

Water Boiling Race

Theme: Fire Building
Team: Patrol
Activity Level: High
Equipment: 1 axe, 1pc. wood, pot, 3 matches per patrol

Method:

First patrol to build fire and boil water wins

Scoring: First done wins

String Burning Race

Theme: Fire Building
Team: Patrol
Activity Level: High
Equipment: 1 axe, 1 piece of wood, balloon and string, fire box, 3 matches per patrol

Method:

On signal patrol properly splits wood, prepare shavings and lights fire until string burns and balloon falls.

Scoring: First done wins

Remote Clove Hitch

Theme: Communication
Team: Patrol
Activity Level: Low
Equipment: 1 large diameter rope at least 50' long

Method:

On signal patrol ties clove hitch around a tree that has a circle marked 7-10 around it. No one can enter the circle. One patrol at a time tries it unless you have many large ropes.

Scoring: Fastest wins

Compass Course

Theme: Compass
Team: Patrol
Activity Level: Low
Equipment: Compass course, cards, compass per patrol

Method:

Each patrol is given a compass and one card. On signal they start. They use all 3 courses. Patrol with most courses right (closest) wins.

Scoring: Best wins

Compass Facing

Theme: Compass
Team: Patrol
Activity Level: Low
Equipment: None (compass for leader)

Method:

Unit in mass, leader calls out a compass heading. Everyone points to where she thinks it is. If correct, each guide receives 1 pt for she patrol.

Scoring: Highest score wins

Map Orienteering

Theme: Compass
Team: Patrol
Activity Level: Low
Equipment: 1 map and compass per patrol

Method:

On signal, patrol races to judge. They must take map and orient it with compass.

Scoring: First done wins

Flapjack Flipping

Theme: Cooking
Team: Patrol
Activity Level: High
Equipment: 1 skillet, 1 flapjack (round tile) per patrol

Method:

Patrols line up. On signal first guide runs course flipping a flapjack repeatedly as she goes...repeat all guides. Line up and do yell.

Scoring: First done wins