

Saturday Afternoon Games (1:00 p.m. to 4:00 p.m.)

All material will be supplied. A maximum of 5 minutes per game.

Scouts must complete games # 1 - 5 inclusive and a minimum of 7 of the other games.

Venturer Scouts must complete all games (some will have a venture scout twist)

1 - Tree identification

How many do you know? Team of 4. Points on accuracy.

2 - Capture the flag

2 teams of equal players (minimum of 4) play a version of capture the flag.

3 - Fold the flags

Team of 4 must fold the US and Canadian flags. Points on accuracy.

4 - Tent pitching

A team of 4 pitch a tent with a twist. Points on time.

5 - Match challenge

Start a fire with the materials provided. Points on time.

6 - Raise the log

Do you know your knots? Can you raise the log? Team of 4. Points on time and correctness.

7 - Archery

How good are you at hitting the bull's eye? Team of 4 scouts, points on accuracy.

8 - Pack a back pack

How efficient of a traveler are you? Team of 4 scouts, points on time.

9 - BP's map

Lord Baden Powell was ambidextrous, how good can a team of 4 scouts do? Points on accuracy.

10 - Height estimation

Two scouts estimates the height of an object using the Inch to Foot method, a second team of two scouts estimates the height of an object using the Pencil method. Points awarded for accuracy of measurements.

11 - Buck saw/Shuttle Run

Scouts participate in a shuttle run to cut a log. Points on time to cut the log.

12 - Compass game

Make your way following compass bearings. Points on accuracy.

13 - 1st aid

Kim's game.

There will be Venturer Jeopardy Saturday evening, time to be confirmed.

14 - Trail signs

Will you make it to the end?

Venturer Travois Race will be Sunday morning and will have an added challenge.