

The Amazon

Equipment:

- Rope. 1/2-inch in diameter
- Pole or tree limb at least 1 1/2-inches in diameter
- Plank at least 6 inches wide, 2 inches thick
- Stick of any diameter
- Container with a handle

Object: Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the "river bank."

Rules:

1. The Scouts may use only the assigned materials and their bodies.
2. If a Scout steps into the "river," he must go back and try again.
3. Time penalties may be given when a player or any of the equipment touches the ground.

Scoring: The patrol with the fastest time wins.

Nitro Crossing

Object: To transport a patrol and a container, almost full of "nitro" (water), across an open area using a swing rope.

Rules:

1. Participants must swing with a hanging rope over a "trip wire" at the beginning and end of an open area without touching either wire. If a trip wire is touched, the entire group must go back and start again.
2. No knots may be tied in the swing rope although a loop or a large knot may be tied in the bottom of the rope if help is needed for less adept campers. This knot may be held tightly between the legs to help support the camper.
3. The "nitro" must be transported in such a way that no water is spilled. If any spillage takes place, the entire patrol must start over. The container must be refilled after each spilling.
4. The swing rope must be obtained initially without stepping into the open area between the two "trip" wires.
5. Participants are allowed to use only themselves and their clothing to reach the swing rope.
6. Participants are not allowed to touch the ground while swinging between trip wires and must attempt the crossing again if they do so.

Variation: The "nitro" problem may be accomplished indoors by utilizing a gymnasium climbing rope as the swing rope. Set up the "trip wires" using empty tennis ball cans as supports and a section of bamboo as the top cross-piece. Fill the No. 10 "nitro" can with confetti to avoid a wet gym floor.

The Electric Fence

Object: To transport a patrol over an "electrified" wire or fence using only themselves and a "conductive beam."

Construction: The electric fence is a length of rope tied off in a triangular configuration to three trees or poles. (It could be a single rope between two trees, but a triangular setup is more challenging and safer because Scouts cannot get a running start to try to jump over the rope, and thus are less likely to take a chance.) The height of the rope should match the skill or age level of the Scouts; 5 feet should be the maximum. The "conductive beam" is an 8-foot pole, log, or two-by-four. Clear the ground of rocks and roots to prevent injury.

Rules:

1. The only route allowed is over the fence. If a Scout touches the fence (rope), he is "zapped" and must attempt the crossing again. Any Scout touching the hapless victim as he touches the wire must also return for another crossing.
2. If the "conductive beam" touches the wire, all those in contact with that beam are "zapped" and must attempt another crossing.
3. An "electric force field" extends from the wire to the ground and cannot be penetrated.
4. The trees or other supports which hold up the "wire" are "iron woods" (an excellent conductor) and cannot be safely touched.

Cautions:

- Be careful not to let the more enthusiastic Scouts literally throw other participants into the air over the ropes. Injury may result.
- Do not let the last person perform a headfirst dive into a shoulder roll.
- Trust dives (falls into the arms of other Scouts) are okay, even though such a dive seldom works and may overwhelm some catchers.