



Cane Quest Contest Rules Scouts



The contest will be held on October 14, 2017, from 8:00 am to 2:00 pm, at **The Governor Morehead School for the Blind (GMS)** in Raleigh, NC. Scout participants form teams of one sighted volunteer and one visually impaired student. Teams earn coins based on how well they demonstrate each orientation & mobility skill as they travel through various checkpoints. Skills assessed at each checkpoint include those listed on the Scouts Skills Sheet. All student contestants will receive a certificate of participation and a commemorative t-shirt.

OFFICIAL CONTEST RULES:

1. Cane Quest is open to legally blind students in grades 3-6 who have received appropriate instruction in the use of the white cane, and who are both cognitively and physically able to walk independently for up to an hour at a time. To be eligible, a student's visual acuity must fall within the B1 through B2 classification range as defined by the United States Association of Blind Athletes.
 - Class B1** – No light perception in either eye up to light perception, but inability to recognize the shape of a hand at any distance or in any direction.
 - Class B2** – From ability to recognize the shape of a hand up to visual acuity of 20/600 and/or a visual field of less than 5 degrees in the best eye with the best practical eye correction.
2. Students must use a white cane for this contest, and must wear closed-toe shoes. We also recommend bringing water, sunscreen and a hat, or rain gear, depending on weather.
3. Cane Quest will be held rain or shine, but will be postponed or cancelled due to lightning.
4. Since sighted volunteers will be blindfolded for a portion of the contest, teams will be monitored at all times by other trained volunteers.
5. If a team goes off-route, they will first be allowed to self-correct. If they fail to do so, a volunteer will intervene and redirect them as necessary. If a student needs assistance, they are to turn their cane upside down and a volunteer will assist them.
6. Start times for each team will be staggered. A new team begins when the previous pair pass the first checkpoint. This contest is not timed and is not a race. Contestants are encouraged to go at their own pace.
7. No Talking or "coaching": Paired volunteers will be asked not to give verbal cues when the participant is leading, and vice versa!
8. The entire Scouts route will be located on campus at **GMS**. Teams will be given simple verbal directions at each of the checkpoint stations.
9. All judging of skills is done by trained volunteers. One to four coins will be awarded at each checkpoint station, based on the teams' effective use of the skills listed on the Scouts Skills Sheet.