

## Hall of Knowledge

### Scoring:

1 point per question and shortest time.

### Equipment:

\_\_\_\_\_ Score sheet

\_\_\_\_\_ Clipboard per patrol

\_\_\_\_\_ Writing instrument

\_\_\_\_\_ Stopwatches (2)

\_\_\_\_\_ Wall of Knowledge answers (photos)

\_\_\_\_\_ Tape

\_\_\_\_\_ Supported wall or tarps (if tarps then rope/cable)

\_\_\_\_\_ Barrier (concrete in #10 cans with rope)

\_\_\_\_\_ Tape to mark starting line, barrier line & clipboard location

\_\_\_\_\_ Whistle or horn to start game

\_\_\_\_\_ Answer sheet

\_\_\_\_\_ Totems

\_\_\_\_\_ 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place Awards

## Hall of Knowledge

Welcome to the Hall of Knowledge, dust away the cobwebs from your mind and put your thinking caps on for you will be challenged on how well you know the history of The United States and its People, Places and Events.

Each question must be answered, in whatever order you choose. Only one answer fits only one question, i.e. same answer cannot be used twice. Because a Scout is Trustworthy, no electronic devices are allowed; however, The Boy Scout Handbook is always an approved resource.

Object of the game: Answer as many questions correctly in the shortest amount of time.

How the game is played: All patrol members must participate. Patrol is lined up behind starting line. At sound of whistle, first patrol member retrieves the clipboard and brings it back to the patrol. First patrol member chooses a question and leaving the clipboard (*and all writing utensils and paper*) with the patrol, proceeds to the Wall of Knowledge. Staying behind the barrier and *without touching the wall*, the patrol member should identify the correct answer then proceed back to their patrol to write-in the corresponding "answer number" to the question they chose. When the patrol member returns to the patrol to write-in the answer the next patrol member, having already chosen their question, may proceed to the Wall of Knowledge to test their knowledge. When all questions are answered, return the clipboard to the original location and give your patrol yell.

**Good Luck Heros!**