## Troop 281 One-Match Award Rules In order to qualify, all rules must be followed

- 1. The fire must be obviously sustainable to qualify.
- 2. <u>The attempt must be by a single person</u>. No outside assistance is allowed.
- 3. The attempt must be proclaimed to a troop leader (any adult or youth staff not in the family) <u>BEFORE it is attempted</u>. The leader must bear witness to the entire process.
- 4. All materials used, other than the match, MUST come directly from nature, in the local area. All materials are to be gathered by the person attempting the challenge.
- 5. <u>The match must be of standard kitchen match size</u>. Any brand can be used. Fireplace and "fire starter" matches are not allowed.
- 6. <u>Three attempts are allotted per campout</u>. An attempt is defined as having the materials present, being proclaimed as an attempt, and the match lights something.
- 7. Match snuff-outs (match is snuffed out before anything is lit) are forgiven, and another match may be used. This rule is ONLY in effect if the match in question did not burn anything.



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- 3. The attempt must be proclaimed to a troop leader (any adult or youth staff not in the family) <u>BEFORE it is attempted</u>. The leader must bear witness to the entire process.
- 4. All materials used, except for the fire starter device, MUST come directly from nature, in the local area. All materials are to be gathered by the person attempting the challenge.
- 5. Fire starting techniques include: Friction, Solar, Spark, and Fire Piston. Any method that is not <u>directly related</u> to these methods is not allowed. (i.e. chemical reactions to start a fire are not allowed. Steel wool and battery, plus related methods are considered chemical)
- 6. <u>Five attempts are allotted per campout</u>. An attempt is defined as having materials present, being proclaimed as an attempt, and something burning from an ember made by an approved method.

Troop 281 awards all No-Match Award earners a turks-head neckerchief slide with a campfire pendant - in a color representing the method that they used: red for friction, orange for flint and steel, yellow for solar, and black for fire piston.