

BANDAGE RELAY (small, in or out) [View Video](#)

- *Materials:* Scout neckerchief or triangular bandage for each patrol
- *Method:* Each Scout selects a buddy from their own patrol and the pair lines up double file, facing an assigned judge who is standing 25 feet away with a neckerchief or triangular bandage. The name of a bandage, either “ankle,” “head,” or “sling,” is called out. When the name of the bandage is announced, each pair of Scouts run over to their judge and correctly apply the bandage to their buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on their buddy. When the judge approves both bandages, the buddies run back to their patrol and tag off the next pair of Scouts.
- *Scoring:* Each pair that correctly ties the bandages gets a point for their patrol. The first pair to run back to their patrol scores an additional point.

SLOPPY CAMP (small, in or out) _

- *Materials:* a simple camp setup (dining fly, tent and fireplace) with many things wrong—tent flaps open, boots left outside tent, ax on the ground, bow saw unsheathed, glass jar in the fireplace, no fire buckets, firewood unsorted and uncovered, trash on the ground, dirty pot on camp table, poorly set tent pegs, guylines at wrong angles, wrong knots on guylines, etc.
- *Method:* The patrols study the camp for five minutes without talking. The Scouts are permitted to touch what they see, but must replace objects exactly as they found them. Each patrol then huddles to come up with a list of wrong things.
- *Scoring:* The patrol with the best list of “incorrect” objects wins.

WATER BOILING RACE (wide, out) [View Video](#)

- *Materials:* 16 oz. can filled with water to within 1/2-inch from the top and containing one teaspoon of soap powder or squirt of liquid soap, two or three matches, two bricks to rest the can on, an area to build the fire that will not impact the environment and is positioned a safe distance from other patrol fire areas, filled fire bucket for each patrol
- *Method:* Before the race, each patrol gathers and organizes native tinder, and kindling for their fire (or is limited to materials provided). Each patrol selects two representatives. On signal, the two Scouts set up their fireplace, light a fire, place the can of water over the fire, and keep feeding the fire until the water boils. Other patrol members help as needed. ([Lighting and Feeding a Fire Video](#))
- *Scoring:* The first patrol to get the water boiling wins.

WOOD SPLITTING RELAY (*small, in or out*)

- *Materials:* protective eyewear, leather gloves, a chopping block, and hatchet for each patrol, a 9 inch x 1 inch dry stick for each patrol member
- *Method:* Patrols line up relay formation 15 feet from their chopping block, hatchet, protective eyewear, and leather gloves. An equal number of sticks are passed out to each patrol so that every patrol member has one. On signal, the first Scout in line walks over to their patrol's materials, places their stick on the chopping block, and puts on the protective eyewear, and gloves. When ready, they pick up the hatchet and use the contact method to split their stick. Once split, they carefully place the hatchet back on the chopping block, take off the eyewear and gloves and tag off the next Scout in line who repeats the process.
- *Scoring:* The first patrol to split all their sticks wins.
- *Note:* All Scouts participating in this activity must have completed [Totin' Chip](#).

LASSOING THE STEER (*wide, in or out*) [View Video](#)

- *Materials:* 20-foot rope for each Scout, small log
- *Method:* The small log is placed upright in the center of a well-defined circle 18 feet in diameter. On signal, all Scouts make a lasso using a bowline to form the fixed loop. All those unable to tie one have to drop out until their lasso is made with a bowline. Scouts stand outside the edge of the circle, and throw their ropes and attempt to lasso the "steer" and pull it out. Scouts can have as many throws as are needed to rope the "steer."
- *Scoring:* Patrols are awarded points each time one of their members can rope the "steer."

ONE-HANDED KNOT TYING (*small, in or out*)

- *Materials:* for each patrol, two 3-foot x 1/4 to 3/8-inch braided nylon or polyester cords
- *Method:* Patrols form partners and each set of partners faces the other in relay formation, about 20 feet apart from each other. The two knot-tying ropes are placed halfway between the partners. On signal, the first set of partners run to the center and, with one hand behind their back, each joins their end of one rope to that of the other patrol member, forming a square knot. The leader checks the knot. Then the players untie the knots, run back, and tag the next set of partners. The rope cannot be laid on the floor or the ground during tying. Teeth cannot be used, and knots cannot be tied against any part of the players' bodies. If a patrol has an odd number of members, one Scout goes twice. Each patrol must tie the same amount of knots.
- *Scoring:* The first patrol finished, wins.
- *Variation:* Instead of a square knot, run the challenge with a sheet bend.

RESCUE RELAY (small, in or out) [View Video](#)

- *Materials:* for each patrol, eight 3-foot x 1/4-inch braided nylon cords, a cardboard square at least 2-feet x 2-feet
- *Method:* Patrols are each issued eight 3-foot cords and assemble behind a line with their patrol leader sitting on the cardboard square 12 feet away. On signal, each patrol forms a long line by joining the 3-foot cords together with sheet bends. As soon as they've joined the eight cords together, one patrol member coils the long line and throws one end to their patrol leader. When the patrol leader can grab hold of the line without leaving their cardboard square, they use it to tie a bowline around their waist. Once this is done, the whole patrol pitches in to pull their patrol leader over the line, as they holds on to the cardboard square with both hands.
- *Scoring:* The first patrol to complete the challenge with all knots correctly tied wins.
- *Variation:* After the cords are joined, patrol members take turns tossing the line, sitting on the cardboard, and tying the bowline.

EVERYONE ON THE TRIPOD (wide, in or out) [View Video](#)

- *Materials:* for each patrol, three 8-foot x 4-inch spars, three sturdy 6-foot x 3-inch spars, six 15-foot lashing ropes, one 20-foot lashing rope
- *Method:* On signal, patrol members lash the three 8-foot spars into a tripod, using the 20-foot rope. When finished, they set up the tripod and using six square lashings, lash a 6-foot spar between each of the legs. When all lashings are completed and the tripod is strong and secure, all the patrol members stand on the 6-foot spars, making sure their weight is evenly distributed.
- *Scoring:* The first patrol with all its members off the ground wins.

[\(Everyone on the Tripod: Demonstration Video\)](#)

LADDER BUILDING (wide, in or out) [View Video](#)

- *Materials:* for each patrol: two 8-foot x 4-inch spars, four 3 to 4-foot x 2-inch "rungs," eight 15-foot lashing ropes
- *Method:* Each patrol will lash together a ladder with four rungs, spacing the rungs from the bottom, about 1-foot apart, using eight square lashings. (Note: it's important that the rungs are spaced in this fashion so there's plenty of room for Scouts to hold onto the legs when they stand on the top rung.) When sturdy, the whole patrol will stand the ladder up. While one patrol member at a time takes a turn climbing to the top rung, the rest of the entire patrol carefully holds their ladder steady with both hands. Of course it's vital the rest of the patrol pays strict attention to holding the ladder steady and secure!
- *Scoring:* Each patrol that successfully tests their ladder wins.
- *Variation:* Hang a bell about ten feet over where the ladder(s) will be built. Space the rungs evenly along the 8-foot spars, so that the fourth rung is lashed to the ladder's legs halfway up. Using two additional lashing ropes, lash on a fifth rung at the top for Scouts to hold onto with one hand while they ring the bell with the other.

FIRST AID CARRY RELAY (*wide, in or out*) [View Video](#)

- *Method:* Patrols line up in relay fashion facing a single turnaround post located 15 feet away. Two Scouts from each patrol carry the first “injured Scout” using Two-Person Carry around the turnaround post and back to the starting line. Next two Scouts carry the second “injured Scout” using the Four-Handed Seat Carry around the turnaround post and back to the starting line. Next Scout carries the third “injured Scout” using a One-Person Carry around the turnaround post and back to the starting line. If at any time an “injured Scout” touches the ground, the Scouts carrying this “injured Scout” must stop, reform their carry and continue.
- *Scoring:* The first patrol making a complete circuit with the three “injured Scouts” scores wins.

STRING BURNING RACE (*wide, out*)

- *Materials:* for each patrol, two 2-foot sticks, two 3-foot lengths of binder twine, two matches
- *Method:* Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.
- Note: Patrols are limited to using only one “fist-sized” amount of tinder in their fire lay.
- *Scoring:* The team whose fire burns through the top string first wins.

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THREE-LEG COMPASS WALK (*wide, out*)

- *Materials:* for each Scout, a compass, an individually wrapped piece of candy
- *Method:* In a large outdoor area, the piece of candy is placed on the ground. Standing where the candy lies, the Scout sets their compass at 360°, faces north, and walks for 50 paces following that bearing. Next, they set their compass for 120°, face that bearing and take another 50 paces. Finally, they set their compass for 240°, face that bearing, and again take 50 paces. When they’re done, if they’re five feet from the piece of candy, they can pick it up, put it in their pocket, or eat it.
- *Note:* ideally, the candy will be placed on grass or other terrain so the Scout can’t spot it until they’ve finished the last leg of the triangle.
- *Variation 1:* The Scout chooses their own bearings, adding 120° to the first and second as they go.
- *Variation 2:* Scouts complete the triangle wearing paper shopping bags over their heads.

BOW SAW RELAY (*small, in or out*) [View Video](#)

- *Materials:* for each patrol, one bow saw, one pair of leather gloves, protective eyewear, one log about 3 to 4 feet long with a 2 to 4-inch butt, and one short, thick log or block for support
- *Method:* The patrols line up in relay formation, each facing their log from a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout steadies the log positioned on the support block, while the second Scout puts on the gloves and saws off a disk about 2 inches thick. As soon as the disk drops to the ground, the Scouts change positions and another disk is sawed off. When the second disk hits the ground, the bow saw and gloves are placed beside the log, then both Scouts race back to the starting line and tag the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.
- *Scoring:* The first patrol to finish wins.
- *Note:* All Scouts participating in this activity must have completed [Totin' Chip](#).

HANDICAP OBSTACLE COURSE (*wide, in or out*) [View Video](#)

- *Materials:* deck of playing cards, winding, roped off, 4-foot wide track, a supply of blindfolds
 - *Method:* Shuffle a normal 52 playing card pack. Each Scout takes a card from the pack which denotes which disability they will have:
 - Clubs = not able to use their legs
 - Spades = not able to use their arms
 - Hearts = not able to speak
 - Diamonds = not able to see
- In accordance with the handicaps they all have, each patrol is instructed to navigate the track, working together and helping one another.

CATCH THE SNAPPER (*small, in or out*) [View Video](#)

- *Materials:* four Scout staves, six 6-foot lashing ropes, one 3-foot cord, one fishing sinker and a mouse or rattrap for each patrol
- *Method:* Form a “river” by marking two parallel lines 15 feet apart. The patrols line up on one “riverbank.” On the opposite bank is a cocked mouse or rattrap. Patrol members use all their materials to build a long fishing pole which they use to catch the “snapper.”
- *Scoring:* The first patrol to lift the mouse or rattrap up by catching it on their fishing sinker wins.