



Above & Beyond

Scouting Skills Resource Guide

Competition Collection

This section gives you some ideas for games and competitions you can use when teaching your skills.

If your skill isn't covered here, make up your own! If you're still having trouble, ask a SM or JASM. They're here to help.

Remember: It's all about FUN and ACTION!

Compass Course

Description: the patrol must navigate a compass course based upon Scout "principles" to solve a puzzle. Each patrol will need their own compass.

Scoring: best time/patrol method/scout spirit

Scout Skill: 2nd class/1st class

Equipment: compass course game & stakes, compass, watch/stopwatch

Chain of Knots

Description: Scouts must join 6 ropes together using any of 6 knots: bowline, square, tautline, 2-half hitches, sheet bend, and clove hitch. Each end of the knot chain must be attached to a patrol member and the knots must support their weight leaning out. Any one knot may be used twice, but only 1 knot may be repeated.

Scoring: Proper knots / best time / Scout spirit

Scout Skill: Pioneering MB

Equipment: 6 ropes

Fire It Up

Description: Patrol must build a small fire (under lower string) in order to burn through a 2nd higher string – using only the materials provided

Scoring: best time/patrol method/scout spirit

Scout Skill: 2nd class cooking fire

Equipment: water for dousing, heavy aluminum foil (for base), kindling fuel, newspaper, matches, watch/stopwatch, 2-4 pieces rebar 3' long, ball of kite string

Fireman's Carry Relay

Description: 2 patrol members sit on ground a fixed distance away. From the start line the rest of the patrol must run to them and safely transport the 2 injured members back to the start using the proper first aid carry

Scoring: best time

Scout Skill: First Aid

Equipment: watch/stop watch, scout manual

Flash Flood Survivors

Description: There's a flash flood coming and only a small rock will remain above water. Can you organize your patrol so that every one survives the flood?

Scoring: Best time/scout spirit/bonus for ingenuity

Scout Skill: Emergency Prep. MB

Equipment: small piece of plywood for the "rock", stopwatch

Gimme Shelter (Blind Tent Setup)

Description: All patrol members are blindfolded except the patrol leader. The blind patrol members must set up a tent they have not seen before, relying only on the verbal instructions of the patrol leader.

Scoring: Proper patrol method/scout spirit & best time

Scout Skill: patrol methods

Equipment: Old tent & poles, 12 cloth blindfolds, watch/stopwatch

Help! Help! (First Aid Bandages)

Description: patrol selects one scout as the victim who sits on ground 30 feet away. Patrol runs to victim and ties 4 bandages on the victim: Head bandage, hand bandage, knee bandage, ankle bandage, and a splint on one leg

Scoring: Proper bandages/best time/scout spirit

Scout Skill: First aid/patrol method

Equipment: 6-8 triangular bandages & 2 sticks for splints First Aid MB book, watch/stopwatch

Kim's Game

Description: How good is your memory? Patrol is shown a collection of 40 common items for 15 seconds. Then the collection is covered. How many items can the patrol name from memory without notes?

Scoring: Best number of items/ bonus for patrol methods & organization

Scout Skill: Patrol Method

Equipment: 2 blankets, collection of 40 miscellaneous items

Log Raising Relay

Description: Patrol must join a rope together using several knots and cast the rope over a distant bar. Other patrol members then tie the rope to a log using a timber hitch. The rope is tightened until the log is raised off the ground and the rope secured to a stake with a clove hitch.

Scoring: best time/patrol methods/scout spirit

Scout Skill: Pioneering MB

Equipment:

Nuts Over Knots

Description: Relay where patrol members must properly tie a knot requested by the adult leader until the patrol has properly completed 8 different knots: square, taut-line, bowline, sheet bend, clove hitch, 2 half hitches, sheet bend and sheep shank

Scoring: best time for all correct knots – bonus for patrol method/scout spirit

Scout Skill: Pioneering MB and 1st Class

Equipment: pole for “knot bar” and 8-10 ropes 6 feet long, Pioneering MB book & watch / stopwatch

Pacing Distance

Description: How accurate is your pace? Patrol is asked to pace off a distance between 100' and 150'. Closest margin of error wins

Scoring: Smallest error from the requested distance

Scout Skill: Hiking MB

Equipment: 100' tape measure

Pack It Up

Description: Presented with a group of gear & clothing, which do you pack for an overnight campout? Choose carefully!

Scoring: Correct picks (based on points / rank)

Scout Skill: Tenderfoot

Equipment: Backpack and a collection of gear

Patrol Plane Crash

Description: patrol has survived a plane crash in the desert and must devise a survival plan using only the materials left over from the crash. Do you stay or go? What do you take with you? What are the most important items?

Scoring: best plan/patrol method/scout spirit

Scout Skill: Wilderness Survival MB

Equipment: pencils, paper stock of 10-15 items that survived the crash

Plutonium Portage

Description: patrol must move a small bowl of liquid plutonium (water) 20 feet to a safe location. Patrol has a large rubber band and 8 pieces of twine to accomplish this.

Scoring: Best time/penalty for spills/patrol methods & scout spirit

Scout Skill: patrol method

Equipment: small bowl, twine, rubber bands, water

Scout Law Relay

Description: Scouts run in relay and are handed one of 16 points of the Scout Law that must be placed in the correct order. Wait! 16 points? Identify which four points are fakes while getting the other 12 in order.

Scoring: Best Time

Scout Skill: Tenderfoot

Equipment: 16 cards – 12 with the Scout Law plus 4 “fakes”, stopwatch.

Shipwrecked

Description: Multiple patrols begin at one end of a field. Objective is to cross the field by ship. Patrol members hold onto the sides of a ship (piece of plywood) until leader yells “Shark!” At that instant, all patrol members jump aboard the ship. Play resumes when leader yells “Go!”

Scoring: The first patrol with all members feet off the ground scores 1 point. Repeat the game several times. The first patrol to reach the finish line scores extra points.

Scout Skill: Encourages patrol cooperation and fast action.

Equipment: For each patrol, ½" thick plywood circles, 3-4' in diameter.

Stretcher Race

Description: An old favorite! Use a blanket & 2 poles to make a stretcher to carry a wounded patrol member. The patrol member holds a cup of water without spilling

Scoring: best times/bonus for not spilling water

Scout Skill: First Aid

Equipment: blanket, cup of water, 2 poles 7 ft long, stopwatch

Tarantula Trap (Spider Web)

Description: faced with a web of ropes between 2 trees, the patrol must pass each member through an open gap in the web without ringing the bells. Each gap may be used only once.

Scoring: best time, patrol method/scout spirit

Scout Skill: patrol method

Equipment: Ropes for web, string & small bells, clothes pins watch/stopwatch

Toxic Tarp Flip Over

Description: Starting with a flat tarp, the Patrol must flip a tarp over and completely flatten it back out while standing on it. Scouts cannot get off of the tarp. Scouts cannot touch the tarp with anything other than their feet.

Scoring: Best time/bonus points for ingenuity

Scout Skill: scout spirit/patrol methods

Equipment: 1 plastic tarp (approx 8'x 8') per patrol, watch/stopwatch Adult Staff: 1 per tarp

Adult Staff: 8-10 to cover up to 15 patrols in 25 minutes

Traffic Jam

Description: This is a game of planning and teamwork. The patrol is divided into 2 groups. Each member is placed in line on a "base" on either side of a single open base in the middle of the line. Each half of the patrol faces in toward the open base. The 2 parts of the patrol must exchange places. You can only move one base at a time, you can't move backwards and you can't pass anyone on your half of the patrol team.

Scoring: best times

Scout Skill: Patrol Method/JLT skills

Equipment: 9 "bases" of plywood, stopwatch