assist with food
* 10:30pm Man station to do sign-out and take scores as boys complete
* 11:00pm Signal event-end and call in boys
* 11:00pm Assist in Take Down of Checkpoints and bring in equipment
* 11:00pm Provide Meal
* 11:30pm Have Ward Leader account for all their boys
* 11:30pm Account for all equipment
* 11:30pm Cleanup HQ
* 12:00am Return borrowed Equipment to church

# Checkpoint Material Kits (5)

To be setup by WP:

* 10 wooden stakes – Attach glows sticks to
* 1 large Checkpoint number sign – Identify Checkpoint
* 1 8ft wooden pole with 3 anchor cords and 3 pegs, fasten number sign to this pole.
* 1 Measuring string – pre cut to 30m to measure distance of stakes from centre. (Becomes part of anchor cord above)
* 1 Water jug (full) – refill boys canteens/water bottles
* 1 Small table, borrowed from Chapel – Used to sign off boys.

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To be setup by Checkpoint Captains

* 10 Candle glow sticks – light perimeter
* 10 tin-ties to fasten glow sticks to stakes
* 2 Long glow sticks - for top of pole.
* 2 garbage bags – clean up litter around checkpoint
* 3 pens - checking off boys cards.
* 1 Map – with their Checkpoint highlighted
* 1 Rule card - Game rules and Safety rules
* Card containing Captain responsibilities
* Adult Leaders Cell# list
* Disposable cups, sold for 1 token each.

# Bike Patrol Kits (2)

* 2 garbage bags – clean up litter along bike path
* 1 Map – with paths highlighted
* 1 Rule card - Game rules and Safety rules
* Card containing Bike Patrol responsibilities
* Adult Leaders Cell# list

# POW Kits (30)

* 1 Zip-lock bag with the following inside:
  + 26 playing cards wrapped with elastic
  + 1 Map with all marked checkpoints and HQ.
  + 1 Card with Checkpoint list.
  + 1 Rule card - Game rules and Safety rules
  + 1 Meal ticket – to redeem meal at end.

# German Kits (15)

* 1 Zip-lock bag with the following inside:
  + 1 Rule card - Game rules and Safety rules
  + Florescent tape arm bands
  + 1 Meal ticket – to redeem meal at end.

# Ward Kits (4)

* 1 Ward bag containing the following:
* All their POW kits.
* All their German kits
* 3 pens
* Adult Leaders Cell# list

## Checkpoints

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Ward: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You’re Initial Checkpoint is \_\_#5\_\_

|  |  |  |
| --- | --- | --- |
| Checkpoint # | Captain Signature | Time |
| One |  |  |
| Two |  |  |
| Three |  |  |
| Four |  |  |
| Five |  |  |
| HQ |  |  |

# Game Rules

1. POWs must go to the ***Initial*** checkpoint identified on their Checklist. This may not be the same as other groups. After checking in at that this checkpoint the remaining checkpoint can be reach in any order. Once you’ve checked in at all the checkpoints on your list, head to the HQ base at the parking lot for your final checkpoint and check-in.
2. When a German apprehends a POW, the German must escorts him back to his previous Check Point at which time the POW provides him with 1 of his tokens.
3. Only one German can apprehend a POW at a time. Only one will get a Token.
4. If the German does not have his arm bands on he cannot ask for a Token.
5. POW Teams should re-group at each check-point. (No man left behind).
6. There is a 30 meter no-man zone around each Check Point where Germans cannot apprehend POW’s (must provide a fair opportunity to escape.).
7. Communication devices shared with other team members may provide an interesting advantage as well as a safety component.

# Safety/Park Rules

1. Older players must be considerate of younger players and avoid injury to one another.
2. 1st Aid is available from Bike Patrol members on Bike paths, Checkpoint Captains at each Checkpoint, and at HQ.
3. Stay out of Nature Reserve areas. If you are climbing over a fence you may be in this type of area. Cross fences only where there are gates.
4. Do not go near the river, NO Checkpoints are near the river.
5. Car Horns from HQ will be used to signal significant events. Upon hearing these, you must return to HQ, the game is suspended.
6. Don’t Litter.
7. Report all damage caused by our event.
8. Need a good rapport with Park official to continue this event and to leave a good example of an **LDS** Scout.

|  |
| --- |
| Your Meal Ticket During the war food was a scarce and often rationed. But due to your valiant efforts the local town’s folk have sacrificed to provide you this meal.  Please provide this voucher to redeem 1 fabulously delicious meal provided by Dan Merrel’s Mobile cook-house. |

The average standard rations during World War II are as follows. Quantities are *per week* unless otherwise stated.[[11]](http://en.wikipedia.org/wiki/Rationing_in_the_United_Kingdom#cite_note-FOOTNOTEHome_Front_Handbook46.E2.80.9347-10)

| **Item** | **Maximum level** | **Minimum level** | **Rations (April 1945)** |
| --- | --- | --- | --- |
| [Bacon](http://en.wikipedia.org/wiki/Bacon) and [Ham](http://en.wikipedia.org/wiki/Ham) | 8 oz (227 g) | 4 oz (113 g) | 4 oz (113 g) |
| [Sugar](http://en.wikipedia.org/wiki/Sugar) | 16 oz (454 g) | 8 oz (227 g) | 8 oz (227 g) |
| Loose [Tea](http://en.wikipedia.org/wiki/Tea) | 4 oz (113 g) | 2 oz (57 g) | 2 oz (57 g) |
| [Meat](http://en.wikipedia.org/wiki/Meat) | 1 [s.](http://en.wikipedia.org/wiki/Shilling) 2[d.](http://en.wikipedia.org/wiki/Penny_(British_pre-decimal_coin)) | 1s | 1s. 2d. |
| [Cheese](http://en.wikipedia.org/wiki/Cheese) | 8 oz (227 g) | 1 oz (28 g) | 2 oz (57 g)  Vegetarians were allowed an extra 3 oz (85 g) cheese[[12]](http://en.wikipedia.org/wiki/Rationing_in_the_United_Kingdom#cite_note-veg-11) |
| [Preserves](http://en.wikipedia.org/wiki/Fruit_preserves) | 1 lb (0.45 kg) *per month* 2 lb (0.91 kg) [marmalade](http://en.wikipedia.org/wiki/Marmalade) | 8 oz (227 g) *per month* | 2 lb (0.91 kg) [marmalade](http://en.wikipedia.org/wiki/Marmalade) *or* 1 lb (0.45 kg) preserve *or* 1 lb (0.45 kg) sugar |
| [Butter](http://en.wikipedia.org/wiki/Butter) | 8 oz (227 g) | 2 oz (57 g) | 2 oz (57 g) |
| [Margarine](http://en.wikipedia.org/wiki/Margarine) | 12 oz (340 g) | 4 oz (113 g) | 4 oz (113 g) |
| [Lard](http://en.wikipedia.org/wiki/Lard) | 3 oz (85 g) | 2 oz (57 g) | 2 oz (57 g) |
| [Sweets](http://en.wikipedia.org/wiki/Confectionery) | 16 oz (454 g) *per month* | 8 oz (227 g) *per month* | 12 oz (340 g) *per month* |

Eggs were rationed and "allocated to ordinary consumers as available"; in 1944 thirty allocations of one egg each were made. Children and some invalids were allowed three a week; expectant mothers two on each allocation.

* 1 [egg](http://en.wikipedia.org/wiki/Egg_(food)) per week or 1 packet (makes 12 "eggs") of [egg powder](http://en.wikipedia.org/wiki/Powdered_eggs) per month (*vegetarians were allowed two eggs*)
* plus, 24 “points” for four weeks for tinned and dried food.

Arrangements were made for [vegetarians](http://en.wikipedia.org/wiki/Vegetarian) so that their rations of meat were substituted by other goods.[[12]](http://en.wikipedia.org/wiki/Rationing_in_the_United_Kingdom#cite_note-veg-11)

[Milk](http://en.wikipedia.org/wiki/Milk) was supplied at 3 imp pt (1.7 l) each week for priority to expectant mothers and children under 5; 3.5 imp pt (2.0 l) for those under 18; children unable to attend school 5 imp pt (2.8 l), certain invalids up to 14 imp pt (8.0 l). Each consumer got one tin of [milk powder](http://en.wikipedia.org/wiki/Milk_powder) (equal to 8 imperial pints (4.5 l; 9.6 US pt)) every 8 weeks.[[14]](http://en.wikipedia.org/wiki/Rationing_in_the_United_Kingdom#cite_note-FOOTNOTEHome_Front_Handbook47-13)

# Checkpoint Captain / Bike Patrol training

Get Clipboard with “Leader Assignment” sheets

* Sign-in : get Name/Cell#/Checkpoint # assigned/Has 1st Aid kit/Lights
* Confirm they have their 1st Aid Kit and lights (Note this if not!)
* Hand out Assigned Kits
* Instruct on Checkpoint setup and how to get Glow stick glowing.
* Cover their responsibilities.
* Give them the list of other Checkpoint captains, Bike Patrols, and HQ leaders with Cell #s as soon as completed/Updated.

# Ward Leader Training

Get Clipboard with “Youth Attendance /Record” sheets

* Sign-in : get names of all their boys, each boy’s role, each leader from their ward, with their cell#.
* Cover their responsibilities.
* Hand out Ward Kits for POW’s and Germans.
* Cover Game and Safety rules.
* Cover Initial Checkpoint start and point this out on their Map.
* Have them get their POW boys to fill in the Checkpoint card with name and ward.

# Checkpoint Captains Responsibilities

* Once onsite, Check-in and take training.
* Acquire equipment for and directions to your Checkpoint.
* Setup Lights to pole and boundary stakes (tie Glow Sticks to perimeter stakes)
* Sign off each POW’s Map to indicate he reached your Checkpoint.
* Provide a teachable skill to the Boys while they wait (Star identification, Carving, Scary Stories…)
* Manage any disputes between Germans and POWs reaching your Checkpoint.
* Sell cups for un-prepared boys for 1 token each. Cups redeemable for 1 token at HQ check-in.
* At end, Take down Checkpoints and bring in equipment.
* Cleanup area and take out garbage.

# Bike Patrol Responsibilities

* Once onsite, Check-in and take training.
* Get familiarized with Map, Checkpoints, Nature Reserve Areas, Bike Paths and Main walking trials.
* Assist boys along the path with any difficulty with directions or boundaries.
* Keep boys away from river.
* Manage any disputes between Germans and POWs.

# Ward Leader Responsibilities

* List of Boys attending with knowledge of which ones are in attendance.
* Have boys identified as either Germans or POWs
* Check-in their ward at the start of the event.
* Get their POW boys to fill in their Checkpoint card with name and ward.
* Stay with POW group for the event.
* Ensure all ward boys are present and accounted for before leaving event.

# Still Needed stuff

2 Ward Tables. Long ones for HQ

5 Short ones for Checkpoints

Tools: (Hammers..)

Wagon

# HQ List

Identified 1st Aider

Complete lists passed in for each ward after check-in.

Cell numbers of all Checkpoint captains, 1st Aider, Bike patrols