



Patrol Scouting Skills Countdown Challenge

This is a simple activity to run during camp or as a weekly troop meeting. Each patrol is given the list of tasks. They must complete as many of these as possible within a set period of time, somewhere between one and two hours. The task must be shown or demonstrated to a Scouter who will decide if it has been completed correctly; and, if so, they will add the points to that patrol's score.

Different weighting of points can be given to the tasks to reflect the difficulty involved; also, if you like, give extra points if younger scouts, i.e. those doing their Terra Nova Award, complete the task.

To keep things interesting, maybe have a countdown clock on display and keep a running total of the points each patrol has. Make sure enough equipment and items are available for the patrols to be able to complete the tasks. Also, some tasks need things set up, such as a small open fire and Kim's Game.

Patrols should make out a plan to complete the list, rather than jumping right in. Is it worth trying to complete the tasks with higher points, or a larger number of ones with lower points? What are your patrol's strengths? Can you teach a skill to a younger scout?

Afterwards, perhaps the patrol could look over the skills and information they didn't feel confident in and brush up on them?





Patrol Scouting Skills Countdown Challenge

You must complete as many of these tasks as possible in the allotted time. You must show or demonstrate the task to a Scouter who will give you points for completing it correctly. Some tasks are worth more points than others, reflecting the challenge involved.

- Put up a light weight tent (5)
- Assemble a Trangia (1)
- Tie a Square Lashing (1)
- Tell a story about Baden-Powell (1)
- List the main contents of a survival kit (2)
- Name 4 parts of a boat and their function (2)
- Explain different roles in the patrol (1)
- Estimate the height of a tree (3)
- Say the Scout Promise & Law (1)
- Name the main parts of a plane (1)
- Make a functioning hammock (4)
- What species of tree make good kindling (2)
- Show how you safely store an axe (1)
- Measure a distance on a map (2)
- Explain the Scout Handshake (1)
- Describe 3 types of anchor (for boats) (1)
- Build a functioning model raft (3)
- Make an hourglass tower with bamboo (4)
- Put someone in the recover position (2)
- Boil water in a paper bag (5)
- Make a 2:1 pulley system (3)
- Tie a bow line, sheep shank & a sheet bend (2)
- Take a compass bearing (2)
- Explain the basic rules for an airfield (3)
- List the contents of a patrol first aid kit (3)
- Collect leaves from 5 types of tree (2)
- Make a Log and picket anchor (5)
- What does the Patrol Leader's Council do (2)
- Explain the main symbols on a chart (2)
- Show how to call the emergency services (2)
- 3 ways of finding north without a compass (2)
- Draw a sketch map of an area suggested by a Scouter (4)
- Show how to check if an unconscious person is breathing? (2)
- Spell out your patrol name using Semaphore or the Phonetic Alphabet (3)
- Explain magnetic North (1)
- Make a Human Pyramid (1)
- Tie a Diagonal Lashing (2)
- Identify 5 map symbols (1)
- Explain Leave No Trace (2)
- Light a Fire (4)
- Make a rope ladder (3)
- What is mousing? (2)
- Cook an egg on an fire (4)
- Treating a minor burn (2)
- Find 3 gird references (2)
- Treating hypothermia (2)
- Make a sling (1)
- Explain Nasmith's Rule (2)
- Build a tripod (2)
- Who was Tom Crean? (1)
- Make a bivvy for 1 scout (4)
- How to treat poisoning (2)
- Make a 3-2-1 Picket (5)
- Align a map (1)
- What is Brownsea Island? (2)
- Build a stretcher (2)
- Make a sisal woggle (2)
- Explain longitude (1)
- Make a leg splint (3)
- Build an A-frame (3)
- What is a Scouts' Own? (1)
- What is an "Ensign" ? (1)
- What is WOSM? (1)
- Make a twist (camp bread) (4)
- Play Kim's Game (3)

