

Last Train to Quill Creek

Overview

This relay game will test dexterity and encourage teamwork.

It is simple to organize and operate, easily transferable to an activity for Scouts on a campout or at a Troop or Pack meeting.

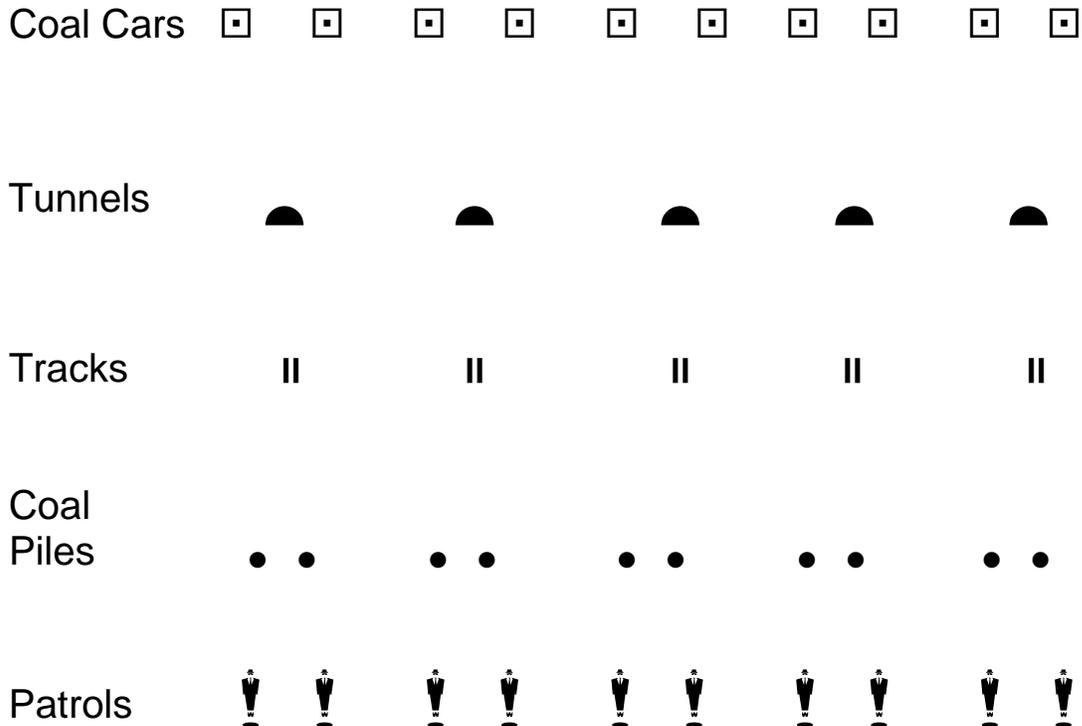
Game was used at SWC 2004, Woodruff Scout Reservation.

The Game: Using a spoon as their coal scoop, Patrol members will endeavor to get a load of coal from a coal pile, walk the tracks and go through a tunnel to get to their assigned coal car and carefully deposit the coal into the coal car. Then, they proceed back through the tunnel and over the tracks and tag the next person in line in their Patrol who repeats the activity. Sounds easy, but they have to do it while carrying the spoon in their mouth at all times, no hands allowed. And, to create more competition and involvement in the game, each Patrol will have two participants on the course at a time. The game will start with the sound of the first whistle and one member will proceed onto the course. Approximately 15-20 seconds later, the second whistle will sound, alerting the second participant to enter the course. To add to the challenge, there are only five sets of tracks and tunnels, meaning two Patrols must “share” a set of tracks and a tunnel in their journey to deliver the coal and return to their Patrol.

Scoring: Three Patrols who deliver the largest volume get first, second and third place awards. “Winning” Patrols that deliver the same weights may result in multiple teams receiving a blue, red or white bead. Inside each coal car there will be identical plastic cups to catch the coal. Cups will be weighed on a digital postal scale to determine who hauled the most coal to their coal car. Before the game starts, Patrol Leaders will sign a “freight manifest” at their respective coal cars so we’ll know which Patrol is at which car. The weight delivered by each Patrol will be recorded as a “tracking #” on the manifest. At the end of all the games rotations, these weights can be quickly evaluated to determine the winners.

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Game Area Layout



Coal = Dried black beans

Coal cars = Copier paper boxes decorated to look like trains, holes in lids for cups to fit into

Tracks = Two landscape timbers or 2x4s with 1x4 slats for cross ties

Tunnels = 2 or 3 metal or plastic arches with black plastic taped across to form tunnel

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Materials

Materials needed:

1 lb. dry black beans per Patrol

Materials for tunnels – Roll of plastic sheeting, three 10-12 foot plastic electrical conduit pipes per tunnel, duct tape

Materials for tracks - 2 landscape timbers/ 4 cross ties for each set of tracks

Materials for “coal cars” – Copy paper boxes decorated to look like coal cars, cut hole (slightly smaller in diameter than the cup to be inserted into it) in lid for installing cup to deposit “coal” in

One plastic spoon per participant

One loaf-size baking pan per Patrol

One cup per Patrol

Postage scales

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Game organization – to be completed as Patrols arrive

Patrols will line up across from the 10 coal cars and the Patrol Leader will be instructed to write the Patrol's name and unit number on the "freight manifest" located on the clip board on the table next to the corresponding coal car. Once the Patrols are in place and "registered," the game organizers will provide a game scenario.

Game Scoring

Following the completion of each game rotation, the game organizers will weigh the coal in the cups using digital postal scales, record the weight on the "freight manifest" as a "tracking #" by each Patrol's name and return the coal to the coal bins for reuse. Extra coal will be on hand to refresh the coal piles if needed to provide everyone with approximately the same amount of coal to scoop at the start of each round of games.

Following the completion of the full games rotation, the "freight manifests" will be analyzed and the game results can be provided in less than 30 minutes.

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Game Scenario

Organizer #1:

The Farmer's Almanac predicts this will be one of the coldest winters in the last 100 years for the residents of Quill Creek. The snowfall is expected to be so heavy that Quill Creek will be isolated from the rest of the world until the spring thaw arrives.

Organizer #1:

Without a full load of coal to heat the homes and businesses in the town, there is great concern that many of the residents won't survive the winter of 2004. Your mission is clear – A Scout is Helpful – send a full train of coal to Quill Creek to save the town and its people.

We need to see the Patrol Leaders to give them instructions for loading the coal on the train.

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Instructions to Patrol Leaders –

- Ensure each Patrol Leader has signed a freight manifest and knows which coal car his Patrol is to fill
- Read all instructions carefully before the game starts
- Ensure the Patrol Leader knows his Patrol needs to listen for the sound of one two and three whistle blasts
- Warn Patrol Leaders that there are penalties for not following the rules
- Alert Patrol Leaders to any known hazards on the course – mud, ice, slippery rails, etc.

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Your Patrol must load as much coal as it can into your coal car during the time allotted.

At the sound of **one whistle**, one member of your Patrol will proceed from the start line to the table where they will take a spoon, place it in their mouth and using only the spoon scoop up a load of coal from the coal bin. Once the spoon is in the Patrol member's mouth, it **CANNOT** be touched in any way to steady it or to assist in holding it – lips, teeth and tongue **only** can touch the spoon! Hands may be used to steady the coal bin while scooping the coal, but **YOU CANNOT** pick up the coal bin or touch the coal or your spoon with your hand!

The Patrol member CAREFULLY walks on **both of** the rails (not on the cross ties), then proceeds through the tunnel that leads to the Patrol's coal car. Still holding the spoon only in their mouth, the Patrol member dumps the coal in the cup located in the top of the coal car, and then removes the spoon from their mouth. They proceed back through the tunnel, walk down both of the rails and return to their Patrol and tag the next person in line who then repeats these steps. Make as many trips as possible to your coal car during the allotted time.

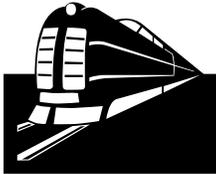
At the sound of the **two whistles**, a second member of your Patrol enters the course and begins delivering coal in the same manner. This means each Patrol will have two members participating in the game at the same time.

Your Patrol will be “sharing” a set of train tracks and a tunnel with another Patrol. How you handle any right of way issues is up to you. Keep your spoon for repeated use.

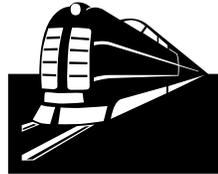
Any Patrol member who touches their spoon during the coal delivery process or fails to walk on the rails and go through the tunnel going to **and** coming from the coal car will incur a 15 second “time out” during which no progress can be made.

At the sound of the **three whistles** Patrol members **already on the course** will be allowed to finish their delivery, no one else may enter. At the end of the time allotted for the game, the weight of the coal loaded in each car will be measured and recorded. The Patrols who deliver the three heaviest loads of coal will win the SWC game beads.

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Freight Manifest



Patrol Name _____

Unit Number _____

Tracking #
For SWC Staff Use
