

**SCOUTS-L**

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**TEAM BUILDING  
EXERCISES**

**Outdoor Team Building Activities for Patrols**  
**Compiled by Mike Hartz**  
**DuPage Valley Council**

**EVENTS:**

**Caber Toss:**

**2 sizes of caber will be used. (Small for Scouts under 14 and large for those 14 and over)**

**Over The Log:**

**A log is lashed, 6 ft. high, between two trees. The entire Patrol must get over it. Assistance can only be given by those that have not crossed over yet. Scoring is by the percent of the Patrol that get over.**

**Amazon:**

**A #10 can, with wire bale, is placed on an "island" 10 ft. into the Amazon. The Patrol has to get the can without anyone stepping into the river, or spilling the contents of the can. Equipment: 6 ft. of 1/4" rope, pole or tree limb long enough to reach the "island", a stick 2 ft. long, 2x6x12 board. Scoring is by cooperation, spirit, and success or failure.**

**The Electric Fence:**

**A "Yard" is enclosed by and "Electric Fence" (twine) 36" high. Inside the "Yard" is a 2x4 with steps or log to assist. The Patrol must get as many members over the fence as possible. Anyone touched by the "fence" is zapped and eliminated. Scoring is by cooperation, spirit, and success.**

**Kim's Game Campsite:**

**Setup a Kim's Game with 20-30 normal campsite items and 20-30 special items (total of 50). Each Patrol is allowed 30 seconds to observe and then must write down all that they can remember. Scoring is by the number that they get correct.**

**Shoe Hunt:**

**This game takes place on a clear grassy area. A 50 ft. circle is marked on the grass with a 10 ft. circle in the center. All Scouts remove their shoes, place them in the center, and move out of the 50 ft. circle. The judge mixes the shoes and then gives the go signal. Patrol members must find their own shoes, put them on, tie them, and get back to the outer circle standing in a line.**

Scoring is by time (the number of seconds it takes subtracted from 180) a 10 point penalty is charged for any shoes not properly tied or buckled.

#### **How Many Bears Can Live In The Woods:**

Scouts become "bears" and must collect food. (colored paper squares) When all food is collected the judge checks to see how many have collected a balanced menu. "Bears" without balanced menus do not survive. Scoring is by the percentage of the bears that survive.

#### **Nature Hunt:**

Patrols are given a list of items to "collect" during the day. By the end of the competition they must go to the station and show their collection. Scoring is by the number of correct items.

#### **Order Out Of Chaos:**

Each Scout s assigned a number. (1,2,3 etc.) The Patrol is then blindfolded and is instructed to get themselves in numerical order, without speaking. Scoring is by subtracting the number of seconds used from 120. Time allowed: 2 minutes maximum.

#### **Name It:**

A collection of 15 "nature" items is displayed. Each boy is given 5 minutes to list the items he can identify without speaking or helping each other. Scoring: Sheets are graded and the total points divided by the number in the patrol times 10, determines the score.

#### **Bowline-Sheet Bend Draw:**

Each participant needs a 6 ft. rope. Patrols form into pairs facing each other. On "go" each Scout ties a bowline around his own waist, the first one done then ties his rope to his partner's with a sheet bend. The two partners then lean back and raise their hands. Scoring: the number of seconds used subtracted from 120. Add a bonus of 5 points for each correct knot.

#### **All Aboard:**

The entire group must stand on a 2' x 2' platform at the same time, for 10 seconds. Scoring: 10 points for each Scout on the platform.

#### **Giant Clove Hitch:**

With a 50 ft. rope, the Patrol ties a clove hitch around a tree. No one is allowed to go closer than 15 feet to the tree. Scoring is by the number of

seconds used, subtracted from 240. 4 minutes maximum allowed.

#### **Traffic Jam:**

The patrol divides into two groups. They line up as shown, facing each other with one empty space in the center.

**A A A A B B B B**

The two groups must now switch positions on the line. The A's move to the B's space and vice versa. They must follow this procedure:

1. Step only into an adjacent empty square.
2. Step around a person facing the opposite direction.

Players cannot move backwards. Players may not step around someone facing the

same direction. Only one player can move at a time.

Scoring is by the number seconds used subtracted from 300.

#### **Bowline Stroll:**

Everyone in the Patrol needs a 6 ft. rope. Each person ties a bowline around their waist. They then tie the other end of their rope to a central loop (about 1 ft. in diameter, supplied by the judge.) They then must travel a set course as fast as possible.

1. No one may be dragged.
2. Proceed safely.

Scoring is by the number of seconds used subtracted from 240.

#### **The Monster:**

The Patrol must form a monster that moves 50 ft. and makes a sound.

1. The Monster must have only one more leg than the number of Scouts in the Patrol;
2. The Monster must have one less arm than the number of Scouts in the patrol;
3. The Monster must make a single sound, not just a group shout.

Scoring: Judges prerogative. 0-50 for the Monster 0-50 for the sound.

From: Robert Collins <Robert\_Collins\_at\_Strm\_\_Dallas1@STREAM.COM>

Subject: Re[2]: Help need spring camporee ideas

The (former) Bois D'Arc district in the Dallas area held a "future" camporee. The theme was Startrek, complete with T-shirts, belt buckles... The kids loved it! All of the events were teamwork oriented.

The camp became a Starfleet training base (Starbase 54) and the scouts went through various situations, each one with a story.

A few examples

### **"Core Breach"**

the story was you are in engineering, and a core breach in eminent. Engineering has been sealed off. Your teams only means of escape is through a escape hatch located up a wall, with no ladder or rope. The patrol must work together to get all members to safety over the wall.

At the station there were 3 8'wide walls. Webelos wall was 8' tall. Patrol's with most members being under 1st class had a 10' wall, and older scout patrols had a 12' wall.

They were timed, best time won.

### **"Klingon Challenge"**

The story was your patrol has been beamed down, however due to a transporter malfunction, you are not where you need to be. you must get your patrol to the correct site. over 2 obstacles.

#1 there was 2 1" dia. ropes suspended parallel to eachother, about 10' off the ground. 1/2 the members had a 6' segment of rope. the method they devised to get everyone across, was up th them. thus working on creative and collective thinking, as well as teamwork.

#2 was a mud pit there were stakes in the ground on either side of the pit. They used the ropes from #1 to tie across the pit. the patrol would crawl out onto the ropes, untie the last rope, pass it to the front, tie it across, move forward... the stakes were about 1' apart. using teamwork and knots.

### **"Cardasian Rescue"**

Story, you are on a planet in the Cardasian territory, on a rescue mission. you have to cross a heavily guarded area, however, Starfleet spies have discovered a "Path" through their guarded zone. If you follow it carefully, you will get through safely.

For this event they put on white t-shirts and were issued a compass, helmets with face shields and a heading card.

If they followed the course correctly, they emerged unblemished. If they got off course, they were "fired upon" with squirt guns filled with water based coloring. after completion, the number of color splats was counted, and a 5 second penalty was assessed for each one. This was provably the second favorite event.

In all we had 16 event stations, the patrols chose the 8 they wanted to compete in.

We had ribbons for each event, best show of teamwork, best patrol spirit. best scout spirit, and many others in short every patrol won something!

**Saturday night closed with a production put on by a group of boys calling themselves the "Beta Omnicron III programming Group" It featured satire of many of todays television shows, including (of course) "STAR TRUCK The Oppology" The program featured music, drama, and just plain ole silly slapstick type stuff"**

**Robert Collins  
SM T302 Wylie, TEXAS, USA  
A Bobwhite I will ever be!**

**e-mail  
Chief\_Engineer@Starbase21.Com**