

Challenge 1 - Castaway's Meal

Scout Camp

29th June – 1st July 2001

- Equipment:** 1 box containing
- Outline:** You are marooned on a desert island and the only food available is in the box.
- Challenge:** Make a meal out of the food available for yourself and a leader.
- Time Allowed:**
- Points Available:**

Challenge 2 - Nitro-Transporter

Scout Camp

29th June – 1st July 2001

- Equipment:** 6 Staves, 4 lashing ropes, light rope, empty tin, metal tent peg, series of obstacles.
- Outline:** You have to build a safe transporter for some Nitro-Explosives. These are very sensitive to movement and may explode with any violent or sudden motion.
- Challenge:** Build a tripod frame and suspend the tin from the three staves at the bottom. The metal tent peg is suspended from the top of the tripod and hangs down inside the can, but does not touch the bottom or the sides.
- When finished transport the contraption over the series of obstacles.
- If the tent peg swings and hits the side of the tin you must return to the starting line and commence again. The object is to transport the nitro so gently and evenly that it is not jarred.
- Time Allowed:**
- Points Available:**

Challenge 3 - Signalling

Scout Camp

29th June – 1st July 2001

- Equipment:** A torch battery, bulb, wires, sticks
- Outline:** You need to make an emergency signal from materials found.
- Challenge:** Using the materials provided, build a device to send morse code messages to a leader.
- Time Allowed:**
- Points Available:**

Challenge 4 - Eggcitement

Scout Camp 29th June – 1st July 2001

- Equipment:** A raw egg, sheet of newspaper, 1m of sticky tape, three balloons.
- Outline:** The leaders wish to use the eggs – in 1 piece!
- Challenge:** Invent a way of keeping the egg unbroken when it is thrown high into the air by a leader.
- Time Allowed:**
- Points Available:**

Challenge 5 - Bubble Trouble

Scout Camp 29th June – 1st July 2001

- Equipment:** Metal coat hanger, bowl, washing up liquid, corn syrup
- Outline:** You need to blow some bubbles to keep the leaders happy and smiling.
- Challenge:** Mix up 3 cupfuls of water, 1 cup of washing-up liquid and half a cup of corn syrup. The mix works best if you leave it for 3 or 4 hours. Using the wire make as large a circle as you wish, securing the ends. Dip the circle in the liquid and move it through the air to form a bubble. The biggest and best bubbles will score the most points.
- Time Allowed:**
- Points Available:**

Challenge 6 - Up and Over

Scout Camp 29th June – 1st July 2001

- Equipment:** Pioneering equipment
- Outline:** The England rugby team need to be shown how to do things properly.
- Challenge:** Construct a gadget that can throw a rugby ball as far and as high as you can.
- Time Allowed:**
- Points Available:**

Challenge 7 - Up and Over

Scout Camp 29th June – 1st July 2001

- Equipment:** Pioneering equipment
- Outline:** The England rugby team need to be shown how to do things properly.
- Challenge:** Construct a gadget that can throw a rugby ball as far and as high as you can.
- Time Allowed:**
- Points Available:**

Challenge 8 - Kipping

Scout Camp 29th June – 1st July 2001

- Equipment:** Groundsheet, string/rope
- Outline:** Floors are uncomfortable...lets make a more comfortable bed.
- Challenge:** Design and build a sturdy hammock that can hold the weight of one of your patrol.
- Time Allowed:**
- Points Available:**

Challenge 9 - Gate Hopping

Scout Camp 29th June – 1st July 2001

- Equipment:** Poles, rope
- Outline:** You have come across a gate which is apparently electrified with 30 million volts.
- Challenge:** Get each member of your patrol over the gate without anybody touching any part of the gate or its surroundings. Anyone who does touch it requires one minute's artificial respiration by another member of your patrol.
- Time Allowed:**
- Points Available:**

Challenge 10 - Who's a mug?

Scout Camp 29th June – 1st July 2001

Equipment: String trail, mugs, water, bowl.

Outline: A trail has been set up and mugs have been attached to the trail. A bucket of water is provided at the start and a container at the end of the trail.

Challenge: You need to transport as much water as possible, try not to spill anything.

Time Allowed:

Points Available:

Challenge 11 - Stretching

Scout Camp 29th June – 1st July 2001

Equipment: Poles, rope.

Outline: An injured person needs to be carried over difficult ground.

Challenge: Construct and use a stretcher that can transport a member of your patrol.

Time Allowed:

Points Available:

Challenge 12 - Candle Vandle

Scout Camp 29th June – 1st July 2001

Equipment: Area marked out, jam jar, candle, matches, rope/string.

Outline: A lit candle is placed inside a jam jar in the centre of the area.

Challenge: Retrieve the jam jar and candle without stepping in the area. Make sure the candle does not go out.

Time Allowed:

Points Available:

Challenge 13 - Q

Scout Camp 29th June – 1st July 2001

- Equipment:** Poles, rope.
- Outline:** A number of camp gadgets need to be constructed to make camp life easier.
- Challenge:** Construct and use as many camp gadgets as you can.
- Time Allowed:**
- Points Available:**
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Challenge 14 - O

Scout Camp 29th June – 1st July 2001

- Equipment:** Map, compass.
- Outline:** Your patrol needs to work together to navigate unfamiliar terrain.
- Challenge:** Complete the orienteering course as accurately and as quickly as you can.
- Time Allowed:**
- Points Available:**
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Challenge 15 - EXA WAS

Scout Camp 29th June – 1st July 2001

- Equipment:** Axe, saw.
- Outline:** Put your new found skills to good use.
- Challenge:** Using the axe and saw get the whole patrol to work on constructing 3 useful items (e.g. tent peg, mug holder, stake, pot stand...)
- Time Allowed:**
- Points Available:**

Challenge 16 - Reach for the Sky

Scout Camp

29th June – 1st July 2001

Equipment: Poles, rope, newspaper, string.

Outline: Radio reception is poor...we need a high vantage point to get a good signal.

Challenge: Use the materials provided to construct the highest free-standing tower you can.

Time Allowed:

Points Available:

Challenge 17 - ACross

Scout Camp

29th June – 1st July 2001

Equipment: Poles, rope, various objects.

Outline: You have come up against an impassable river.

Challenge: Construct a system to transfer as many of the objects across the river as you can.

Time Allowed:

Points Available:

Challenge 18 - Whoosh!

Scout Camp

29th June – 1st July 2001

Equipment: 5 Matches

Outline: The weather is turning for the worse. You need a fire to survive the night.

Challenge: Get a fire alight as quickly as possible. You only have 5 matches.

Time Allowed:

Points Available:
