



Warrior Quest

The Warrior Quest is an incident trail whereby the Six must work together as a team to overcome all the obstacles and incidents they encounter.

Each incident will have a time limit and need to be arranged in such a way that they don't create queues. Therefore space them well apart and use natural features such as streams, gullies, rocks and small woods to create atmosphere and games play.

The object in the incident trail is primarily fun but also teamwork. It is not a competition, the Sixes are presented with the problem, they come up with a solution. If they have difficulty then hints and clues and suggestions are made by the base leader.

The easiest way to set up the trail is in a circle which Sixes starting at one base and moving around to each base in turn till they return to their starting point.

The trail is important and should be considered as an obstacle course and a series of incidents/puzzles/challenges. Moving between the bases can include such things as Tarzan swings, walking along logs and climbing over obstacles such as would be found in a commando type course.

Each base should have a time limit of say 15 minutes. So in setting up the incident trail you will need a series of bases and time allowed to travel to each base.

Let's look at an example - if you have 6 bases of 18 minute duration this is 108 minutes. Then allow 5 minutes to travel between bases that is 30 minutes plus allow another 20 minutes. 158 minutes. This is a 2 and a half hour activity period. The bases have an allotted time of 18 minutes - this is comprised of 3 minutes explanation, 15 minutes activity and perhaps some reset time. The incident trail needs to be controlled by either a whistle/horn or perhaps a text message or agreed time-line. If a Six is finished their incident before the allotted time they should wait at that base till it is time to move to the next one. If this is done correctly then it is easy to control and also every Six has an individual experience and queuing for incidents and even watching an other Six doing an incident is avoided.

Get some help

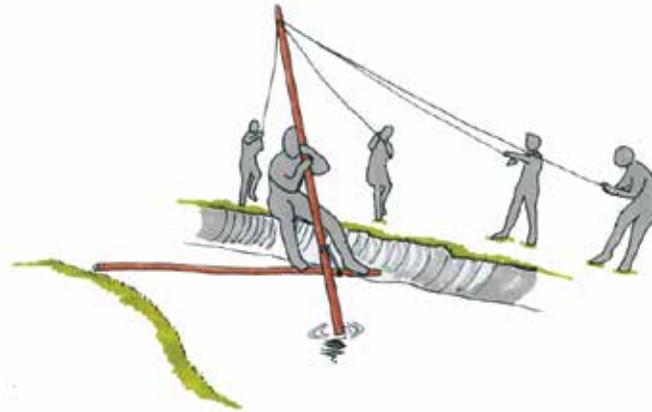
In order for this activity to work well you need 'people' to man the bases and direct the Sixes over obstacles etc. As always you will need some basic first aid equipment to cover all the cuts and scratches that will no doubt result.

Safety and risk management should also be borne in mind. Swings, rope bridges and traverses need to be constructed properly and all necessary safety belts, rope and other equipment should be used.

Incident suggestions

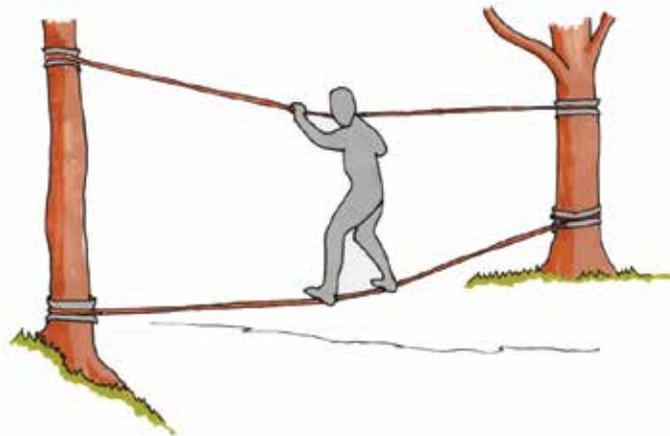
River swing

This exercise requires the Six to get across a stream using a swinging derrick as shown. Once the first Cub Scout is across the river the derrick can be controlled from both sides of the river.



Electric fence

An electric fence is set up using a fruit cage net or the netting used to protect newly seeded lawns. The problem is to get the whole Six over the net. As it is electrified it cannot be touched, and anyone that does so requires one minute's rest to recover. Some items to enable the task to be completed are available around the play area



Mug Tree

Two buckets are connected via a single pulley. The bucket on the ground is full of water, the bucket up the tree is empty. Attached to branches so that they just reach the branch below are mugs. The top mug will reach the top bucket, and the bottom mug will reach the bucket on the ground.

The problem for the Patrol is to get the two buckets to balance exactly (meeting halfway) by transferring water up the tree from mug to mug. The Cub Scouts should strategically position themselves up the tree so that it is possible to collect water from the bottom bucket and pass it up the tree to the empty bucket.

Variation 2

Set up a string trail which goes around trees, over branches, under logs etc. A number of mugs are connected to the string through the handles of the mugs. A bucket of water is provided at the start of the trail and an empty bucket at the end of the trail. The Six are invited to carry mugs full of water

over the string trail without spilling a drop and depositing it in the empty bucket at the end of the trail.

Blindfold string trail

There is little to beat a well planned blindfold string trail over various obstacles. All the Six should be blindfolded except the Sixer who directs the Six around the course. An effective way of blindfolding the Patrol is to provide each member with a pair of swimming goggles smeared with 'Vaseline' - it is impossible to see out of them.

Variation (1)

is to suddenly declare the whole Six, apart from the youngest Cub Scout, snow blind and the Cub Scout has to

direct the whole Six across an ice flow one at a time using two icebergs (boxes) to walk on.

Snake pit

Your Six while retreating from a hunt because of injury to one of your Six have come across a swamp full of deadly snakes. You must cross the swamp to reach the hospital in time otherwise your Six member will die as a result of his injuries.

Equipment: Two sets of rough stilts (or gear to make them) some light rope.

Alligator Swamp

You have arrived at a swamp which is infested with alligators. Within the swamp is a number of small islands created by tufts of grass. On the ground beside the swamp is a short plank which originally belonged to a bridge that crossed the swamp. The problem is to get your Six to safety at the other side of the swamp. You can only stand on the tufts of grass and cross between them by means of the plank. You cannot jump between the tufts, nor can you throw the plank across the swamp, therefore you must bring the whole Patrol across as one group.



Water transfer

A 'channel' about three meters across. In the middle, two tin cans without lids, one containing water. Big rubber bands and sisal are provided.

Instructions - Working from both sides of the channel, pour water from one tin to the other without spilling a single drop.

Rope ladder

Using a rope ladder get your whole Six up into a tree or platform.

Cross cut

Working from outside a circle approx. 3 meters in diameter created by pegging out sisal on the ground cut a stake with a bow saw. Sixes are provided with a bow saw and sisal.

The Spider

A spider web is created as shown. Jingle bells can be attached to the web if available for extra fun. The object is to get your Six through the spider web using one opening for each member of the Six without touching the web.

Catch The Snapper

Create a play area 6 meters on each side. 'Set' a spring-loaded mousetrap on a flat surface in the middle. Give the patrol lashing lengths and poles. They must retrieve the mousetrap, without setting it off, and without crossing over the line

Light a fire using flint and steel

Sixes are provided with some tinder and flint and steel. They are required to light the tinder and a small fire. (Sixes might need some instruction on how to make a fire with flint and steel)

Giraffe legs - (see image)

Using a sheer legs (Giraffe) the Six have to make the giraffe along a path.



Catapult

Using the Catapult provided knock down as many targets as possible within the time span. Targets can be rebuilt after each Cub Scout has their turn.

Log climb

Create a log climb devise by connecting a number of logs together. The log climb is then attached to a branch on which a small bell is attached. Cub Scouts have to climb the frame and ring the bell in turn.

Around the triangle

Create a low level rope obstacle around a number of trees. The object if for the Six to move between the trees using the rope as a foot guide. Hold on ropes are attached to each tree to aid balance.

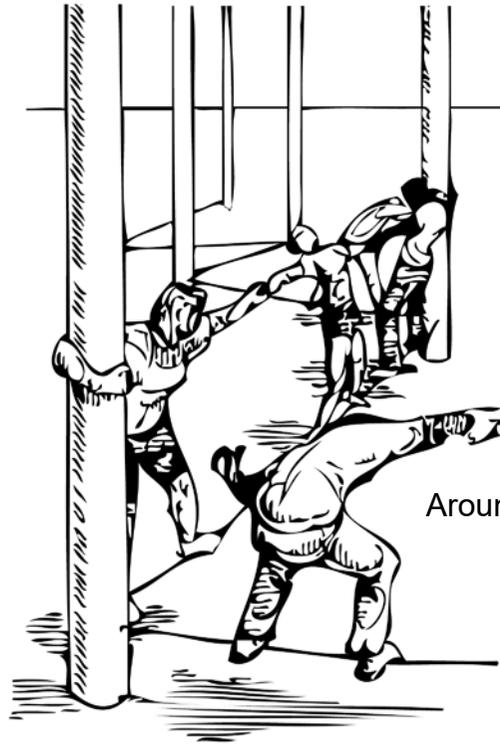
Rope cross

A single rope or series of ropes are placed at a low level. A rope is attached to each tree - just long enough to reach half way across the distance between each tree. The Six is divided in to two groups and each groups starts at opposite ends of the obstacle and have to assist and aid each other so that the whole team can transfer positions without falling off the rope. Rope is set at step off height.

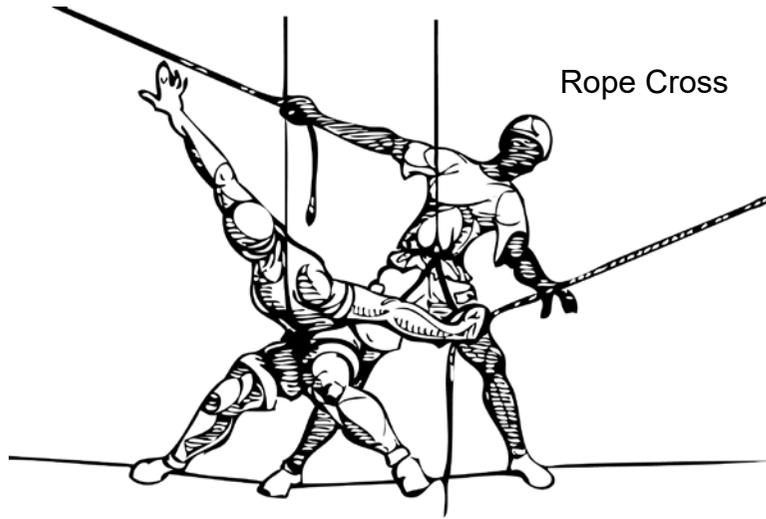
Shape communications

The Six is divided in two and placed at least 5 meters apart. One group is given a drawing - a series of connected shapes. The group of Cub Scouts must now communicate with the other group from their position in such a way that they allow the other group to draw the image. The drawing cannot be shown or held up. This is a communication exercise. Accuracy is also important.

Log Climb

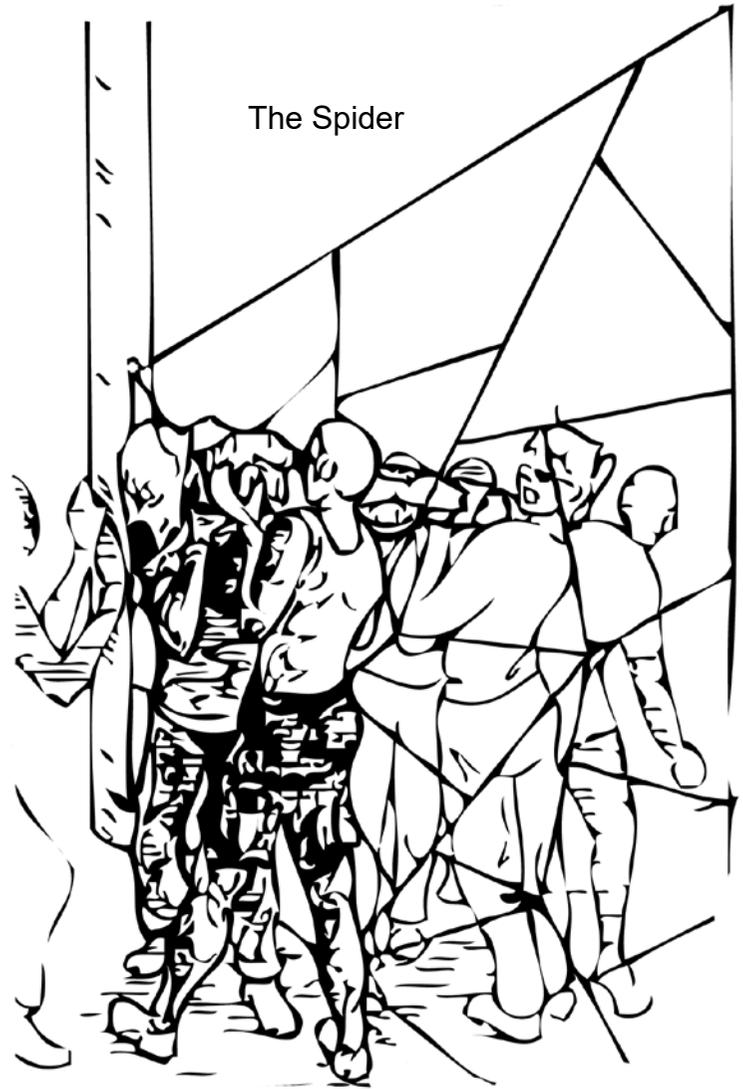


Around the triangle



Rope Cross

The Spider



Scout Tracking Signs



Follow this trail



Turn Left



Turn right



Group has split up
four have taken this
trail and two the
other trail



Do not follow
this trail



Message hidden in
a place (number of
paces away)



Gone Home



Troubled Waters



Five engineers are exploring a possible route for a railway through the jungle regions of Brazil. They find themselves on the bank of a river with five cannibals on the other side.

They agree to help each other but both parties are cautious.

The only method of crossing is a canoe and only one engineer and one cannibal can paddle.

The boat can hold three men.

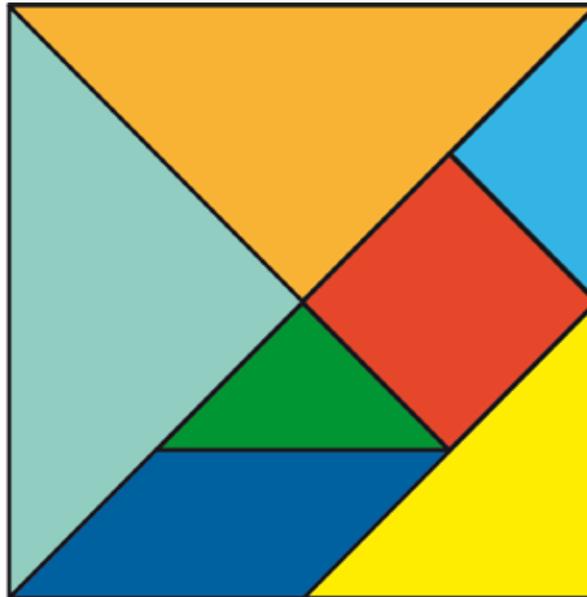
The engineers do not trust the cannibals, and are unwilling to be outnumbered either in the boat or on either shore for the time it takes the boat to cross.

What is more, the cannibals feel exactly the same way about the engineers!

Is it possible for both groups to cross safely?

The Tangram

The tangram is a seven piece puzzle. It can easily be made by cutting up a square piece of card



Using all the pieces create the following shapes

