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Jenga Tower ? 5pts per 10cm
Build the tallest tower you can using only the Jenga blocks provided. The blocks may be placed at whatever orientation you see fit. The tower must be free standing for enough time to measure its height.

Logical Puzzle ? 10 pts
Bob is twice as old as Bill but Ben is the same age as double Bob?s and Bill?s ages added together but Ben had his 21st birthday in nineteen twenty eight, so how old are each of the boys? By the way, Bill is Bob?s baby but Bob is Ben?s baby.

Card Tower ? 10pts per layer
A childhood classic! Build a card tower from the cards provided ? I shall say no more.

Glasses and Knives ? 10 pts
Three glasses must be arranged in an equilateral triangle with a knife length between them (so a knife cannot span between any two glasses). Your challenge is to balance the 4th glass above the table using only the knives. The knives cannot touch the table and the 4th glass cannot touch any of the other glasses or be directly above any of them.

Jenga Bridge ? 10pts per 5 cm
Build the Jenga blocks out as far as you can over past the line on the paper. No Jenga block can touch the table beyond the line and the bridge must be free standing. You can only use the blocks provided.

Two Circles ? 5pts
Draw two circles (one large & one small) on the large sheet of card provided without taking your pen-nib off the card. The small circle must lie inside the large circle and the circles cannot touch. Easy points.

Spaghetti Mayhem ? 350 pts max
HUGE scores to be had here! The object is to suspend the balls provided above the table using spaghetti alone. The balls must be at least 5cm above the table.

Points will be given for each ball depending on its weight. The points for each ball will then be multiplied by a factor depending on the height of support for that particular ball. The points are as follows:

Pts	Height (cm)	Factor
Ping pong ball	2	0-5 Zero
Big hollow plastic ball	4	5-10 1
Tennis balls	6	10-15 2

Bowls balls 8 15-20 3
20 + 5

Spaghetti may not be supported from or by the balls and the spaghetti must support the full weight of the ball or balls.

Cooking the spaghetti is not an option and you are only allowed one packet.

The height of support is defined as the height at which the spaghetti supporting the ball contacts the ball.

Balls may be stacked but a ball may only be stacked on a ball of higher value. For a stacked ball, the height factor will only be awarded for the spaghetti supporting the ball (or balls) at the base of the stack.

Bonus points will be awarded for artistic impression!

The spaghetti mayhem rules were difficult to word, so ?twisting? of the rules is strictly prohibited. The judge?s decision and ruling is final.

BOMB!

KIT: Not all this kit is needed to make the objective, throw in a lot of red herrings.

Billy with a top handle, water, Alka-seltza, small aluminium cake tins, rope/sisal, broom handles/staves, coathangers (wire preferably), tent pegs (wooden and metal), newspaper, scissors, tape, anything else you can think of, or find, wooden spoons, camping equipment, tent poles, plastic cups other misc., gubbins with little use to confuse them, just raid stores and use anything.

Rope off an area about 5' square try to make the ropes about 3-4' high off the ground.

Into the centre of this area place a billy with top handle, and half fill with water, on top of this water float an aluminium cake tin (someone will have to eat lots of bakewell tarts) with an Alka-seltza or baking soda in.
The task for the explorers is to get the unexploded bomb out of the ringed off area, without making it explode killing them all (the Alkaseltza falls into the water). If anything touches the floor inside the ringed off area then the bomb explodes, the bomb cannot be touched by hands until clear of the roped off area, once the bomb has cleared the floor it cannot touch the ground inside the rope again.
Again allow time for discussion before they can do anything, and allow 30ish mins to do the task.

Obstacle relay

problem: to design and construct an obstacle course.
Equipment: (various, what have you got?) outdoors you can use - bamboo canes, string, scissors, poly sheet, tent pegs, mallet, watch, blindfold, etc. Each team should construct about 15 "problems" in their course including: steeping over, squeezing through, crawling under, changing direction, steeping between, picking up items, carrying items, etc. Each course to be designed so that a blindfolded member of the team can successfully move along the course, with a member of his/her team giving instructions from behind a line. Swap over course, assign a judge to mark down penalty points for each fault or do as a timed relay.

Mini Assault Course.

Best done on camp. Problem: to design and attempt to complete a miniature assault course, using only the natural features that

are present, e.g. balance along a fallen tree, jump over a hollow, climb up/over a branch (less than 6 foot high!) or swing/crawl along, zig-zag through trees, crawl through hollow, use stumps as steeping stones, etc. Needs strict rules. Not meant to be difficult.

Flying Message

problem: to send a flying message (without throwing) over a line which has been raised above the ground (8-12 feet is high enough) and recover a reply. Equipment could include: overhead line, bendy stick, smooth straight sticks, long length of string, elastic, garden canes, polystyrene cups, baloon, tape, card, blu-tack, paper and pen (for message), etc.

Shoot a line.

(Similar to above) - problem: shoot a line (string) through a small window (say a 1 foot sq. opening) in a piece of hardboard from the other side of a (imaginary) chasm Additional task could be to send something along the line. Equipment - as above in 3.

Read a message round a corner

problem: read message around a 90 deg corner. Equipment: card, tape, small mirrors (plastic ones better than glass), some large hardboard pieces to make a corner, something to cover up the message to stop peeping, etc.

Make a sling to support a person.

Use length of material used in climbing harnesses and when testing do not hang the person more than a foot or so from the floor from a secure hanging point. Make sure that yp do not construct sling that goes round anyone's neck!

Candle lanterns (best done at this time of year when it's windy)

problem: design and construct a lantern, containing a candle, using: pencil and paper, several short canes (bamboo or garden) plus some longer canes, poly sheet, scissors, string, tape, thin bendy wire, wire cutters, matches, candle, junior hacksaw (to cut canes). Lantern to be designed so that the lighted candle will not blow out in windy conditions, can be seen from at least 50 m away, and such that none of the shield materials catch fire.

Stiles

problem: design and build a temporary stile to get over a fence (imaginary electrified) or wall using strong wooden poles and lashing ropes. No design or person to touch fence or wall.

Hammocks
Using main support ropes, strong lashing ropes, wooden poles. Low height off ground! Leaders should check all knots and lashings before use.

Conveyors

problem: design and build a conveyor to transport a tennis ball (or a potato if you want to make it harder!) to roll down by gravity across a (imaginary) chasm. Inter team timed event. Include some changes or direction and a sudden drop. Equipment could include: canes, poly sheets, string, scissors, tape, etc, and don't forget the ball or potato. As a variation you could use cheap plastic piping (as used in plumbing), angles

and unions, etc. Task then is to transport say 5-10 gallons of water. Best done outside in the summer for obvious reasons!

Water transporter (another outside one)

problem: transport a bucket ofwater across a small stream (use a real one if you're at camp) at a height of say 6 feet. No one to touch bucket as it crosses gap. Equipment could include: overhead rope, protective wrapping if you use trees to support line, twine, scissors, bucket, small container for filling bucket (with holes in to make it harder), krab to hang bucket, etc.

Ping pong ball in pipe

problem: recover a ping pong ball from the bottom of a vertical plastic pipe. You'll need a bit of plastic plumbing pipe say 2-3 in dia which is sealed at one end. Drill some small holes in the pipe around and along its length. How many depends on size of team, about 15-20 is usually okay. Teams given bucket of water and some card (one person). Idea is for teams to make a cup from card to transport water from bucket to pipe. Pipe to be held vertically by team members. First one to float ping pong ball from pipe is the winner. At first only one or two members will be needed to cover holes in pipe (using their fingers only!) while the rest can relay the water, however, as more water goes in then more holes come into play. The last few inches can be quite demanding with one person runnig back and forth carrying the water (in a soggy card cup by now) and the rest of the team in a mass of fingers and thumbs trying desperately to plug the holes. Outdoor one I think!

Make a burglar alarm pad

problem: construct a device to be placed under a rug so that it can detect anyone walking on it. Equipmet: large card, baking foil (aluminium!) croc clips, wire, tape, small battery, buzzer/light bulb in holder.

Carry seats

problem:design and construct a contraption with a seat for carrying a person. Must be safe to carry a person in a race. Two teams of 5. Equipment could include: 4 strong poles, strong lashing ropes, old car tyre, etc. You make like to add a crash helmet if your yp attack the race with some gusto.

Signpost

design and construct a signpost. The finished article should point to at least 10 places of interest, towns, cities, features, local or far away. Equipment: poles, string, card, paper, pens/felts, appropriate map (e.g. local OS for local features), compass, other "decorative" items. The completed singpost must point accurately to all the places, give comapss directions (e.g. NE rather than 45 deg) and give clear indication of place names and distance (use km if using an OS map).

Construct a shelter

problem; construct a shelter so that one person can lie down in it using newspaper, thin light poly sheet, tape and scissors. It may help to have the newspaper tightly rolled into "poles" first.

Fry an egg using only one match.

Equipment: thin bendy wire, cutters,
baking foil, a little cooking oil, one match, a whole almond nut (allow 2/3 if you can only get small ones), blu-tac, tape, and an egg.

Walk a word

problem: spell out an unknown word on the ground using capital letters by following instructions given in the form of compass directions (or bearings) and paces. Use a long length of string for each letter if outside or floor chalk if inside/on hard surface. Good for introducing younger scouts to the compass. Start facing N.

Example 1. Using compass directions
Letter 1 - NW x 6 paces; SE x 6 paces; NE x 6 paces
Letter 2 - NE x 6 paces; SE x 3 paces; W x 3 paces; E x 3 paces; SE x 3 paces
Letter 3 - N x 5 paces; SE x 7 paces; N x 5 paces

Example 2. Using bearings
Letter 1 - 30 deg x 5 paces; 150 deg x 5 paces; 30 deg x 5 paces; 150 deg x 5 paces
Letter 2 - 90 deg x 4 paces; 270 deg x 4 paces; 0 deg x 2.5 paces; 90 deg x 4 paces; 270 deg x 4 paces; 0 deg x 2.5 paces; 90 deg x 4 paces.
Letter 3 - 45 deg x 6 paces; 125 deg x 3 paces; 270 deg x 3 paces; 90 deg x 3 paces; 125 deg x 3 paces.
Letter 4 - 0 deg x 5 paces; 270 deg x 2 paces; 90 deg x 4 paces.

You can even set the problem in reverse - how would you spell out your name in capitals using directions/bearings.

Teams can design for 3, 4, 5, 6, 7 letter words say and set challenge for other teams to find the word.

Cross the Hut (swamp, chasm, etc)

problem: get all your team from one end of the HQ to the other without touching the floor. Equipment various depending on circumstances: e.g. 2 small benches or say 4 chairs for a patrol of 6. Race between teams. 15 s holding penalty for rule infringements. Could set up some string across width at different heights: you must go over the first one, under the second, etc. First team all to touch the other side wins. Then go back again!

Build a flagpole/beacon, etc

problem: build the tallest possible structure using only a pile of old newspapers and tape such that it will support a small weight (or flag) hung from the topmost point without it all falling over.

No thumbs Reef

A useful quickie - tie a reef knot without using your thumbs.

A4 Walker

Give the Scouts a piece of A4 paper and a pair or sissors and tell them that they must walk though the piece of paper but never cut through the outside perimeter.

The answer is to start cutting in the middle and come out in a spirl making a big hole that the Scouts can walk though but doesnt cut through the outside perimeter of the paper. This will normally take a while with the spiral edges not being thin enough making the paper rip and people ripping the edges etc

Another approach is to tell a patrol that you want them all in the paper!

Lego Copier

Lego model in another room, team has bricks which they must use to build replica, but you can only go one at a time for 30 seconds then must return once you start building your not allowed to look at the origanal again
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"Reef not"

Each Patrol has a length of rope placed on the ground in front of them.

The PL cannot touch it and he is the only one who can talk. Anyone who touches the rope is instantly "glued" to it and cannot let go (if they try to cheat use a clove hitch to attach it to their hand).

To make it more difficult the Patrol can be blindfolded.

The Patrol have to tie a reef knot, fastest Patrol wins. Make sure you bring a camcorder and that your PL's know how to do one first !!!!!!

As this can involve some members not participating, you could use the APL's as well.

Obstacle course

Set up an obstacle course. Need to get a balloon full of water from one end to the other without encasing it in anything and without it bursting. Each team member may only hold the balloon for a set length of time before they have to pass it on.

Frog pond

"lily pads" - can be chairs or blocks.
Builders planks.

The pads should be set up so that the planks can just reach sideways, but the next row is offset so that the planks won't reach and so on for the next row.

The idea, when the penny drops, is to place one plank sideways and a second halfway across to the next row etc. Need to work out how to recover the planks as they go, as well.

Can complicate by adding something that needs to be conveyed (water filled balloon).

Toxic Barrells

2 barrels or similar with a plank across the top (the wall).
1 barrel standing upright (the task).
various ropes, tackle and spars.

The wall is "infinitely long", so they can't go round it and they can't go through it. Task is to get the barrel from one side of the wall to the other without touching it. Team may start on either side of the wall, but must stay there.
Time starts when you touch the first piece of equipment.

Jigsaw.

Prior to the event take a print off your PC and rip it into a few pieces. Jumble them up and separate into the number of teams. Put them into

envelopes and seal them down.

On the evening call for the PL's. Give each an envelope with the instruction that it holds pieces of a picture which they need to build.

They can hold the envelope but may not open it or touch the contents. Their Patrol may not touch the envelope or the contents.

The answer, of course, is to pass the envelope to another PL ..... see how long it takes! Don't use a jigsaw, there are too many pieces. Likewise don't rip it up too small.

Candle Lighters

Place a brick & a tea light candle a distance away from the patrol. Give them staves or canes, something suitable for lashing them together. & some matches Tell them they have to light the candle without getting any closer to it.

The idea is to lash the staves togther (tightly!), then lash a match to the end. This can then be used to strike the match on the brick (don't use safety matches!) and then light the candle.

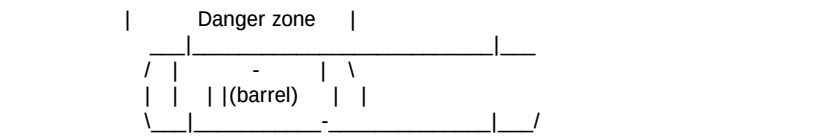
I have done it with my Troop, they all got the match alight, but by the time they'd manouvered to the candle the match was burning out. Next time I'll ensure the candles have been used before so the wick is already burnt (and so lights easier). The other problem with the ones my Patrols constructed was that they didn't do the lashings tight enough so it flexed too much to light the match (so they had to rebuild it!).

Spider's web

Set up a string web between to trees, with some reasonably large gaps inbetween the strands. The aim is to get through these gaps without you (or any clothing!) touching the web as you'll wake the spider who'll then eat you, as they do (just make that one person try again, or you'll be there forever). The problem is that as you successfully pass through a gap, it closes up so no-one else can use it! Also, there aren't enough gaps of the right size at ground level! What they have to do is send one or two lads (or lasses) through and then 'post' the remainder through the gaps at about chest height.
Let them work this one out for themselves, and they will be stuck with one of their number on the first side, having neglected to leave a low gap for the last person to go through, there being no-one left to 'post' him. Then make them start again!

Toxic barrel dump

A light barrel is placed in the centre of a rope circle which marks the edge of the 'safe zone'. The aim is to remove the barrel and place it in the toxic dump nearby where is can be magically decontaminated. All they have is a long rope, which can't touch the ground or it will melt (or even something plausible, if you can think of it!). Basically the cocky ones will try to tie a clove hitch around the barrel from outside the circle, but you need to make sure that the barrel is so light that it'll fall over! The answer is to make a loop with the rope that is longer than the diameter of the circle. Then two groups of scouts stand at opposite sides of the circle with the loop so that it goes either side of the barrel. They then twist it (in opposite directions) until it is tight around the barrel so they can pick it up. Once the barrel is safe, they can read the next set of instructions, stuck on it's side.



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 |  (rope)    |
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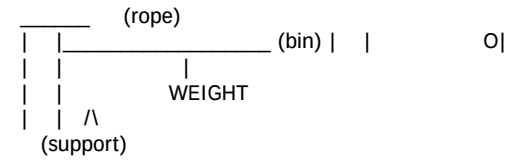
Bin bomb

A heavy bin needs defusing 'cos it's got a bomb in it. The lads can touch the bin to set this up but must be a (large) safe distance away from it when it falls over or they'll be killed. They can tie things around it, but can't use any handles etc., or move it in the slightest. Sadly, they don't have enough rope to tie all the bits together and pull it over from a safe distance. Basically they need to devise a way to trigger a weight to fall, pulling the bin over. I'm making this up as I go along so I don't know the answer, but something like this might work:



The weight support needs to have a built in weakness so that it'll collapse when say, hit by a stone thrown from outside the blast radius

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River crossing

Make things difficult by making one of them a casualty who has to stay in his stretcher. The quick and obvious way is to just get wet and walk across if the river's shallow enough, but safety plays a major factor. Just a thought. You could make them build a pontoon bridge or something similar, but not give them quite enough kit so that they have to improvise. A good incentive is to bridge across to an island where their lunch is waiting in a plastic bag!

I hope this is of some help. Most of the idea's were fairly blatantly stolen from Raleigh International selection weekends, but don't tell anyone!

Is there any chance of you posting more of your past ideas, 'cos it sounds like a very good sort of thing to run?
