

Race Around camp

Groups will be given the following items to complete the various challenges around camp. If they happen to use an item at one challenge and need it for another challenge, we will have a trading post where they can buy items for points. Each challenge will give the group points, based on criteria. At the end of the game, the team with the most points wins a grand prize.

We will also have prizes for each challenge which will be awarded at the end to the team who placed first.

This race will take a full hour to complete.

Items: 2 pieces of cloth/material tinfoil twine yarn
4 cotton balls 1 balloon 1 pool noodle 3 matches
2 pieces of paper 1 sponge 6 straws 1 egg carton
1 plastic spoon 1 knife

Challenges:

Haiti – SOS Sign 20 points (*prize is flashing pins*)
Create an SOS sign that would attract attention from the skies. You will be judged on creativity, visibility and teamwork

creativity – 5 points visibility – 10 points teamwork – 5 points

Cameroon – Pop Corn Popping 15 points (*prize is microwavable popcorn*)
Light a fire. After your fire is going, Pop the popcorn kernels provided to, to perfection. You will be judged on edibility of popcorn and teamwork.

edibility – 10 points teamwork- 5 points

Panama- Chip It 25 points (*prize is a bag of chips*)
Design a contraption that will protect your chip in various situations. Chip test will include having it fall from a height, having it thrown against a wall and having something fall on top of it. You will be judged on creativity, teamwork and how well the contraption passes the tests.

creativity – 5 points teamwork- 5 points tests – 15 points

Vanuatu- Torch 10+ points (*prize is sparklers*)
Construct a torch that lights within 30 seconds and stays lit the longest. We will judge this with all teams present, so you must carry your torch around till the end. You will be judged on creativity, teamwork and length of fire.

creativity – 5 points teamwork- 5 points fire- 5 points/minute

Brazil- Children's Game 25 points (*prize is a tub of candy*)
Create a simple game that children would like to play. Establish an objective and a set of rules. Keep it simple. You'll be judged on creativity, teamwork and interest level.

creativity – 5 points teamwork- 5 points interest- 15 points

- Norway- Rope Building 5+ points (*prize is a bag of licorice*)
Build a strong rope using anything other than rope (i.e. twine, yarn). Your rope must be at least 50 cm long. We will attach your rope to an ice cream pail and add 1 orange at a time. You will be judged on teamwork and strength of rope.
teamwork – 5 points strength – 3 points/orange
- El Salvador- Decode a message 5+ points (*prize is decoder books*)
Decode the message using clues given. You will be judged on teamwork and ability to decode message.
teamwork – 5 points message – 2 points/word
- Denmark- First Aid Splint 15 points (*prize is lifesavers*)
One of your team members has broken their arm. You have to stabilize the arm as quickly as possible. You will be judged on teamwork and stability of splint.
teamwork – 5 points stability – 10 points
- Iceland- Water Carrier (*prize is water guns*)
Figure out a way to transport water from one bucket to another. You only have one chance to carry as much water from one bucket to the other. There can only be one water carrier, not 5 different ones held by different people. You can only extract water from the bucket once. You will be judged on creativity, teamwork and amount of water transported.
Teamwork – 5 points creativity – 5 points amount – 1 point/oz

Submitted by Heather Volk