

**TROOP 276
PATROL CHALLENGES
SET 2**

JUDGE'S COPY

INSTRUCTIONS:

Patrols may pick, sight unseen, which Patrol Challenges they want to do. Anytime equipment is needed, by the Patrol or by the judge, the entire Patrol must see the adult leader in charge of the equipment trunk, who may ask the Patrol to complete a simple task (such as a Patrol yell, recite Scout Oath, etc.) to obtain the needed equipment. At the end of the challenge the equipment must be returned to the adult leader by the Patrol Quartermaster. Patrols may use their own Scout Handbooks, but there will not be one in the equipment trunk.

Patrols are to complete as many challenges as possible in the stated time limit, being scored, 0-5, in four areas - Patrol Spirit, Teamwork, Leadership and Technical merit, for each challenge. Total scores are divided by 10 and the Patrol is awarded that many "BSA" points for the month. Patrols must have, at least, one challenge scored by each participating judge.

Among other things, judges should look for Patrol Yells and Patrol Flags when scoring the Patrol Spirit area. Judges, may, if they wish, explain their scoring to the Patrol, after each challenge.

Judges should give as little help to the Patrol as possible. Scoring should be accomplished keeping in mind the skill level of the Patrol members.

PATROL CHALLENGE #1

1. The Patrol may communicate only by singing.
2. Have the Patrol get into a single file, youngest Patrol member in front.
3. Have the Patrol members, staying in line, get on their hands and knees.
4. Have each Patrol member grab the ankles of the Scout in front of him.
5. Staying in this formation, have the Patrol crawl to the drinking fountain, then to the exit door, then to the top of the stage steps.

PATROL CHALLENGE #2

1. Only Patrol members wearing Recruiter patches may speak.
2. Have the Patrol form a circle.
3. Have the Patrol members put their backs together.
4. Have the Patrol sit down, without using their hands.
5. Have the Patrol stand up, without using their hands.

PATROL CHALLENGE #3

1. Patrol members must speak in backwards sentences.
2. Have the tallest Patrol member lay on the floor, on his back.
3. Treat that Patrol member for a compound fracture of the lower left leg.
4. Treat that Patrol member for shock.
5. Explain to the judge what you are doing. Remember step 1.

PATROL CHALLENGE #4

1. All communication between Patrol members must be accomplished using American Sign Language.
2. Write down the birthdays of each Patrol member.
3. Write down each Patrol member's favorite food.
4. Write down each Patrol member's favorite color.
5. Write down each Patrol member's middle name.

PATROL CHALLENGE # 5

1. Only Patrol Members with brown eyes may speak.
2. Have each Patrol member obtain a piece of paper and pen or pencil.
3. Have each Patrol member, working alone, draw as many official map symbols as possible, in one minute.
4. Have the Patrol compile as many different map symbols as possible, from each Patrol members papers, in 1 minute.
5. Have the Patrol draw a map of a fictional kingdom, using only the map symbols your patrol has compiled and present/explain it to any Troop Committee member.

PATROL CHALLENGE #6

1. The Patrol must communicate in “Rap.”
2. Have the Patrol form a single file, by height, tallest in the front.
3. Have all the Patrol members turn and face the middle of the room.
4. Have the Patrol spread out by raising their arms straight out and touching the fingertips of the Scouts next to them.
5. Have the Patrol sing, in Rap, the 12 points of the Scout Law. You have 3 minutes to prepare, but, must stay in this formation.

PATROL CHALLENGE #7

1. All Patrol members may speak, but, in sentences of no more than 3 words.
2. Have the Patrol divide into halves.
3. Place one half of the Patrol at the North end of the room and the other at the South end of the room, facing each other.
4. Have each half of the Patrol write down a message of, at least, five words.
5. Send and receive each message, using semaphore.

PATROL CHALLENGE #8

1. The entire Patrol may speak, but only in the voice of Bugs Bunny.
2. Have the Patrol build a useful camp gadget, using poles and rope.
3. The Patrol may not build just a tripod, but may use tripods in the project.
4. Have the Patrol state to the judge, in a poem, what this camp gadget may be used for. Remember step 1.
5. Have the Patrol take the camp gadget apart.

PATROL CHALLENGE #9

1. Only Patrol members maintaining, at least, a “B” average in school may speak.
2. Have the Patrol form in a straight line, facing the middle of the room.
3. Have each Patrol member put his fingers in his ears. They must remain there throughout this challenge.
4. Have each Patrol member do, one at a time, a forward somersault, coming to his feet.
5. Have each Patrol member do, one at a time, a backward somersault, coming to his feet, with the end result of the Patrol being back in a straight line.

PATROL CHALLENGE #10

1. Only Patrol members born in December may speak.
2. Have the Patrol form in a single file.
3. Have the Patrol form into a “wheel barrel” formation.
4. Have the Scouts who are the “wheel barrels” grab the ankles of the Scout in front of them.
5. In this formation, have the Patrol walk around the room.

PATROL CHALLENGE #11

1. The entire Patrol may speak, but, must move in slow motion.
2. Place the Patrol in a “X” formation.
3. Have the Patrol rotate 360 degrees, clockwise.
4. Have the Patrol rotate 180 degrees, counter clockwise.
5. Have the Patrol, staying in each respective line, form two lines facing each other, 3 feet apart.

PATROL CHALLENGE #12

1. Only Patrol Members wearing a “CSP” (Council Shoulder Patch) may speak.
2. Have your Patrol members stand equally on both sides of your Patrol table.
3. Have your Patrol members sit down, with legs under the table, without using their arms or hands.
4. Write a “Boy Band” style song about the Scout Oath, in 5 minutes.
5. Sing the song - you may have the Patrol stand up.

PATROL CHALLENGE #13

1. The entire Patrol may speak, but, only in Spanish.
2. Blindfold the entire Patrol, except for one Patrol member.
3. The judge will hide a Scout Fieldbook somewhere in the room.
4. The non-blindfolded Patrol member will tell the Patrol how to find the Fieldbook, in accordance with step 1.
5. The Patrol has 3 minutes to find the Fieldbook.

PATROL CHALLENGE #14

1. The entire Patrol may speak.
2. Take your Patrol to the Troop Committee table.
3. The judge will place a Scout hat on the Staff table, then sit, at that table, with his back to you.
4. Your Patrol is to sneak up and get the Scout hat. If the judge hears and points at any Patrol member, the Patrol must start over.
5. The Patrol is to get the Scout hat and place it on the head of the judge. You have 5 minutes to complete the task.

PATROL CHALLENGE #15

1. Only Patrol members who can tell the judge Sir Robert S.S. Baden-Powell’s two middle names (Stevenson Smythe) may speak.
2. Have the Patrol form a circle.
3. Have each Patrol member back-up 3 paces (remember, a pace is two steps).
4. The judge will toss a ball to the Patrol Leader.
5. The Patrol must keep the ball in the air for 2 minutes, without any Patrol member catching it.

PATROL CHALLENGE #16

1. Patrol members may **not** make **any** verbal noise.
2. Divide your Patrol in half, and send one half to the east side of the room and one half to the west side of the room.
3. Have each Patrol member on the west side of the room make as many paper airplanes as he can in 3 minutes.
4. Have each Patrol member on the east side of the room make as many paper wads as he can in 2 minutes.
5. The Patrol members on the West side will fly the paper airplanes and the Patrol members on the East side will try to shoot them down with their paper wads. The challenge is over when ten airplanes have been “shot down” or in 5 minutes, whichever comes first.

PATROL CHALLENGE #17

1. Only Patrol members who can recite the Scout Law, in order, backwards, may speak.
2. Have your Patrol line-up in single file, Patrol Leader in front, between the Troop Committee table and the drinking fountain, facing the drinking fountain.
3. The judge will hand, one at a time, 11 paper cups to the Patrol Leader.
4. The Patrol leader will fill each cup with water, and pass them back along the Patrol.
5. The last Patrol member will build a pyramid of paper cups, filled with water, on the Troop Committee table. Warning: The Troop Committee wants their table and the floor kept perfectly dry.

PATROL CHALLENGE #18

1. Only Patrol members who can whistle Dixie may speak.
2. Have the Patrol form a single file, in age order, with oldest Patrol member in front.
3. Have the Patrol move forward 30 feet, starting with the last Patrol member crawling through the legs of the Patrol members in front of him, and continuing on in that fashion.
4. Have the Patrol reverse the process.
5. Once back in your original position, have the Patrol complete 25 jumping jacks.

PATROL CHALLENGE #19

1. Only Patrol members who were Cub Scouts may speak.
2. Have the Patrol members pair off.
3. Using the one person carry, get your pairs completely around the room.
4. Reverse your Patrol member pairs, and do it again.
5. Have your Patrol treat the youngest Patrol member for Heat Stroke.

PATROL CHALLENGE #20

1. Patrol members must continuously clap their hands during this entire challenge.
2. Have the Patrol form a 8 foot circle.
3. The judge will toss a ball to the Patrol Leader.
4. The Patrol must keep the ball in the air for 1 minute, using only their right feet.
5. Then the Patrol must keep the ball in the air, for another 1 minute, using only their left feet. The judge will tell the Patrol when to change feet.