

Miscellaneous notes:

- How to arrange teams: Groups 3-4 as arrive Send off to open Activity
- Scattered asynchronous challenges (1-8), 5 minutes max each activity.
- 2 Council Rock activities, to do while waiting for other activities to free up.
- Home base is "Council Rock"
- Each scout has a worksheet which Describes Council rock activities. Challenge #s, scorecard
- Each scout works on council rock activity while waiting turns for other activities
- Scouts do not know what the event is that they are going to i.e. each event is a surprise
- Each Challenge uses a "token/s" Scouts take to from council rock to the challenge.
 The token identifies the Challenge number, name and location.
 This goes back and forth from challenge to Council Rock
- Challenges are run asynchronously, by the tokens. When a token comes back a team that hasn't done it yet can go.
- While it may be that all scouts do not get to all challenges that's OK. But I do want each scout to achieve 8, 9 & 10 Citizenship, History and Service.
- Encourage Parents to participate as Challenge moderators.
- Can some challenges have "double" stations for more participants? Yes...
- Consider starting Event directly with activities and ending with Meeting. Yes...

Needs:

- Survivor Recognitions (Survivor, Tenderfoot, 2nd Class, 1st Class)..... Ann Vispoli, Done
- Challenge description 6, 7, 8, 10..... DCS - Done
- Scout/Akela WorkSheets..... DCS - Done
- pens/pencils (many) Everyone
- Challenge Tokens ("#, Challenge name, Location_____")..... DCS
- Pup Tents and accessories (tent, stakes, poles, rope) P. Beaumont/DCS(tent/tarp done)
- Slingshot etc... (3 stakes, elastics, ammo, Ystick, pockets, targets) Mark Marotta
- Dart board and darts (Dart board, darts) Mike Harvey
- Obstacle Course..... Ann Vispoli

- Organize & Run Challenge # 1 Survival 101 Food Mark Marotta
- Organize & Run Challenge # 2 Survival 102 Shelter Peter Beaumont
- Organize & Run Challenge # 3 Goal Seeking (Obstacle course) Ann Vispoli
- Organize & Run Challenge # 4 Math Skills Mike Harvey
- Organize & Run Challenge # 5 Navigation..... Mark Hornick
- Organize & Run Challenge # 6 Codes and MoralsKathy Crawford
- Organize & Run Challenge # 7 Fitness.....Nick Kalantzakos
- Organize & Run Challenge # 8 Scout Community and Service..... Parent Activity Council
- Organize & Run Challenge # 9 History (Council Rock)..... DCS
- Organize & Run Challenge # 10 Citizenship (Council Rock) DCS

Scoring is as described below for each Challenge Description.

10 challenges -100 total points

Survivor 1st Class, Survivor 2nd Class, Survivor Tenderfoot

During business meeting scores will be tallied and pins readied

Who can lead this?

Challenge 1 - SURVIVAL 101, Food - "A scout needs food to survive. Someday you may be challenged with providing your own food in the wilderness. Your goal is to assemble from the objects before you a sling shot and use the provided ammo to knock down your food."

Akela: In this challenge each scout finds a pile of objects sufficient to make 2 different sling shots. The goal is to assemble a sling shot and knock down the "food items" with ammo (tin foil balls). Items: 3 stakes, an assortment of elastics, 2 small slings, small tin foil balls, targets, Y shaped traditional slingshot stick, add some unused "distractor" objects.

5 Pts/Scout Max

Score - _____ **1pt Sling shot assembled**

Score - _____ **Targets hit**

Challenge 2 - SURVIVAL 102, Shelter - "A scout should be able to make a shelter of his own. Night is falling, the animals are out! You must quickly put up your shelter and go to sleep to preserve your energy."

Akela: In this challenge the scout erects an old pup tent sufficiently to crawl in and lie down without it falling over. Make sure the tent is disassembled before the next scout comes.

5 Pts/Scout Max

Score - _____ **+3pts Complete shelter setup**

Score - _____ **+2pts Scout or scouts can crawl in/out without falling down**

Challenge 3 - Goal Seeking - "To survive a scout must be ready to set goals and achieve them on time, despite obstacles and distractions. Your task is to cross the raging river by walking across a fallen tree (balance beams), climb the mountain (step ladder), jump into the lake, gather and throw the rope to reach the volcanic island and plug up the volcano (golf club, ball, tube). Then you must come back the same way!"

Akela: Please spot for safety! In this challenge the scout follows a simple obstacle course. The landscape timber is the balance beam. The short step ladder the mountain (please spot for safety). Scout should gather the rope into a coil and throw it (holding on to one end) life line style. Use the golf club to hit the ball into the tube. Help them use their imagination.

5 Pts/Scout Max

Score - _____ **3pts Achieved halfway goal (Getting There...)**

Score - _____ **2pts Achieved Full goal (Getting back alive!)**

Challenge 4 - MATH SKILLS - "In an emergency, a scout must be able to navigate by dead reckoning. To calculate distances you must be able to add distances together in your head. This challenge tests that ability. Throw and stick 3 darts in the dart board and add up their total in your head."

Akela: In this challenge scout calculates the sum of the dart numbers. Don't do the math for scout.

5 Pts/Scout Max

Score - _____ **Award points based on accuracy of Scouts addition (5pts correct, 4pts close...)**

Challenge 5 - NAVIGATION –

Challenge the Younger - “A scout should be able use the stars and a compass to navigate. In this challenge you will show you know the points of the compass. Stand at center stone. You must place a stone at each compass point but Akela will only show you the first direction.”

Akela: (N, S, E, W, NE, SE, NW, SW) Face a scout in a named direction of your choice. Give scout 4 Major Direction Tokens plus 1 Minor Direction token. Ask scout to place all remaining tokens. When all 5 tokens are set, the scout will recite in order clockwise from north.

Challenge the Older - “A scout should be able use the stars and a compass to navigate. In this challenge you will show you know how to navigate with directions. Akela will only tell your beginning direction then give you a list of navigation steps. Use it to arrive at the correct location.”

Akela: (N, S, E, W, NE, SE, NW, SW) Face a scout in a named direction of your choice. Give scout 4 Major Direction Tokens plus 1 Minor Direction token. Ask scout to place all remaining tokens. When all 5 tokens are set, the scout will recite in order clockwise from north.

5 Pts/Scout Max (either)

Score - _____ Up to 5 Pts based on accuracy for Compass Rose

Score - _____ Up to 5 Pts based on arriving at correct Destination

Challenge 6 - Codes and Morals - “A scout survives by living according to scouting’s codes and morals. What are your promises and oaths? What do the scout Law, Promise, Motto and Pledge mean to your survival”

Akela: This challenge requires the survivor candidates to recite their “codes and morals”. Ask your group to give the appropriate sign and then recite each of the 4 below. After, quiz them on the meaning of the Scout Promise, Law, Motto & Pledge of Allegiance. Spread the questions around. Ask each what is meant by some part of the one of them. Move briskly though you only have 5 minutes.

CS Promise: “I Promise to do my best to do my duty to God and my Country, To help other people and to obey the law of the Pack”

Law of the Pack: “A Cub Scout follows Akela, The Cub Scout helps the Pack go. The pack helps the Cub Scout grow. The Cub Scout gives good will”

CS Motto: “Do Your Best”

US PoA: “I Pledge Allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all.

10 Pts/Scout Max

Score - _____ 10pts each scout max – Don’t be afraid to expect more from the older scouts.

Challenge 7 - Fitness - “An important factor in Survival is Fitness - Healthy Body, Healthy Mind means a healthy Scout Survivor. Show that you are fit and can stay that way by showing you know how to do 5 reps of 5 different exercises with good safe form”

Akela: In this challenge we are looking for each scout to know how to do 5 exercises with good, safe form. Emphasize safety, good form, repetitions and regular performance. Here are good examples. 1) Jumping Jacks 2) Push Ups, 3) Sit Ups, 4) Lunges (a la fencing), 5) bicycle, 6) knee lifts, 7) in-place running (10 secs)

10 Pts/Scout Max

Score - _____ 2pts for each different exercise/5rep combo.

Challenge 8 - SCOUT COMMUNITY AND SERVICE

“Scout survival means community service. As Scouts we often seek to serve others in our community. Your Scout Pack needs you and your parents service too! Remember the Law of the Pack --“...The Cub Scout helps the Pack go. The pack helps the Cub Scout grow...”, “...Ask not what your Pack can do for you but what you can do for your Pack...” Earn point for scout survival by helping Pack 73. Bring your parent to this station.

Akela: Parent Activity Council – Please do your best to help fill the volunteer positions.

- _____ **5 Sold almost all popcorn**
- _____ **5 Helped at the Carnival**
- _____ **5 Parent helped Scout Survivor**
- _____ **5 Ecotarium Signup/Payment**
- _____ **10 Volunteer w/Parent f/ PW Derby Cty**
- _____ **10 Volunteer w/Parent on Camping**
- _____ **10 Volunteer w/Parent on Blue & Gold**
- _____ **20 Volunteer w/Parent – Awards Coord**
- _____ **20 Volunteer w/Parent – Assist CC**
- _____ **20 Volunteer w/Parent – Treas**
- _____ **20 Volunteer w/Parent – PopCorn K**
- _____ **20 Volunteer w/Parent – Special Projs**

Challenge 9 - HISTORY - (#5 of US Heritage Award) “Remembering the courage of those who have gone before helps us to understand where we are now. In this challenge you must make a list of the thirteen original states of the United States of America.

Akela: This activity is done at the Council Rock, during the time scouts are not at the other activities. Each scout makes a list of the thirteen original states of the United States of America (make sure they get them all). Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, Rhode Island

10 Pts/Scout Max

Score - _____ 2pts first 3 legible states, 2pts each additional 2 legible state names

Challenge 10 - CITIZENSHIP (#7 of US Heritage Award)- “Part of survival is purpose, Why should I strive to survive? A scout should be able to express what it means to him to be part of a larger community namely the USA. In this challenge either...

- Write a short story: “Why America is Special to Me”, “What it means to be Free”, “If I were President”
- Draw a picture of a famous person in American History and tell what they did.”

Akela: This activity is done at the Council Rock, during the time scouts are not at the other activities.

10 Pts/Scout Max

Score - _____ 10pt Complete legible and “coherent” short story

Score - _____ 10pt Portrait (identified) and what the subject did in history

Scout Survivor Worksheet**Grand Total** _____

Scores: 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___ 10 ___

Name _____ Date _____

Challenge 1 SURVIVAL 101, Food (5 Pts/Scout Max)

Score - _____ 5 pts Sling shot assembled and Targets hit

Challenge 2 SURVIVAL 102, Shelter (5 Pts/Scout Max)

Score - _____ 3 pts Complete shelter setup

Score - _____ 2 pts Scout or scouts can crawl in/out without falling down

Challenge 3 GOAL SEEKING(5 Pts/Scout Max)

Score - _____ 3 pts Achieved halfway goal (Getting There...)

Score - _____ 2 pts Achieved Full goal (Getting Back Alive!)

Challenge 4 MATH SKILLS (5 Pts/Scout Max)

Score - _____ Up to 5 pts based on accuracy of addition

Challenge 5 NAVIGATION (5 Pts/Scout Max)

Score - _____ Up to 5 Pts based on accuracy for Compass Rose

Score - _____ Up to 5 Pts based on arriving at correct Destination

Challenge 6 CODES AND MORALS (10 Pts/Scout Max)

Score - _____ 10 pts each scout max – Older scouts are expected to know more.

Challenge 7 Fitness (10 Pts/Scout Max)

Score - _____ 2 pts for each different exercise/5rep combo.

Challenge 8 SCOUT COMMUNITY AND SERVICE (25 Pts/Scout Max)

“Scout survival means community service. As Scouts we often seek to serve others in our community. Your Scout Pack needs you and your parents service too! Remember the Law of the Pack --“...The Cub Scout helps the Pack go. The pack helps the Cub Scout grow...”, “...Ask not what your Pack can do for you but what you can do for your Pack...” Earn points for scout survival by helping Pack 73. Bring your parent to this station

5 Sold almost all popcorn			20 Volunteer w/Parent – Awards Coord
5 Helped at the Carnival			20 Volunteer w/Parent – Assist CC
5 Parent helped w/Scout Survivor			20 Volunteer w/Parent – Treas
10 Volunteer w/Parent f/ PW Derby Cty			20 Volunteer w/Parent – PopCorn K
10 Volunteer w/Parent on Camping Cty			20 Volunteer w/Parent – Special Projs
10 Volunteer w/Parent on Blue & Gold			20 Parent already Pack Leader

Outdoor

Location: _____

Challenge 3 Goal Seeking - "To survive a scout must be ready to set goals and achieve them despite obstacles and distractions and on time. Your task is to climb through Dragons lair, using every ladder and every slide once only. Start at the "Telephone" nearest the Dragons Lair signpost and ending at the other one.

Score - _____ Number of slides used

Score - _____ Number of ladders used

Score - _____ 1pt Achieved goal

Score - _____ double above points if parent goes with scout

Rank: 5__ Outdoor Location: _____

Challenge 2 AGILITY - A scout must be ready to climb around obstacles in his path. This challenge requires the scout to swing from a ladder across and back without falling into the dangerous thicket below. The scout has three minutes to get onto the ladder and then climb across and back as many times as possible. Scoring is 50% for trips and 50% for falls, so if a scout has trouble going across he can just hang in place to also score points. Maximum time three minutes. Fluff up the thicket for the next group.

Score - The number of complete trips from one side to the other _____

Score - The number of falls to the ground _____

Rank: 3__ Indoor/Outdoor Location: _____

Challenge 3 CONCENTRATION - A scout must be able to concentrate while under difficult physical challenges. This challenge requires the scout to recite the alphabet backwards while standing on a cement block. If he misses a letter or falls off the block, he starts again from Z. The challenge ends after four minutes. By the way, ZYXWVUTSRQPONMLKJIHGFEDCBA.

Score - The time required to perform the task _____

Score - If not completed, what letter was achieved in best effort _____

Rank: 3__ Indoor/Outdoor Location: _____

Challenge 5 ACCURACY - A scout must work to improve his hand to eye coordination. In this challenge the scout uses a nerf gun to knock over five objects from a minimum of ten feet away. The scout must estimate distance, choose a line of fire, have a steady hand, and concentrate. If all objects are knocked down before time expires, reset and do it again. Maximum time four minutes. Reset the objects for the next group. Note: a small ball may be substituted for the nerf gun upon request.

Score - The number of objects knocked down in four minutes _____

Rank: 3__ Indoor/Outdoor Location: _____

Challenge 8 BUILDING - A scout should learn the history of building designs and how to make a shelter of his own. In this challenge the scout must understand how to build structures that are straight and neat. The scout is given a tray of Oreos. The

scout will make a stack of Oreos, placing each Oreo on top of the stack without touching any of the Oreos below. If the Oreo stack is touched, start all over again. Each Oreo in the stack counts as a point. Maximum four minutes.
 Score - The number of Oreos in the highest stack in four minutes _____

Rank: 2__ Indoor/Outdoor Location: _____

Challenge 1 MEMORY - A scout must remember landmarks along a trail to find the way back home. This challenge requires the scout to remember objects he finds under eggshells and match pairs of the same objects together. There are 16 shells, 4 pairs of objects and 8 empty. The scout uncovers only two shells at a time. If a match of objects is made, leave them uncovered. If a match is not made, replace the covers, stop and recite the cub scout motto "Do Your Best", make a full 360 turn, and try again. The challenge ends when all four pairs are uncovered. Maximum time four minutes. Reset the shells and objects for the next group.

Score - The number of object matches found _____

Score - The number of times the scout recited "Do Your Best" _____

Rank: 2__ Indoor Outdoor Location: _____

Challenge 6 THE OPPONENT - A scout must know what forces are out there to stop his progress to success. In this challenge the scout has a chance to take points away from other players and improve his own chances of winning. There is a target with each scouts' name on the floor. The scout uses a scully cap to aim from the middle of the circle to any target he chooses. A point is scored if the cap lands more than half inside a box. Each attempt starts from the middle of the circle. The maximum number of attempts is twelve in a maximum of four minutes.

Score - Target Hits - Name and Frequency _____

Rank: 1__ Indoor Location: _____

Challenge 9 COMPUTER (den) - A scout must be ready for the technology of the future. In this challenge the scout will find an internet website of his own choosing, and explain to Akela why he thinks that website is cool.

Score - Did he scout find a website and explain it to Akela (Y/N)? _____

Challenge 6 MEMORY and SELECTION - "A scout must be able remember and use specific landmarks along a trail to find the way back home. This challenge tests that ability. Remember and tell as many **Pack 73** activities, lessons, achievements or outings as you can."

Akela: Only pack level activities count (that's the selective part). For example: Mousetrap cars, Flag night, High Tech take apart, Pinewood Derby, Mini Olympics, Karate, Campout, Cross Over/AOL, Hikes, Litter Patrol, Blue and Gold, Skits, campout campfire, Bancroft Science Fair, etc...

Score - _____ 1pt Each **PACK** activity, lesson, achievement or outing described by scout

Challenge 7 THE OPPONENT - "A scout must know what forces are out there to impede his progress to success. To test this ability name as many of the other scouts in the pack as you can. To assist you in using your memory skills you must do this blindfolded!"

Akela: In this challenge the scout has a chance to increase his score by knowing his opponents, thus improving his own chances of leading. Scouts should not "cheat" by looking around and naming scouts...that would be recognition not knowing the opponent. Points are scored as follows.

Score - _____ +2pt each non-den member name