

### **Water-Boiling Race**

*Equipment:* For each team, one No. 10 can (or other size, the same for each team), one teaspoon soap powder or detergent, two matches.

*Method:* Before the race, the whole patrol gathers native tinder, firewood, and three rocks or logs for the fireplace. Each can is filled with water to within 1 inch of the top, with soap or detergent added. The patrol then selects its two representatives.

On signal, the two Scouts set up their fireplace, lay and light a fire, place a can of water over the fire, and keep feeding the fire until water boils.

*Scoring:* The first team to get water to boil over wins.

*Variations:* Have two-man teams start fires by flint and steel or by friction; or, one log is allowed per team, and wood for fires must be chopped from a log during the race. Stress that speed is not a factor in the second variation.

### **Blindfold Compass Walk**

*Equipment:* For each patrol, eight small, numbered stakes, set in ground 5 feet apart in a north-south line. For each Scout an orienteering compass and one large paper bag.

*Method:* One Scout from each patrol starts at each of the eight stakes. Scouts from one patrol set their compasses at bearings between 45 degrees and 135 degrees, and boys from the opposing patrol set theirs between 225 degrees and 315 degrees. The paper bag is then placed over the head and shoulders of each Scout, making him just able to see the ground at his feet and the compass in his hand. Each Scout turns around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing—180 degrees from first reading by orienting the arrow pointing toward him instead of away from him—for 95 steps. Scouts within 10 steps of their starting marker score.

*Scoring:* The patrol with the highest scoring boys wins.