

Current Activities List for Troops to Run

The following are a list of Patrol competitions suggested for Troops to run. If Troops have other ideas in mind, they are welcome to run those events instead. Troops may also want to explore the wide range of activities (with descriptions, and sometimes videos) at:

<https://troopresources.scouting.org/alphabetized-index/>

Troop 1 Wakefield can assist with providing necessary items for the events, if needed; additionally, Troop 1 Wakefield can provide a demonstration of how to run the event on Friday evening or Saturday morning. Troops should notify Troop 1 Wakefield of the event they wish to host (or their willingness to run any assigned event) at: Troop1.Wakefield.BSA@gmail.com

String burning over fire

Required items:

Roll of string (e.g. kite string), enough to replace string after each event

Two stakes to hold the string up with, approximately 18" high (after staked into ground)

Water bucket (for dousing fire after the string burns)

Instructions:

Pre-competition setup will have stakes on either side of a fire-ring, with two strings running between the stakes: one set at 12" above ground, and a second at 18" above ground. At clock start, the competing patrol will collect fuel and build a fire-lay that has no material extending above the lower string. They will start their fire and try to burn through the upper string as fast as possible. Competing patrols will be required to bring their own matches. A time penalty can be applied if Patrols need to borrow matches, or use a lighter. Time penalties can also be given for each match used, for adding more wood, or for rearranging the original fire lay. The fastest patrols to burn the string win.

<https://www.youtube.com/watch?v=E1z5J1v5im8>

Pulp log throw

Required items:

Five or six small logs (~2-6" dia x ~2-4' long)

Four stakes

Instructions:

Pre-competition setup will have pairs of stakes set in the ground, approximately 10' between pairs, with each pair being approximately 3' apart. Scouts will each take turns throwing the 5-6 logs from behind one pair of stakes to the line between the opposite pair of stakes. Once all the logs are thrown in one direction, a different Scout will toss the logs back in a similar fashion. Every member of the patrol must throw all the logs provided before repeating members. This will be repeated eight times (once for each Scout, with some Scouts going twice for those Patrols with less than eight Scouts). One point is score for each log that lands along the line between the stakes. Tie-breakers are based on fastest times to throw all logs.

Video example:

<https://www.youtube.com/watch?v=biiueQitxqg> (skip to 0:49)

Lumberjack log sawing race

Required items:

Large log
Rope
Two man crosscut saw

Instructions:

A large log will be propped up at an angle on a ramp or block, allowing for it to be easily sawed. Two members of the patrol will then use the crosscut saw to cut a piece of the log off as fast as they can. Once they have finished, a third member of the patrol will tie a Killick hitch (a timber hitch at one end of a cut log, and a half-hitch at the other end of the log) and drag it around a set course. The fastest patrols win.

<https://www.youtube.com/watch?v=N7CRcyj7JEw> (video shows timber hitch; at ~2:35, Killick hitch is shown)

Wig-wag Morse code

Required items:

small flag to be used as a signal flag, Morse code references, paper and pencil

Instructions:

- Two Scouts from each patrol, serving as the senders, are stationed a fair distance away from the rest of the patrol, so they and the patrol are out of ear shot. The senders are given a short message to send that they will translate into Morse code (using a provided Morse code reference handout). The receiving Scouts have a blank paper, a pencil, and their own Morse code reference for recording the message that will be sent.
- The sender uses the flag to send each letter of the message in Morse code by wig-wagging. The flag held up straight and tall = the start of a letter. A swipe to the sender's right = a dot. A swipe to the sender's left = a dash. The flag swished downward = the end of the word. The other sender dictates to the Scout with the flag. They obviously need to communicate and cooperate with one another.
- The patrol needs to record on their paper the dots and dashes being sent. Afterwards, they can refer to their reference sheet to decipher the message.
- Scoring: The first patrol to correctly decipher the message, wins. Tie-breakers are based on fastest time.

<https://troopleader.scouting.org/morse-code/>

Ladder lashing (build a ladder)

Required items:

Two pioneering/lashing poles (~6-8' long)
Three or four pioneering/lashing poles (~2' long) for ladder rungs
Rope (6 or 8 lashing ropes of ~10-15' length each)

Instructions:

Competing patrols will be timed on how fast they can build a small ladder by lashing three or four rungs onto the longer poles using square lashings. One rung should be approximately 6-9" from the end of the poles, with additional rungs ~9-12" apart. The ladder must then be held up on each side by Patrol members, while one person climbs to stand on the top rung and then back down. Once eight Scouts

have climbed the ladder, the clock stops (Patrols with fewer than eight Scouts will have some members climb twice). Fastest time wins.

Video example:

<https://www.youtube.com/watch?v=YJv7HTOAwNs>

Blindfolded tent setup

Required items:

Tent

Blindfolds

Instructions:

The members of the competing patrols will all be blindfolded except one. The one unblindfolded member will guide the blindfolded members to pitch the tent. The fastest patrol wins.

Video example:

https://www.youtube.com/watch?v=p_vjdN3DUuo

Tripod relay

Required items:

Three pioneering poles/sticks/Scout-staves

Two ropes (one at least 10-15' long for the tripod lashing; one ~8-10' long for the bowline)

Instructions:

Scouts will build a tripod. Scouts also tie two bowlines onto opposite ends of one of the ropes (they should use the shorter rope). One loop goes over the top of the tripod, and a Scout steps into the suspended loop with one foot to stand off the ground, while the tripod supports the Scout's weight. The remaining patrol members can hold the legs of the tripod in place. All eight Scouts in the Patrol must step into the loop (one at a time; Patrols with fewer than eight Scouts will have some go twice) before the clock stops. The fastest patrols win. Penalties can be applied if the Scouts do not tie a proper tripod lashing (using clove hitches at the start & end, with at least five wrappings and at least two frappings; Scouts can either use plain turns or racking turns [figure eights] for the wraps; there should be no diagonal between the first and second set of frappings; if the poles are unequal lengths, the bases should all be aligned before starting the lashing). A bonus time can be awarded (time removed) if the Scouts wrap the initial "pig tail" around the working end before starting the wraps.

<https://scoutpioneering.com/videos/lashing-videos/tripod-lashing/>

Panning for gold

Required items:

Tarp

Long rope

Tennis ball (or similar small, softish object – e.g. ball of tape)

Instructions:

The long rope will be tied between two tall things (trees, poles, etc.) to be held up. Patrols will then use the tarp to toss the ball over the rope and catch it back in the tarp, where they will then be awarded a point. Patrols of a set amount of time to make tosses (e.g. ~90 seconds). Whichever patrols gets the most points win.

Radioactive isotope

Required items:

Large can (e.g. #10 can) filled with water
8 ropes - 12 feet long
50' rope to make a circle
Bungee cord or rubber band that can fit around the log

Instructions:

Pre-competition setup: make a circular area using the 50' rope. Fill the can with water and place it in the center of the circle.

Patrol competition: Scouts will tie the ropes to the elastic band then, then (while remaining outside of the circle) must work together to stretch the band around the can and move the can to the outside of the circle without any Scout entering the circle. The goal is to transport the radioactive can to the safe disposal site (outside the circle) without touching it or dropping it or stepping inside the circle. Each scout in the patrol grabs an end of the rope, and must use the rope to maneuver the can to the disposal site. The patrol who spills the least amount of water wins; fastest time is a tie-breaker. (The amount of water spilt can be determined by measuring how much water needs to be added back to refill the can at the end).

Video example:

<https://www.youtube.com/watch?v=m9fOpqWlrkg>

Stretcher relay, first-aid and carries

Required items:

Poles/sticks/scout-staves
Tarp
Bandages/neckerchiefs

Instructions:

One member of the patrol will be designated randomly to have a simulated ankle & collarbone injury. Other Scouts must treat the injuries with ankle wraps & shoulder wraps, and build a stretcher using the tarp & poles. Competing patrols will then put the "injured" Scout into the stretcher and race around a designated course back to the starting location (~20'). Scouts will then move a second Scout using the packstrap carry, a third Scout using the two handed carry, and a fourth Scout using the four-handed seat carry. The fastest patrols win. ("Injured" Scouts can remove their bandages after the initial transport in the stretcher, in order to participate in the subsequent carries)

Video example:

<https://www.youtube.com/watch?v=kSjRf9-QVMg>
<https://www.youtube.com/watch?v=ybpr7nCelK0>
<https://www.youtube.com/watch?v=Gbnv3gJkfGo>

Kim's game

Required items:

Tarp
Random stuff
Pencil and paper

Instructions:

You will put a bunch of random stuff on a table and cover it with a tarp. You will then remove the tarp and the competing patrols will be given 30 seconds to look at what is on the table. Once the time is up, the table will be covered up again. The competing patrols will then be given a pencil and paper and will write down as many things as they can remember and be scored on how many correct items were on the list. Whichever patrols get the most points wins.

Video example:

<https://www.youtube.com/watch?v=CNoZIHVSojM>

Fishing

Required items:

Seven 5' Scout-staves
13 lengths of rope (~5-8' each)
Three blocks of wood with hooks attached

Instructions:

Pre-competition setup: blocks of wood with hooks up will be set at points ~10', 15' and 20' from "the shore" (a line marked on the ground that Scouts cannot cross).
When the clock starts, competing patrols will have to lash together several Scout staves using round lashings. They will tie a bowline (which will become the "fishing hook" to catch the hook on the block of wood) in one end of a rope and then connect that rope to one end of the poles. For the first fish, the "fishing line" will be connected to the poles using two half-hitches; for the second fish, the Scouts will replace the half-hitches with a clove hitch; for the third fish, the Scouts will replace the clove hitch with a rolling hitch. The Scouts will use their fishing pole to pick up one or more of the blocks of wood that have hooks attached (these are the "fish"). The competing patrol must then bring the block back to them. Patrols will receive 1 point for each Scout-stave they use; 1 point for each correctly tied round lashing; 2 points for a correctly tied bowline; 2 points for correctly tying two half-hitches; 2 points for a correct clove hitch; 3 points for a correct rolling hitch; 1 point for landing the close fish, 2 for the middle, 3 for the farthest. Time penalties may be given for stepping over the determined line. Scouts can decide to try to catch 1, 2 or 3 fish. The clock stops when the Scouts say they are done fishing (or after a total of 10 minutes). The patrol with the most points win; fastest patrol is the tie-breaker.

Video example:

<https://www.youtube.com/watch?v=Pf4ZTMS0kp4>

https://www.youtube.com/watch?v=BXsj9J-t_W8

<https://scoutpioneering.com/videos/pioneering-knots/rolling-hitch/>

Trivia

Required items:

Trivia questions to ask

Instructions:

Ask the competing patrols trivia related to Scout skills, Scouting history, or history of the Klondike Gold Rush. This may be done in a format of a gameshow such as Jeopardy or just asking the questions. Whichever patrols get the most points win.

Dead horse carry

Required items:

Some sort of large or otherwise hard to carry object

Instructions:

Competing patrols will be timed on how fast they can carry a large object around a course. If they drop the horse they must restart the course. The fastest patrols win.

Patrol Nordic-ski race (walking board race)

Required items:

Two 8' long 2x4's

Eight ropes (each ~6' long)

Instructions

Patrols will tie four ropes at ~2' intervals along each of two makeshift "cross country skis" (8' long 2x4s). Each rope will be fastened to the ski with a clove hitch, and then the ends tied with a square-knot (forming a loop). The two skis will be placed side-by-side, and four Scouts will then stand on the clove-hitch and hold one rope in each hand. The patrol will then race around a set course, approximately 25' long. Once they have completed the course, a second lap will be made with the remaining Scouts (there will always be four Scouts on the board, if a Patrol has less than 8 Scouts, some will go twice). Time penalties can be given if people fall off the boards or if any part of them touch the ground. Time penalties can be given for each improperly tied clove hitch or square knot. The fastest patrols win.

Video example:

<https://www.youtube.com/watch?v=83tp-IF5ysw>

Patrol legged race

Required items:

Six pieces of rope (each ~5' long)

Instructions:

Four scouts will line up side-by-side. Each adjacent pair of legs will be connected with two ropes (one above the knee using a clove hitch, one below the knee using a square knot). Once all four Scouts are tied together, the group will race around a course as fast as possible (~20'). Upon returning to the start line, the ropes will be untied, and another group of four will race (some Scouts may need to go twice, if Patrols have fewer than 8 Scouts; but all ropes should be untied & then retied). Clock stops after the second group of four returns & removes their ropes. The fastest patrols win. A 5 second time penalty can be applied for each incorrectly tied knot.
