

A Scouting Amazing Race

by Garth Fitzner

Scouts love to gather clues, solve puzzles, have races and find their way to various locations. One activity that I have run for my Scouts a few times is based on the television show *The Amazing Race*. For those not familiar with the show, it is basically a worldwide scavenger hunt with the contestants having to make their way to various destinations around the globe and compete in various challenges. This is how I adapted the game for use with my Scouts.

My Troop has our weekly meeting in our church which has lots of classrooms to use as destinations. At each destination a certain task or challenge has to be performed. The tasks you have the Scouts do depend entirely on what requirements you want them to meet. For example, they can do the tree, animal, and flower identification (Pathfinder Outdoor Skills #'s 9, 10, and 11), map and compass work (Voyageur Outdoor Skills #9) or naming canoe and paddle parts (Paddling Challenge Badge). The great thing about this activity is that it's fun and you can adapt it to cover almost any topic. Get your Patrol Leaders involved by having them each design a challenge for the rest of the Troop.

The Roadblock

Once a task is completed a team gets their next "clue" which leads them to their next destination. If you're familiar with the TV show then you may know about the Roadblock, a task that only one team member can perform. For this, the Scouts are given an indication as to what the challenge is but not exactly what will be involved. Based only on this indication they report to a central location (I used the gym we have in our church) having decided in advance who will be the person to do the task. You can continue with Scout related tasks such as tying knots (Voyageur Outdoor Skills #16), using your group equipment to set up a safe campsite layout (Voyageur Outdoor Skills #15) or

having them perform some fitness events (Voyageur Personal Development #15). For something a little different for the Roadblock task you can have them do something crazy like eat a bowl of ice cream with their mouth only. You're only limited by your imagination.

The Yield

I also incorporated another concept from the television show, *The Yield*. At certain locations, immediately before arriving at a destination, a team can force another team to stop and wait for a pre-determined amount of time. When a team arrives at the Yield they decide whether they want to yield another team. The yielded team, when they arrive at the location, must turn over an egg timer and wait for the sand to fall before they can continue with the race. A team can only use their Yield once in the race so they need to decide when it is most advantageous to do so.

This activity is highly adaptable for use outdoors where you can have destinations as various areas around the community (see Voyageur Citizenship #3). If you run the event in the community be sure not to use vehicles or, if you want to do so, set it up so that it is not a time based race (see *BP&P 10007.21* for Car Rally Guidelines). It is also very adaptable for use at a large event such as a council camp or jamboree. In fact, at CJ '01 on Prince Edward Island, my group participated in an outstanding activity, the Treasure Hunt, which was a similar event in-

volving finding your way to various destinations around the jamboree site and solving clues. ^

Have fun and good hunting!

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