



Alcovy OldTimers Yule Log

What is Yule Log?

Yule Log is an annual food drive combined with Scout skills field events, Yule Log hunt, camping, a great meal, and a special seasonal campfire. Units are welcome to camp the entire weekend, or just come for the day on Saturday.

In addition to being great fun, the mission of Yule Log is to collect food for the local food banks in anticipation of the holiday season and to promote a Scout's duty to help others. Our goal is to collect as many cans of food as possible and your donations will help make someone's holiday season very special.

Event Details

WHO: All Sweetwater and Apalachee Troops, Crews and Posts.
WHEN: Friday through Sunday, December 11-13, 2026.
Main events will be held on Saturday.
WHERE: Scoutland
COST: \$5 per person & as many cans and gift cards as possible. Paid attendees will receive a Yule Log patch.

Food Donations

This is a holiday food drive, so please do not come empty-handed. Food donations could make a positive difference in someone's life. This represents truly outstanding community service at a time when it is so desperately needed. Each unit is expected to bring one gift card and as many cans of food per Scout as possible. We want to break all previous records and see so many cans that we have to find more trailers this year!

What's for Lunch?

The OldTimers will be serving lunch. The OldTimer lunch will include hot dogs (pork and beef), chips, fruit, cookies. For those with special dietary needs, please plan accordingly with your own food. Food will be available for pickup at Cleveland Hall for troops to eat at your campsite.

Registration

Registration will be online, links on the Sweetwater and Apalachee District websites. At that time, campsites may be reserved. Campsites will be allocated on a first-come, first-served basis.

Webelos are Welcome

Units, this is a great event to bring along Webelos so be sure to extend this opportunity to the packs! Webelos may only attend with a Scouts BSA unit and must be accompanied by a registered unit leader.

Check-in/Check-out

Check in after 5 PM on Friday and check out by 11 AM on Sunday. Each unit is allowed to drop a trailer off at the campsite. No vehicles are allowed to remain in the campsite due to council regulations. Units are expected to observe and respect any fire restrictions specified at the time of check in.

Trailers will be available for food collection near the gate as you arrive. Make sure your number of cans per Scout has been recorded.

Bath House Duty

Each unit will be asked to pick a time to clean the bath house.

Schedule (Subject to change)**Friday**

5:00-10:00 PM	Check-in
11:30	Lights out

Saturday

8:00-11:00 AM	Check-in
11:15	SPL meeting on the field
11:30 PM	Lunch provided by the OldTimers, pickup boxes at Cleveland Hall
1:00	Flag raising, Field Events
	Yule Log Hunt
6:00	Dinner on your own
8:00	Campfire, Awards, Burning of the Yule Log
11:30	Lights out

Sunday

7:00-11:00 AM	Unit breakfast and Sunday worship. Units are encouraged to conduct their own worship service at the campsite.
	Check-out.

Field Events

Be Prepared! In advance of Yule Log, please read all rules and note the equipment needed for each of the events. Each unit is responsible for providing its own materials for each event and for clean-up of its area at the conclusion.

If you do not have enough Scouts for any event, you may use a Scout twice for that event. Use the Boy Scout Handbook as a guide along with the enclosed rules. Webelos are welcome to participate with their host unit.

Even numbered units will form up on the right (dining hall) side of the field and the odd numbered units will form up on the left (lake) side.

A youth leader from each unit will be called up before each event to ensure everyone knows what is going to take place. For all timed events, an adult leader is responsible for recording the unit's own time. All designated units will start together, and the leader will stop the watch when the task is completed. Timing is on the honor system. After each event, the youth leader will bring the stopwatch showing the unit time and report their time to the scoreboard staff.

Questions regarding rule interpretation should be asked before the start of that event. If anyone observes a possible violation of any rule, one adult leader from the unit must present the observation to the Field Judge before the start of the next event. The unit charged with the possible violation will be allowed to defend itself. The decision of the Field Judge with respect to violations is final.

Flagpole Setup

The units will be staged around but not in the playing field.

Nothing can be pre-assembled. The normal unit flagpole may be used but the flag must initially be detached from the pole and then be lashed to the pole when the event starts. On signal, the unit will lash together three poles to make one long pole, attach the unit flag to the top, and erect the flagpole with four guy lines staked in the ground. The watch is stopped when the flagpole is freestanding and the unit lets out a cheer. The flag is the unit rally point and should remain up for the afternoon. This is a timed event, but the judges are also looking for the best-looking flagpole, including vertical straightness and quality of lashings. Quality, not quantity, is key here; height is not a factor in judging. Flag poles deemed unsafe by the Field Judge must be promptly dismantled.

NOTE: Guy wires for flagpoles must be marked for safety purposes with surveyor's tape, caution tape, or other visible markings. Also, please make sure your stakes are firmly planted in the ground and guy wires are securely fastened to the stakes.

Knot Relay

This is a timed event. Teams will line up on their start line in relay formation. The team must be sitting down. The unit will send one Scout leader who knows the knots to the center line. The Scout leader will have a stave and the duty rope for the knots. The Scout must tie the designated knot and untie it before returning to the start line. The clock stops after the last Scout unties his knot and crosses back over the start line. The following eight knots will be used:

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| • Clove Hitch | • Timber Hitch |
| • Square Knot | • Sheet Bend |
| • Two Half Hitches | • Fisherman's Knot |
| • Bowline | • Taut line Hitch |

Morse Code Message

This is a timed event - the objective is to turn in the correctly written message in the shortest time. Each unit sends two Scouts with a copy of Morse Code, pencil, paper, and a signaling device to the center of the field. The remaining members of the unit must remain off the game field, also with a copy of Morse Code, pencil and paper. The two Scouts will be given a message, which they need to send to their unit, by Morse Code or semaphore. Sign language is not allowed. Message senders must remain on the center line until the event has concluded. Timing stops once the receivers complete writing the message. Stopwatch and written message are then turned in to the scoreboard staff.

Rescue Carry Relay

This is a timed event. An eight-Scout team will line up in relay fashion. On signal:

- The first two Scouts from each unit will make a stretcher with poles and a blanket or jackets and transport a victim completely across the center line and back.
- The next two Scouts then carry a different victim using a two-handed chair carry completely across the center line and back.
- The last Scout carries the last victim using a fireman carry completely across the center line and back.

Chariot Race

This is a timed event. Three Scouts from each unit will line up at the start line. On signal, they will build a three-pole chariot/travois. Three rope lashes are required to assemble the chariot. Once built, one Scout must ride and the other two will drag him and the chariot completely across the center line and return to the starting point. If the chariot falls apart then the unit is disqualified. Equipment needed: 2 spars/poles about 8 foot long, one 4 to 5-foot pole, and three ropes for lashing.

Buddy Ski Relay

This is a timed event. There are eight Scouts divided into two 4-person relay teams. One team will go to the center line, and the other will line up at the start line. Team members must have a foot placed on each ski and nothing is allowed to wrap around any member's foot. On signal, they will move completely across the center line. Once both skis completely cross the center line, the second team will take over and return to the start line. Timing stops once both skis cross the start line entirely. Equipment needed: two 6-foot skis made of either 2x4 or 2x6 material. Each ski will have four ropes attached that provide each member a rope to hold on to.

Catch the Bucket

This is a timed event. Each unit will field only four Scouts. Upon signal, one Scout will stage their #10 can at the 12-foot line. The can should have a wire carrying handle.

- The can must be at least half full of water.
- Upon the signal, the team will lash four 5-foot poles together making a long pole.
- They must tie a line with a hook on the end of the pole. At least three feet of line must be dangling between the pole and the hook.
- Then, using it like a fishing pole, they will try and catch the can and reel it into the start line.

Timing stops once the can gets completely past the start line. Stopwatch and the can of water are presented to the scoreboard staff. The fastest time with at least half a can of water left is the winner.

Memory Kim Contest

On signal, two Scouts with paper and pencil will assemble at the middle of the game field. After they are briefed, they will be able to view a display of items for 30 seconds. The display will then be covered, and they will have 60 seconds to write down what they remembered. The team with the most correct items wins. Be specific – if you see a Scout handbook, don't just say "a book". In the event of a tie, the more detail the better.

Compass Directions

This is a timed event. On signal, a three-Scout team will be given several compass points to determine bearings. After determining the bearings of all compass points, the team must turn in a written response to the scoreboard staff. The team will need a compass, pencil, and paper.

Yule Log Hunt

Clues will be posted at various points around camp to provide directions to the hidden, festively-decorated Yule Log. Use of cell phones, radios, tablets and other electronic devices to assist in the search IS PERMITTED.

Water Boiling Race (Safety First)

The Water Boil Race uses new rules started in 2019. These changes have been created to address concerns over safety, Scoutland fire policies, and fairness.

This is a timed event. On a signal, a four-Scout team will bring their fire lay to the designated area, set it up, and hang a #10 can from the metal tripod.

Once all teams are set up, passed rig inspection, and have received their allotted kindling, the judge will give a signal to start. Each team will construct their fire and light the tinder, kindling, and the wood materials provided, using their flint and steel. The winning team is the first to bring the water to a hard, rolling boil that has also followed all the rules and requirements below.

Field judges will have final say as to what constitutes an open fire, what is considered a rolling boil, and if the ground has been scorched.

Provided by Unit:

- Fire pan – FLAT sheet metal pan with a minimum size of **30"x 30"**. A commercial oil drip pan with a lip/rim of no more than 1 inch high may be used.
- Non-flammable support materials for elevating fire pan and protecting the ground
- Metal tripod with metal chain to hang can
- #10 can with wire bale to hang from chain
- 48 oz of water for can stored in a measuring container (1 ½ 32oz Nalgene bottles)
- Flint and steel for lighting fire
- Water container with at least 5 gallons of water for fire control

Provided by OldTimers:

- **tinder materials** - non-processed, plant material
- Kindling and wood (pre-measured for each Team)

Additional rules/requirements:

- **Use only provided tinder and wood.**
- Only flint and steel can be used for starting fire. No matches, lighters, magnesium, etc.
- Fire Rigs:
 - No commercial fire pits or dish/parabolic shaped pans. Teams must construct the fire lay from a simple flat sheet metal pan and their chosen support materials.
 - Fire pan must be elevated at least 12 inches off the ground, supported by non-flammable materials.
 - **All rigs will be inspected prior to Race. Once rig is approved unit will be allowed to receive fire materials**
- **No fanning of the fire by any means, light blowing on embers in tinder is allowed**
- Any scorching of grass or ground below fire will result in a 2-minute time penalty and/or disqualification. Teams must watch for and douse any falling embers from their fires.
- Only pre-measured water allowed in #10 can. No soap or other materials may be used that may decrease boiling time.
- Teams must adhere to all BSA fire regulations. This includes any restrictions that may be in force due to drought or other dangerous fire conditions.

Note: Though all attempts will be made to preserve the traditional water boiling competition, fire restrictions on the day of the event might dictate modification of the rules. Any changes will be announced at check-in.