

SCRUFFIES NEWS©™
TERM 1 OUTRIGGER CRANES EVENT

**BUILD Something,
Then use it for a
Challenge!**

(Local Leadership Guru Refines leadership Challenge program)



"Scruffie the Adventure dog, Chief Challenger, Base Engineer and Skilled Skills Master

Scruffie LOVES!! Adventures.. He is an Adventure Canine. A challenge should not be "too easy". You should feel tested or pushed. By stretching your limits you redefine your perception of yourself and capabilities. This is the main aspect to Scruffies leadership Theory. Take A Skill, Master it and then Build Something. Take the Thing you have built and test it. If you can test it in a Game or Puzzle you have a challenge. This is like a Mini Adventure. Take all this and give it to 4 TEAM's led by a Scout Youth Helper. Now you have a Program. (Ed, Scruffie has a PowerPoint Presentation about this if you want) Scruffie is proud of his leadership Challenge programs. His Mates "think" that they are doing some canoe based fun activity at Karkarook. In reality - They are Building STABLE OUTRIGGER PLATFORMS with CRANES attached so that they can do Awesome water based GAMES - Sneaky Scruffie, Very Sneaky Build a Cool Machine and do Something Challenging with it

- 8 Amazing new "OUTRIGGER" Kayak based platforms
- 8 Sneaky crane hook arms.
- 10 potential games and Activities where team work and Crane work can be tested.
- 3 Crafty Youth Helpers with Testing Challenges to master.

THE TASK:

- Each PATROL needs to BUILD 2 of the New OUTRIGGERS using 1 DOUBLE and 1 SINGLE KAYAK.
- On this they need to build a Platform, Tripod and CRANE Arm with a Hook Attached.
- Each Patrol has two teams of 3 and need to work together to Solve Scruffies Crafty Puzzles and Games using communication and problem Solving
- Solve the Problem or Puzzle in the most innovative or quickest way, Win points, Maybe a Prize?

SKILLS

- SQUARE LASHING
- FRAPPING MALLET
- TRIPOD and Figure of EIGHT lashing
- TRUCKIES HITCH and ROUND TURN & 21/2 hitches

THANKS *

- Thanks Tony! all the equipment needs maintenance, without Tony , Scruffie would not be able to run his events.
- Ellen, James and Andrew – the Youth Helpers - Youth Helpers make a real difference. Scruffie Says : Thanks guys.
- THANKS Meena - There is a lot of Admin and logistics no one sees But everyone benefits. Scruffie Says Thanks!!!



SETUP and TESTING

Scruffie has so many, many, Many good ideas (Ed. to many . he needs to learn to prioritise) but he doesn't always have the time to pre build and test them. This means that he needs to get a team in Hours before his mates arrive in order to make sure the Design from his Whiteboards is optimised for the Youth Skills and abilities. It needs to be complex enough to challenge, but simple enough to master. Finding this sweet spot involves multiple versions and corrections (Ed: As Scruffie Always says "Fail often and Small" This way you get the errors out of the way and they don't accumulate)



Youth Helper James completes final Adjustments of the Crane tripod whilst Scruffie looks on Approvingly. . A "pilot" craft will be tested and then become the model for the Scouts. Iron out the issues ahead of time.



Scout Helpers and Youth helpers work to Set up the Puzzle and Challenges - This one will be for COW HOOPS



The Youth helpers Launch their Pilot Craft....and.....



The Test RUN is SUCCESSFUL, Well Done Guys...



All the equipment is laid out and sorted by Patrol. Each patrol has a work area Assigned and the Same equipment (Ed: Structure enables fairness - Says Scruffie)



A single Cow Stand Guards at the HOOP pole. Later this obstacle will be overwhelmed with Scouts, but at this point they are arriving - A moment of solace ...before...

THE ARRIVAL:

Scruffie Mates Always Arrive 10-15 mins early to make sure they are ready to start on Time. They use this time to orientate themselves Socially and establish the comfort, safety and security they need. Mates who arrive late feel rushed and anxious as they try and work out what is going on and who is in their patrol. Fortunatley MOST of his mates know this and their parents make sure their Scout can be successful by working with this system.

(Ed. Scruffie is also trying ouy NEW passive agressive messaging to reach a broader audience, he will do whatever it takes to make his scouts Successful , even irriate or.....Next Step.....Sarcasm!)



The Scouts arrive and Having "signed in" are all ready to start on Time! Well done Scouts. After a Brief safety briefing (Ed. the best kind) everyone knows the overall plan and rules. (Ed. Consistent standards make this Look easy, but take time and energy to install and maintian)

And So the detailed Briefing on the CONSTRUCTION begins. Fortunatley Scruffie and the Youth helpers have been testintg and refining the design. This means he can brief the Youth on the steps to recreate this Awesome machine.



They Gather round the "MODEL" - Scruffie knows that many people struggle with VERBAL instructions. its easier to SEE the OBJECTIVE and then LISTEN to the steps. Scruffie Knows to repeat three different ways so that differnet listening styles can be accommodated.

Scruffie get James to DEMONSTRATE the Hook in Action. Visualisation of the OBJECTIVE or OUTCOME helps many mates plan the process.(Ed. Scruffie Knows some people need linear steps forward, but others need to work backwards from an outcome)



THE BUILD:

Each team has the same design and equipment. Each Patrol has a Patrol Leader (PL) and Assistant Patrol Leader (APL) so that they can split in 2 and Build 2 CRAFT. Having a structured, organised and ordered system enable fairness and means everyone has a job and role to play.



THE BASICS: 2 x 2.4 Metre poles are attached directly around the KAYAKS, and these brace and secure the Small Kayak as the OUTRIG to the Larger one.

The PLATFORM and Storage: Platform is built, for the CRANE operator, and Storage added. (Ed. Its for the COWS)



PROGRESS: Some teams are faster than others, but some have better quality and so less rework. Each team will learn from this method (Ed, Hopefully)

THE CRANE: Take a long Pole , add a HOOK.
- equals 1 x CRANE ARM



THE TRIPOD: TRIPODS and TRIANGLE's are the strength of the design the CRANE ARM will sit accros this allowing the youth member a LEVER>

TESTING: As Demonstrated here. Scuccessful test means this patrol is ready.

THE GAMES:

BUILD it ... Then TEST it and your TEAM in a CHALLENGE or SEVEN.....



TOXIC BUCKET : Move the 3 BUCKETS of Toxic BALLS from the 1 DOUGHNUT on the right to the one on the left. Dont drop the ball!"

Some Patrols rush to do as many Bases as quickly as Possible... Others... Take a more relaxed approach....
WAKE UP! Scruffie get the Siren Please....



COW RESCUE: CAN You RESCUE the Cows that have fallen overboard and help them get back on the Island. (Ed. Regular readers of Scruffies News will know that the COWS "Natural habitat" is "islands")

The Team is soon Succesfully hooking those cows aboard the island (Ed. Note Scruffie is against live transport of Cows and so makes sure they have islands)



DRYSACK RESCUE: TWO boats working together need to HOOK the runaway Drysack tube....

... And with a co-ordinated effort they rapidly return the dangerous "RADIOACTIVE TUBE" to its storage area.



COW HOOPS: Can you Capture the hoops and using the crane lift these over the SEA TOWERs of the cow people.

Yes you can..... (Ed. No cows were harmed in the Playing of this Game... All Cows were volunteers and provided union Mandated Breaks..... You dont mess with the COW Union.)



TOW THE YOUTH HELPER: Joe's patrol set up the DUAL tow lines. A co-ordinated TOW is needed.

Soon they are ready to "Tow the JAMES"Around the Orange Mark and back again.. (Ed. Relax James , No need to be so STRESSED")



And then back to the beach to start the next game... James still relaxed and safe.....What will they choose for their next challenge ?

Ellen preparing her next challengers. Its important to do your briefings on Land ,,...Once on the water its very , very difficult to brief or Control....

PACKUP and PIZZA: Scruffie Ordered Pizza and Brought everyone a Cold can of drink. His Mates cant survive on just the Snacks he gave out at 18h00. Fortunatley everyone knows how to Coil rope, Pack trailers and PFD 's and so soon everything is packed and they can have time to eat Pizza : Take a Slice then come back for Seconds.(And thirds, etc, there is always plenty)



Provided that everyone sort their recycling and food waste so that it can easily disposed of, Scruffie has Seconds and thirds of Pizza (Ed. Scruffie makes sure he is always prepared to fuel demand of Adolscnt growth or due to adventuring)

Finally Scruffie waits with his mates for the Last Scouts to be picked up (Ed. its 20h15 andDo you know where your children are ? At Karkarook... remember ?)



Scruffie Asks Youth to check the Beach for Lost property, he runs an "OP SHOP" and likes to collect and Sell the things other people leave behind (Ed. Like a Capitalist Womble)



Parade and Prizegiving: Scruffie Does his Parade and prizegiving. Luca Offers to help in Prizegiving. Some guy wandering by gets in the photo. Scruffie needs better Photographers. Or PHOTOshop editors.
(Editor: Scruffie, we will discipline the photographer and make sure that we dont see any more of this weird stranger in Scruffies Photo's.....Also Some guy in A pink hat has pitched up again. Can we look into this.)