

Thinking Outside the Blocks

A 2006 SWC Game

When the patrol leaders have been dismissed, you have three (3) minutes to read the rules. The game will start when the whistle blasts once.

OBJECTIVE: Stack 22 blocks as fast as possible onto a plate balanced on a rope within a fifteen minute time limit. Stop when you hear the whistle blast twice.

Each patrol will start with one member as the **stacker** and the remaining members will be the **runners**. Divide the **runners** into three groups. The groups do not have to be equal in numbers.

The **Runner** groups, as divided above, will be stationed in each of the three sections. Each section must have at least one **runner**. Each group of runners must stay in their specific section unless a rotation is required as stated below..

The **runners** will take one block each from the starting storage box and carry it to the next box. Repeat until all blocks are carried to the next box,

The **runner** will place the block, not throw it, into the box. It may not be handed or thrown to the next **runner group** or **stacker**. A **runner** may have only one block in his possession at anytime.

The **stacker** will tie the two long ropes between four preset stakes **above the black line**. Attach the short rope across the two long ropes then balance the plate on the ropes.

Once the plate is balanced, the **stacker** can start placing the blocks on the plate.

The **stacker** cannot touch the plate or the ropes when stacking blocks.

The stacker must remove their hand from the blocks after the block has been placed on the plate. The blocks cannot be adjusted or attempts made to stop the plate or blocks from shifting or falling once the stacker has removed his hand from the block.

If anything falls, all 22 blocks must be returned back to the starting area and the process of transporting the blocks one at a time began again. The blocks can be returned to the starting area all at the same time. Players will shift one position. The former **stacker** will trade places with a **runner**. That **runner** will become the new **stacker**.

Each player must be a **stacker** before a player can be a **stacker** for a second time.

The new **stacker** can adjust or retie the ropes and then balance the plate on the ropes.

When all 22 blocks have been stacked on the plate at one time, the **stacker** will step out of the stacking area and give the patrol yell. Blocks must not fall before he starts the patrol yell or the team must start over.

Set up (also see diagram on page 3)

The 4 stakes are 1x2, 3ft.long. The stakes are 24" apart in the length and 6" apart in width. I used a 1x2x2'-0" brace between the two vertical stakes 18" down from the top of the stake.

There are two ropes 48" and one 18".

The black line was 9" down from the top of the stake. Ropes to be tied above black line.

Scoring

Penalty = Number of unstacked blocks x 15 sec.

Score = $\left(\frac{\text{Best Time}}{\text{Your time} + \text{penalty}} \times 30 \text{ points} \right) + 20 \text{ points}$

