

Group 1 Games

1) Bowline Stroll

Everyone in the Patrol needs a 6 ft. rope. Each person ties a bowline around their waist. They then tie the other end of their rope to a central loop (about 1 ft. in diameter, supplied by the judge.) They then must travel a set course as fast as possible.

1. No one may be dragged.

2. Proceed safely.

Scoring is by the number of seconds used subtracted from 240.

2) The Monster

The Patrol must form a monster that moves 50 ft. and makes a sound.

1. The Monster must have only one more leg than the number of Scouts in the Patrol;
2. The Monster must have one less arm than the number of Scouts in the patrol;
3. The Monster must make a single sound, not just a group shout.

Scoring: 0-25 for the Monster

0-25 for the sound.

3) Careless Camp Observation Game

Give patrols five minutes to study the site. They are not to talk, but they can touch what they see as long as they leave an item exactly as they found it. Patrols then huddle to prepare a list of all the things they found wrong in the camp.

Score biased on list of mistakes noted. 1 pt. For each correct mistake listed –1 for incorrect listed items. May be possible for bonus points.

4) The Electric Fence

A "Yard" is enclosed by an "Electric Fence" (twine) 36" high. Inside the "Yard" is a 2x4 with steps or log to assist. The Patrol must get as many members over the fence as possible. Anyone touched by the "fence" is zapped and eliminated.

Scoring is biased on cooperation, spirit, and success (number of patrol over fence).

If the patrols roll through these games quicker than the 1 1/2 hrs allowed then I suggest that we have a group game

The Stalker.

- Equipment: Blindfolds, stones.

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet, but not touching them.

The other half of the group (the ones that can see) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions.

Stalkers try to collect as many stones as possible without being caught.

Group 2 Games

5) Bowline-Sheet Bend Draw

Each participant needs a 6 ft. rope. Patrols form into pairs facing each other. On "go" each Scout ties a bowline around his own waist, the first one done then ties his rope to his partner's with a sheet bend. The two partners then lean back and raise their hands.

Scoring: The last team of the patrol will have the number of seconds used subtracted from 120.

A bonus of 5 points will be awarded for each correct knot.

6) Nuclear Reactor Game

Object Of Game: Take a 3/4 filled can of water, and pour its contents WITHOUT SPILLING IT, into a second can 10 feet away.

RULES:

1. There is a transport device (see below) which they will be provided to transport the can containing the material.
2. No one can touch a can.. You will be dead if you do leaving the team short one member (leaving one rope on the transport device un-manned).
3. No one can be within a 4 foot of the can. There will be a ribbon one each rope of the transport device marking this location.
4. The can must be transported with the transport device, AND Poured into the OTHER CAN.
5. Ropes on the transport device can not be exchanged with another team member INSTEAD, you are assigned a rope and you must always hold onto it. You can move yourself with the rope to another position (crossing ropes etc) [needed when pouring can into second can].
6. No fighting. Work as a team.

SETUP:

You tell everyone that there is a radioactive materials in the can. They can transport the material using the transport device to a safe location and save the world.

If they touch the can, they are dead.

If they should come within 4 feet of the can, then they are blinded and must be blind folded.

They have 15] minutes to plan and then will be timed on the execution of transporting the material.

Materials:

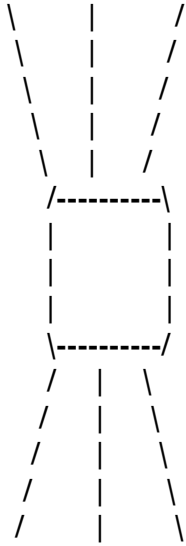
- 6 - 10 foot pieces of nylon rope (1/4 ")
- 1 bungie cord which is larger than the circumference of the #10 can.
- 2- number 10 cans.

Assembly of Transport Device:

Take the clips OFF the bungie cord.

Fasten the bungie cord to make a circle larger than the can... I recommend about a 1/2 inch larger in diameter. I usually make an S out of a coat hanger (SMALL) and pinch the two ends of the cord with the s to hold it (probably not clear!)..Some bungies come with an S which is used to hold on the big clips on the end ... send me mail if you need further clarification..

Now tie the 6 pieces of rope to the bungie cord making it look like a wheel hub (bungie cord) and spokes (rope)



Tie a black ribbon on each rope 4 feet out. If any hand hits the black ribbon, then they are blinded.

They are given a max of 15 minutes to plan how they will carry this canister, and then set up at the start line and then it is run. The winning team is the team that does not drop the canister and is first over the finish line.

If they all drop the canister, then you start it again...

Scoring is based on completion time, cooperation, invention

7) Flag Tag

Can be played with 2-4 patrols. Patrol members will have a bandana that is sticking out of their belt or shorts preferably on the right or rear of the scout. Coming from opposite sides of the playing field they will steal the other patrols flag. The last patrol to have a member with their flag intact is the winner.

Scoring will be awarded to the patrol that still has their flag.

- *This game will also be used as a time filler for those doing other games involving more time and thought.*

8) Cardasian Rescue

Your patrol is on a planet in the Cardasian territory, on a rescue mission. You have to cross a heavily guarded area, however, Starfleet spies have discovered a "Path" through their guarded zone. If you follow it carefully, you will get through safely.

For this event they put on white t-shirts and were issued a compass, helmets with face shields and a heading card.

When the course was followed correctly, the patrol emerged unblemished. If they got off course, they were "fired upon" with squirt guns filled with water-based coloring.

Scoring: After completion the time will noted and the number of color splats are counted, and a 5 second penalty was assessed for each one.

Group 3 Games

9) Everyone over the Wall

You must get your entire patrol over an eight-foot wall. Using only the people at hand and no ropes.

Scoring is biased on time it takes to get everyone over.

10) Amazon

A #10 can, with wire bale, is placed on an "island" 10 ft. into the Amazon. The Patrol has to get the can without anyone stepping into the river, or spilling the contents of the can.

Equipment: 6 ft. of 1/4" rope, pole or tree limb long enough to reach the "island", a stick 2 ft. long, 2x6x12 board.

Scoring is by cooperation, spirit, and success or failure.

11) Giant Clove Hitch

With a 50 ft. rope, the Patrol ties a clove hitch around a tree.

No one is allowed to go closer than 15 feet to the tree.

Scoring is by the number of seconds used, subtracted from 240. 4 minutes maximum allowed.

12) All Aboard

The entire group must stand on a 2' x 2' platform at the same time, for 10 seconds.

Minimum of 6 scouts

Scoring: 10 points for each Scout on the platform.

13) Blind Tarp Set up

One member of the patrol is the leader. The rest of the patrol is blindfolded. The leader must direct the blindfolded members of his team to set up a tarp.

Score is based on time to set up and neatness (standing up straight, good tension on guide wires etc.)

There are more events in this group that should fill up the time. However if it doesn't then I suggest