

Challengers 2

1. Form a circle, each Patrol member reaches in with right hand and takes hold of someone else's right hand, next place your left hand in the circle and take hold of some one else's left hand (not the same person as your right hand). With out letting go of hands try to form a large circle.
2. The Patrol Competition Trophy has been stolen and the Commissioner is due to arrive very soon to present it to the winning Patrol. Improvise a makeshift trophy for the occasion.
3. Call up your Patrol Leaders, hand to each a razor-sharp hand axe and a box of matches, and draw to their attention to a bucket of water in which a number of pine billets, each measuring roughly 6" by 3" diameter, are floating. First Patrol to get a fire going using what they have been given wins.
4. From anything you can find and in any position in or out of doors, rig up a pendulum that, from the initial impulse, will swing through an arc of at least 2.5 meters for at least 60 seconds.
5. Each Scout sits in turn on a bottle with legs at full stretch, right heel resting on toe of left foot. While maintaining his balance, he must pick up a card and pencil from the floor along side, and sign his own name.
- 6.
7. Your Patrol is attending a large Scouting event in a major city. Your Patrol is staying in a high rise hotel. Your room is on the 15th floor. You are all in one room. It is 3:00 A.M. The lights are out in the room. Your Patrol has just been awakened by the sound of the fire alarm. What are you going to do now?
8. Your Patrol is hiking along a narrow footpath leading to the top of a local mountain. As you got higher it has started to snow. The snow tends to melt as it lands on you. The wind has come up and the sky is overcast. Temperature is hovering just above 0 degrees C. It is now 11:45 A.M. and your Patrol had breakfast at 6:30 A.M. You were on the footpath by 7:00. About an hour ago, one of your Patrol members began to complain that he was tired and cold. Now he can't stop shivering and his teeth are chattering. He seems to have become very clumsy. He trips over the most insignificant obstacles on the footpath. His clothes are somewhat damp. He no longer can keep up and is lagging behind the Patrol. What are you going to do now?
9. Stretch a two-strand sisal line across the width of the Troop room at a height of about 42 inches. Patrols operate from behind a baseline 20 feet distant. Provide lots of four-foot garden canes (or equal), strong rubber bands, candles and matches, and invite Patrols to compete to burn through the line.
Note. Build a structure that can be pushed out with the candle attached.
10. Scouts in pairs are provided with a large frying pan, a wire coat hanger, matches, kindling and a sausage. They must cook and consume their meal on the move while circumnavigating the outdoor field.
Note. Build the fire in the frying pan.
11. Join four 5 foot staves together with one 9 foot length of 3/4" manila to form a barrier 20 feet long, which will hold together when held clear of the ground by its extremities.
Note. Unlay the rope to form three 9 foot lengths.

12. With the rope and entrenching tool provided, AND NOTHING ELSE lay down an anchorage in open ground that will withstand the pulling power of a rival Patrol.

Note. Bury the entrenching tool with the rope attached

13. With two planks of wood 8 feet long, improvise a bridge that will get you safely over a ditch 12 feet wide.

Note. Two men stand on the end of one plank to anchor it over the ditch while another Scout pushes the other plank across to bridge the gap to the far bank. The process is reversed to enable the last man to cross.

14. Hand your Patrol Leaders a 60 foot length of 3/8 " rope, two match sticks and a 12 inch ruler and invite them to measure the girth of a well-grown tree to the nearest inch, without approaching within twenty feet of it.

Note: Insert the matches into the lay of the rope and wrap the rope around the tree. Move the position of the matches until they overlap, then measure the distance between the matches,

15. A Patrol of Scouts were trapped on the eighth floor of a burning building. Their only means of escape was by way of a narrow ledge which ran along the outside wall of the building, level with the windowsill. The windowsill was just wide enough to give them a reasonable toehold, but the danger of falling backwards was considerable and the feat would require a lot of nerve. At least one of the members of the Patrol was scared of heights, however if they could reach the window of the adjoining room, they would be able to get to the stairs. The distance between the two windows was nine feet. The Patrol decided on a plan which would enable the Scouts to give each other support and much-needed confidence as they moved along the ledge. No gear of any kind would be needed. Demonstrate the plan.

Note The first Scout moves out onto the ledge facing the wall. The second Scout keeps one arm pressing on the back of the first Scout as he also moves out onto the ledge. The other Scouts follow in like fashion.

16. Line up the Patrols in relay formation at one end of the hall. Give each Patrol a piece of twine about 4 meters longer than the hall and two pieces of 2 X 8 wood about 30 cm. long, each with a 2 cm. hole drilled in it. Using only this equipment, the Patrols try to get every member to the other end of the hall, without touching the floor.

17. For each Patrol set up an appropriate number of small marked stakes in the ground about 1.5 meters apart in a north/south line. Give each Scout an orienteering compass and a paper bag and stand him beside one of his Patrol's stakes. Scouts from one Patrol set their compasses between 45 degrees and 135 degrees while those from the opposing Patrol set theirs between 225 degrees and 315 degrees. The boys then put the bags over their heads so that all they can see is the ground and their compasses.

On signal, Scouts spin around three times then follow the bearings on their compasses for 100 steps. They turn around and follow a back bearing (arrow pointing towards instead of away from them) for 95 steps. Only Scouts who finish within 10 steps of their marker score.

18. Stake out as 3 meter radius circle around a tree for each Patrol and give them a 15 meter rope. Two Scouts from each Patrol hold the rope at either end. Without letting go and without entering the circle, they must tie a clove hitch around their tree. Also outside the circle, the other Patrol members can give advice and raise the rope if necessary.

19. Give each Patrol four 1.5 meter poles, several lengths of cord and a mousetrap. Mark out "river banks" 5 meters apart. Each Patrol places its mousetrap on one river bank and cocks it, then lines up opposite it on the other side of the river. On signal, the Scouts lash together their poles to make a "fishing pole" and start angling.

20. Each Patrol is given half of a log 3 to 4 inches in diameter and 12 to 18 inches long. At the start of the competition the Patrol must split the half log into quarters or smaller, then using a knife, shave several of the pieces into tinder and kindling. With this material they construct a fire and light it with one match. Each fire should be laid on a trash can lid, under a water-filled balloon, suspended on a post.

The object is for each Patrol to build and fuel a fire until it bursts the balloon, dousing the fire.

21. Ask each Patrol to bring flashlight, coat-hanger, tin foil, fork or spoon, egg, slice of bread, butter, candle, match, and salt. Place sheets of foil or paper on the floor before turning out the lights. The challenge is to cook the egg and toast the bread over the candle, using the foil and coat-hanger to make a gadget that doesn't need hands to hold it. Scouter tastes the results and judges the winner accordingly.

22. Members of each Patrol must join themselves together to form a "monster" that walks with both hands and feet on the ground. It must have one more foot than the number of Patrol members, and one less arm. Once the monster has been created, it must move five feet and make a sound.

23. Each Patrol has map, compass and flashlights, and must hike cross country to a given spot at night without being spotted by the other Patrols. Dress appropriately to the weather. End with wieners, marshmallows and hot cocoa over a campfire.

24. One person in each Patrol is the "artist" and assumes some pose. A third boy is the "clay". The "artist" of each Patrol moulds the clay into the same position as that taken by the model. Put a time limit on the creative process. Most accurate result wins.

25. Have each Patrol bring materials from around the meeting place to build a miniature demonstration lean-to shelter, pioneer signal tower or rope-bridge model. Or provide tooth picks or chop sticks, twine and glue and issue the same challenge. Best effort and teamwork wins.

26. Give each Patrol 30 minutes to offer themselves as "slaves" willing to perform any quick chores or jobs as "good turns" for nearby homes or businesses. They will not accept payment but, after they've finished the job, they must ask how much their work was worth so that they can report back to the Troop room. The Patrol which reports the most valuable task wins.

27. Each Patrol is given 20 minutes to invent an initiative problem and to try it out. Provide them articles like rope and chalk, or anything in the Troop room. Later, let each Patrol present their challenge to the others so that they can also try it out.

28. Three Patrol members join hands and become "explosive" which the other members of the Patrol must transport as carefully as possible to a designated spot. The explosives cannot touch the ground. They must be moved without breaking up or changing position.

29. Each Patrol is warned a week ahead to prepare a "casualty" (using various make-up and or household articles). They have 15 minutes in which to set it up at the meeting. Patrols in turn will try to deduce what happened in the scene, and will suggest ways to treat the "victim", if he is still alive. Best idea wins. Include making an improvised stretcher or arm-chair. For variety have Patrols put first aid "errors" in each fake casualty. Other Patrols must find them and state the correct first aid treatment.

30. In this game you are to go out to take a series of 10 photographs before 9:00 pm. The pictures you are to take are described below. Each picture will be rated from 1 to 5 for how closely it meets the requirements.

Rules:

1. You must stay within the municipality.
2. We will finish up at McDonalds and you must be there by 9:00 P.M. You will lose one point for every minute you are late.
3. When you are in the public eye, you must behave in an appropriate manner that will not tarnish the Scouts reputation.
4. You are to take ten photos and you have 20 tries. Whether the photo is light or dark is not important as long as you can see what it is.
5. Since the job is to get consensus about how to solve each problem, you should try to talk one at a time when making the necessary decisions.
6. Go and take the following photos:

The whole Patrol inside a phone booth

Three of your Patrol sitting on the back seat of a bus

A police car

A fire truck

One of your Patrol members at least 5 meters up a tree

Three people blowing a bubble-gum bubble

One photo containing all the members of the households of two of the Scouts in your Patrol

The Canadian flag

A woman on a motorcycle

The top of the vehicle in which you are travelling (the photo must be a straight-down shot of the complete roof of the vehicle

31. Each Patrol is given a newspaper of the same size and number of pages and a small roll of gummed tape. The task: Without cutting or tearing the newspaper, make the longest possible chain which will hold together when held clear of the ground by its extremities. Next link all the chains together and try again.

32. Provide each Patrol with a small plastic bag full of sand, a sheet of newspaper, a single piece of fire wood, a blunt knife, a small whetstone, a box of matches, an eggshell and a large safety pin. The task: to produce boiling water first, then clear up, leaving no trace of activity - not so much as a wood chip or grain of sand.

33. For each Patrol a post card, a pair of sharp scissors, a strong elastic band a good supply of sisal twine. The task: one man holds the card while the others, working from outside a radius of five meters, cut it in two with the scissors. It must be a clean cut.

34. Each Patrol has two members each standing facing a tree or post on the ends of two ropes laid parallel to each other one each side of the tree or post. The task: without moving from the exact spots on which they are standing, the two scouts must secure one end of each rope to the tree, using just one well-known knot.

35. Each Patrol is given an empty tin with a press-in lid, a single candle, four matches (three dead, one live) a glob of modelling clay, a clasp knife, and a sheet of aluminium foil. The task: To create and detonate their own steam bomb without moving from their own area of the room.

36. Give each Patrol a length of fine twine and a spool of sticky tape and invite them to lay out the following course on the floor to a given scale: 2S; 1E; 1NE; 1NW; 1W; 2N; 1E; 1SE; 1SW. They should be told that the course will give them a letter. The first Patrol to produce any article beginning with that letter and weighing exactly the same as a bicycle will be declared the Top of the Troop.

37. You are on ship in the South Pacific Ocean, position unknown, no land in sight. You jump from the ship and climb into your life raft. From this list you can take three items with you: safety pin, candy bar, flashlight, string, matches, tent, notebook, maps, jug of water, newspaper, soap, knife, mirror, signal flares, clothesline, blanket, compass.

38. Give each Patrol three saplings of about the same size, one rope 2.5 meters long. On signal, Scouts lash the saplings into a tripod. When done, they set up the tripod, tie the bowline on one end of the rope and place the loop over the top of the tripod so the free end hangs down the centre of the tripod. Then they tie a bowline in the free end high enough that the loop is off the ground. Finally one Scout balances by hanging on to the line. The winning Patrol is the first with a Scout standing in the bowline loop while their tripod supports his weight.

39. Each Patrol must invent a method to light a fire in a water-filled metal tub. They must keep the fire lit for 10 minutes and boil a tin of water over it.

40. If you suspend two weights, one much heavier than the other on strings of equal length, and then set them swinging through the same arc, which will swing; faster? longer? You have 10 minutes to decide.

41. Mark out a channel about 30' wide on open ground, provide each Patrol with light spars and lashings, plus as much sisal as they think they will need and invite them to build a pair of sheerlegs which they must "walk" across the channel without entering it themselves. They are allowed to work from both sides, but it should be made clear that scraping or dragging will not be permitted; each foot must be lifted cleanly, one at a time, so that the sheers move forward with dignity in the upright position. Hang a bucket of water off the sheerlegs to make sure the Patrol complies with your stipulations.

42. Provide two ropes and tell them to join them together, hold a three-a-side tug-o'-war, and then undo the two ropes merely by shaking them.

43. Hand your Patrol leader a chart showing in great detail a specialized method of erecting a tarp. The Patrol leader must direct operations from a detached position without allowing any of the Patrol to see the diagram.

44. Patrols are in one large circle. The Scouter goes to the centre and spins a large knife. When it comes to rest, the Patrols discuss the direction it is pointing and write their answer. The knife is spun about six times. Each time the Scouter checks the direction with a compass and records the official result. Then each Patrol announces what they recorded for the six spins. As a variation, the score can be recorded in degrees.

45. The members of each Patrol hold two poles parallel with each other. On signal, a selected member of each Patrol must mount the poles or framework and hang upside down by his legs while he performs a given task.

Tasks can be anything, limited only by the imagination of the leader, such as striking a match, threading a needle, splicing or knotting, orienting a map.

46. Call up your Patrol Leaders and hand to each of them a plain postcard bearing this legend: IN THIS MAD MESSAGE IS A PURPOSELY CONCEALED INSTRUCTION, WHEN YOU HAVE SEEN THROUGH IT, GET CRACKING!

The clue of course is in the last sentence. Sooner or later some bright boy will tumble to it and hold up the card to the light, when he will discover that pinpricks have been put through certain letters, spelling out the word "DISAPPEAR".

47. Blindfold the victim and fire series of questions at him, thus:

1. How long is this piece of rope? Name the knot at the end.
2. What are the dimensions of this piece of wood?
3. Here are two pint mugs, one empty and one containing water. Pour water from one to the other until they are at the same level.
4. This book weighs one pound. What is the weight of this book? (The trick is to take the first book away and return it to his other hand immediately)
5. Listen to this sound. Say what it is, point in the direction from which it came, and estimate the distance away.
6. Here are four different grades of sandpaper. Arrange them in order of roughness.

48. Call up the Patrol Leaders and hand to each of them six Scout staves (or equal) and see which Patrol is the first to form them into four equilateral triangles.

49. Troop in a circle march around to martial music from a tape deck. When the music stops each Scout must jump onto the shoulders of the Scout in front of him. (Guaranteed to create chaos in the shortest possible time)

50. Same formation, same drill, each Scout carrying a knotting rope. When the music stops he must put a bowline round the waist of the Scout in front and haul in.

51. Provide each Patrol with an eggshell, a large wire paper clip, and three large coins. All they are required to do is to light a small fire on the coins and boil water in the egg shell. The wire can be used in any way they desire. Only solid fuel can be used, e.g. match-sticks, pine needles etc.

52. Scouts work in pairs. For each pair: a dozen sheets of good-quality quarto typing paper; a good supply of brown-; paper, gummed tape, cellulose or masking tape, a low candle (the type used in warmers); and half a dozen matches. Place the candles (unlit) in a row on a bench and draw a chalk line across the floor eight feet away. Inform the Scouts that if they fail in the assignment you are about to give them, on youth in each pair will have a mug of cold water poured down his sleeve by his own partner.

What they have to do is this: using the materials provided, and nothing else, they must light their little candle and then blow it out again without crossing the baseline at any stage.

53. Get your Patrol from one end of the Troop room to the other without touching ground at any point.

54. One Scout crouches with arms clasped around knees. Two Scouts slip a staff under his knees and lift. He will at once turn upside down and hand suspended like a trussed chicken. They race around a given course.

55. Hold a competition to see who can stand longest on one leg, blindfolded, & with hands clasped on the top of his head.

56. Balance a Scout staff on one finger while standing on one leg and pass it across the hand from fingertip to fingertip.
57. Stand with forehead resting on a walking stick or similar spar. Move around it three times in a clockwise direction, then drop the stick and walk in a straight line to a given point.
58. Tie a handkerchief to the back leg of a kitchen chair near the floor. Sit in the chair and then try to release the handkerchief with our teeth without leaving the chair or touching the floor.
59. Is it possible for two youths to leapfrog simultaneously over the backs of two others while hobbled as for a three-legged race?
60. Give Patrols some garden canes, dowling, elastic bands, masking tape and safety pins. Challenge them to burst balloons taped to the floor at the opposite side of the room.

These ideas work best during an outdoor meeting:

61. You have had a long day's hiking and have decided to camp for the night here. On inspection you will discover that owing to bad packing you have lost all the poles and pegs of your tent. Better get on and pitch it as best you can.
62. A flood warning has just been received. This area is likely to be flooded to a depth of four feet within the next few minutes. Get your Patrol and equipment well above ground and within a ten yard radius of this spot. When above ground, light a fire and prepare hot chocolate and toast for the rescue party that is expected.
63. Blindfold all the members of the Patrol. With string lay out a course that goes under logs over branches and around trees. The Patrol must follow the trail.
64. Blindfold all the Patrol members except the Patrol Leader. The challenge will for the Patrol Leader to communicate effectively to the Patrol members to enable them to complete the task of erecting the tent.
65. Find two trees at least ten feet apart and stretch one rope about four feet off the ground and another about seven feet off the ground. With string make a spider's web between the two ropes with various size holes at least as many as Patrol members. Challenge the Scouts to get all members of the Patrol through the holes without touching the strings. Once a hole has been used by a Scout it cannot be used a second time.
66. Mark out a circle about 3 meters in radius and place in centre, about one meter apart, two jam jars, one containing a lighted candle, Prove ample sisal twine, *Instructions:* "Working from outside the circle, reverse the position of the jam jars in relation to each other. If the light goes out, your failure will be abject. *The method:* Make a noose in the middle of one length of sisal and attach controlling strings to the loop so that it can be opened or closed at will. The jar containing the all-important candle need not be touched.
67. Lay out a "channel" about 3 meters across. In the middle two pots without handles, one brimful of water. Scout staves (or equal) , sisal twine. *Instructions:* "Working from both sides of the channel, pour water from one container into the other without spilling a single drop. *The method:* Sheerlash staves together to make a rigid bar extending the full width of the channel with perhaps a foot or so to spare at each side. Make a second bar and lash it to the first to make a pair of giant tongs which can then be operated from both sides of the channel to grip and control the can. (Note the catch in the use of the words "a single drop" in the instruction and be prepared to meet the argument from sea lawyer type Patrol Leaders that a flooded floor cannot be described as a "single drop")

68. Needed: a single block, a moveable object of some sort, an anchorage (e.g. a stationary Scout), two ropes, Instructions: "With the gear provided, rig up a tackle to maximum advantage to move the object towards the anchorage. The method: Secure the block to the object to the object, not to the anchorage.

69. Two objects, one a few ounces lighter than the other, one Scout staff (or equal), sisal twine. Instructions: One of these objects weights X pounds. Construct a simple apparatus to determine the weight of the other. The method: Attach the two objects to either end of the staff and find the fulcrum point. The distance from the fulcrum to one object times the weight of the object is equal to the distance from the fulcrum to the second object times the second object.

70. You have exactly 10 minutes less 30 seconds to carry out this instruction. Measure or estimate the main dimensions of the Troop room and draw a plan and elevation on the largest scale possible on the card provided. Method: Speed being the keynote of the activity, preference should be given to getting a result with reasonable accuracy, rather than a half-finished but rather more accurate plan.

71. The leader takes the Troop on a 2 km. hike over a selected route. Each Scout is provided with a copy of a map through which the route will pass (can be street map without names) and must mark his position on it each time the leader stops. For every millimetre between his mark and the correct position, he concedes one point. At end of course, the Scout with the least number of penalty points is the winner. Scouts use observation to check whereabouts.

72. Give each Patrol three poles approximately 10 -12 feet long and 3-4 inches in diameter. Patrols lash these poles into a set of sheer legs. Attach four ropes each at least 25 feet long to the top of the sheer legs. The challenge is to "walk" the sheer legs along a given course, with a Scout manipulating each of the ropes. The butts of the sheerlegs must clear the ground at each stride (no scrapping or dragging allowed). A variation could be that a Scout must carry a passenger who switches from side to side to pivot the off side leg around each stride.. You might even tie a bucket of water from the apex to make sure the sheerlegs remain in an upright stance.

73. Place an unlit candle on the floor and, a foot to the right of it, place a box of wood matches still in their cardboard container, Between the two objects, but eighteen inches from either, place an overturned flower pot, or an 800 ml tin of stew or soup. You now have a triangular shaped series of articles on the floor. The object is for the Scout to stand on one foot on the tin or flower pot, reach down to the matchbox, open it, take a match light the match, then shift his attention to the candle, which he tries to light without losing his balance. If he succeeds in doing this, he must then stand up straight again on the tin.