

**Miscellaneous notes:**

- Assume Bancroft Playground
- How to arrange teams:
  - Tigers, Wolves, Bears - Team up with parent
  - Webelos - form 2 scout teams by birth day of month
- 7 scattered activities, 5 minutes each round.
- 2 Council Rock activities, to do during wait for other activities.
- All scouts are gathered at the council rock
- Each scout has a worksheet which has:
  - Council rock activities described. and room to write.
  - Only the challenge #s listed and a place to score
- Each scout works on council rock activity while waiting turns for other activities
- Scouts do not know what the event is that they are going to.
- Each Challenge uses a "token" that the scout takes to from council rock to the challenge. The token identifies the Challenge number, name and location.
- Challenges are run asynchronously, by the tokens. When a token comes back a scout that hasn't done it yet can go.
- While it may be that all scouts do not get to all challenges that's OK. But I do want each scout to achieve 8 & 9 Citizenship and History as it is part of the US Heritage award that we started.
- Encourage Parents to participate as team members

**Needs:**

- Challenge descriptions..... Dave
- WorkSheets.....Dave
- Clipboards and pens/pencils or similar.....Scouts, Leaders
- Tokens ("#, Challenge name, Location\_\_\_\_\_")......Dave
- Instant rewards (Gummy Worms).....Dave
  
- Pup Tent and accessories (tent, stakes, poles, rope).....Dave
- Slingshot and accessories (3 stakes, elastics, ammo, Ystick, pockets, targets).....Dave
- Dart board and darts (Dart board, darts)..... Dave
- 9 Compass points (8 points plus 1 center stones).....Dave
- 1 Blindfold.....Dave
- A free adult to administer each challenge.....

**Area of Challenge****Location****Indoor/Outdoor****Location:** \_\_\_\_\_

**Challenge 1 SURVIVAL 101, Food** - "A scout needs food to survive. Someday you may be challenged with providing your own food in the wilderness. Your goal is to assemble from the objects before you a sling shot and use the provided ammo to knock down your food."

**Akela:** In this challenge each scout finds a pile of objects sufficient to make 2 different sling shots. The goal is to assemble a sling shot and knock down the "food items" with ammo (tin foil balls).  
Items: 3 stakes, an assortment of elastics, 2 small slings, small tin foil balls, targets, Y shaped traditional slingshot stick, add some unused "distractor" objects.

**Score - \_\_\_\_\_ 1pt Sling shot assembled**

**Score - \_\_\_\_\_ Targets hit**

**Outdoor****Location:** \_\_\_\_\_

**Challenge 2 SURVIVAL 102, Shelter** - "A scout should be able to make a shelter of his own. Night is falling, the animals are out! You must quickly put up your shelter and go to sleep to preserve your energy."

**Akela:** In this challenge the scout erects an old pup tent sufficiently to crawl in and lie down without it falling over. Make sure the tent is disassembled before the next scout comes.

**Score - \_\_\_\_\_ +3pt Complete shelter setup**

**Score - \_\_\_\_\_ -1pt shelter fell down during sleep period or major help needed**

**Score - \_\_\_\_\_ +1pt (3 max.) each 10 seconds, the team "sleeps" (lies still) in the tent**

**Indoor/Outdoor****Location:** \_\_\_\_\_

**Challenge 3 Goal Seeking** - "To survive a scout must be ready to set goals and achieve them on time, despite obstacles and distractions. Your task is to cross the raging river, climb the mountain (step ladder), jump into the lake, gather and throw the rope to reach the volcanic island and plug up the volcano (golf club, ball, tube). Then you must come back the same way!"

**Akela:** Please spot for safety! In this challenge the scout follows a simple obstacle course. The landscape timber is the balance beam. The short step ladder the mountain (please spot for safety). Scout should gather the rope into a coil and throw it (holding on to one end) life line style. Use the golf club to hit the ball into the tube. Help them use their imagination.

**Score - \_\_\_\_\_ 1pt Achieved goal (There and back again)**

**Score - \_\_\_\_\_ Number of steps on balance beam w/out touching ground**

**Score - \_\_\_\_\_ 1pt for coiling and throwing the rope**

**Score - \_\_\_\_\_ double above points if parent does the course too!**

Indoor/Outdoor

Location: \_\_\_\_\_

**Challenge 4 - MATH SKILLS** - "In an emergency, a scout must be able to navigate by dead reckoning. To calculate distances you must be able to add distances together in your head. This challenge tests that ability. Throw and stick 5 darts in the dart board and add up their total in your head."

**Akela:** In this challenge the scout calculates the sum of the dart numbers. Do not do the math for the scout. Webelos scouts and parents should do the standard dart board scoring (double/triple etc.), Tigers, Bears and Wolves should do simple scoring just outside numbers.

Score - \_\_\_\_\_ Scouts version of his best score

Score - \_\_\_\_\_ Akela's version of the best score

Indoor/Outdoor

Location: \_\_\_\_\_

**Challenge 5 NAVIGATION** - "A scout should be able use the stars and a compass to navigate. In this challenge you will show you know the points of the compass. Stand at center stone. You must place a stone at each compass point as Akela names them but Akela will only show you the first direction."

**Akela:** (N, S, E, W, NE, SE, NW, SW) Stand the scout at the center stone, point the scout in the first direction and name it, and the scout will place a stone in that direction. Proceed by naming in random order the rest of the compass points one at a time. With each point the scout should place a stone in the correct position. When all eight stones are set, the scout will recite all eight compass points clockwise from north. Put the stones in a pile for the next scout.

Score - \_\_\_\_\_ The number of successful placements made on the first try

Score - \_\_\_\_\_ The number of successful compass points recited

Indoor/Outdoor

Location: \_\_\_\_\_

**Challenge 6 MEMORY and SELECTION** - "A scout must be able remember and use specific landmarks along a trail to find the way back home. This challenge tests that ability. Remember and tell as many **Pack 73** activities, lessons, achievements or outings as you can."

**Akela:** Only pack level activities count (that's the selective part). For example: Mousetrap cars, Flag night, High Tech take apart, Pinewood Derby, Mini Olympics, Karate, Campout, Cross Over/AOL, Hikes, Litter Patrol, Blue and Gold, Skits, campout campfire, Bancroft Science Fair, etc...

Score - \_\_\_\_\_ 1pt Each PACK activity, lesson, achievement or outing described by scout

Indoor Outdoor

Location: \_\_\_\_\_

**Challenge 7 THE OPPONENT** - "A scout must know what forces are out there to impede his progress to success. To test this ability name as many of the other scouts in the pack as you can. To assist you in using your memory skills you must do this blindfolded!"

**Akela:** In this challenge the scout has a chance to increase his score by knowing his opponents, thus improving his own chances of leading. Scouts should not "cheat" by looking around and naming scouts...that would be recognition not knowing the opponent. Points are scored as follows.

Score - \_\_\_\_\_ +2pt each non-den member name

Score - \_\_\_\_\_ +1pt each den member name

Score - \_\_\_\_\_ +1pt each leader name

Score - \_\_\_\_\_ -1pt for naming immediate team member

Indoor/Outdoor

Location: "Council Rock" \_\_\_\_\_

**Challenge 8 HISTORY** - (#5 of US Heritage Award) "Remembering the courage of those who have gone before helps us to understand where we are now. In this challenge you must make a list of the thirteen original states of the United States of America.

**Akela:** This activity is done at the Council Rock, during the time scouts are not at the other activities. Each scout makes a list of the thirteen original states of the United States of America (make sure they get them all). Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, Rhode Island

Score - \_\_\_\_\_ 1pt Completed legible list

Score - \_\_\_\_\_ 2pt States listed on scout's own

Score - \_\_\_\_\_ 1pt States listed with help

Indoor/Outdoor

Location: "Council Rock" \_\_\_\_\_

**Challenge 9 CITIZENSHIP** (#7 of US Heritage Award)- "Part of survival is purpose, Why should I strive to survive? A scout should be able to express what it means to him to be part of a larger community namely the USA. In this challenge either...

- Write a short story: Why America is Special to Me, What it means to be Free, If I were President...
- Draw a picture of a famous person in American History and tell what they did."

**Akela:** This activity is done at the Council Rock, during the time scouts are not at the other activities.

Score - \_\_\_\_\_ 10pt Complete legible and "coherent" short story

Score - \_\_\_\_\_ 10pt Portrait (identified) and what the subject did in history

# Pack 73 Scout Survivor Worksheet

Name \_\_\_\_\_ Date \_\_\_\_\_

## Challenge 1 SURVIVAL 101, Food

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Score - \_\_\_\_\_ Targets hit

## Challenge 2 SURVIVAL 102, Shelter

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Score - \_\_\_\_\_ -1pt shelter fell down during sleep period or major help needed

Score - \_\_\_\_\_ +1pt (3 max.) each 10 seconds, the team "sleeps" (lies still) in the tent

## Challenge 3 Goal Seeking

Score - \_\_\_\_\_ 1pt Achieved goal (There and back again)

Score - \_\_\_\_\_ Number of steps on balance beam w/out touching ground

Score - \_\_\_\_\_ 1pt for coiling and throwing the rope

Score - \_\_\_\_\_ double above points if parent does the course too!

## Challenge 4 - MATH SKILLS

Score - \_\_\_\_\_ Scouts version of his best score

Score - \_\_\_\_\_ Akela's version of the best score

## Challenge 5 NAVIGATION

Score - \_\_\_\_\_ The number of successful placements made on the first try

Score - \_\_\_\_\_ The number of successful compass points recited

## Challenge 6 MEMORY and SELECTION

Score - \_\_\_\_\_ 1pt Each PACK activity, lesson, achievement or outing described by scout

## Challenge 7 THE OPPONENT

Score - \_\_\_\_\_ +2pt each non-den member name

Score - \_\_\_\_\_ +1pt each den member name

Score - \_\_\_\_\_ +1pt each leader name

Score - \_\_\_\_\_ -1pt for naming immediate team member

**Turn Page for Challenge 8 & 9 -->**

