

Name of Game	River Ferry
Scout Craft Skills	Knot Tying, Teamwork
Area Needed	Large smooth flat paved surface (Pavilion)
Supplies provided by Staff	5 furniture dollies, 10 coffee cans, 5 - 5-gallon buckets with 2" diameter holes in the lids, 10 - 35' pieces of rope for attaching to the two ends of the furniture dollies, 200 - golf balls for scoring, and 2" wide blue painters tape for marking lines and island boundaries.
Patrol Supplied Items	None
Scoring	Event not timed. Scoring is 1 points for every golf ball placed into the bucket in the middle of the river by the patrol members ferried across the river by their team. Deduct one point for every time a team member steps into the river getting onto or off of the raft/furniture dolly or when any Patrol member steps into the river. Deduct 1 point if the ferry rider falls into the river during the journey. Deduct one point for every patrol member who does not hold on to/tend the rope when hikers are being ferried across the river.
Setup	8' wide lanes are laid out across the pavilion floor. 2 - 35' lengths of rope, a furniture dolly and 2 coffee cans with 20 golf balls each are placed on the opposite side of the river from where the Patrols gather. Also need a small bucket to place slips of paper with patrol name listed on it for patrol leaders to draw patrol names out of in order to combine two patrols into a single team when game instructions are handed out at the beginning of each game rotation.
Directions (to be given in written form to patrol leaders at meeting with game staff)	The game will start when the whistle is blown. The combined patrols will divide up only as required to send an equal number of patrol members to each side of the river. The patrol on the side of the river with the ropes and ferry must attach the ropes to each end of the ferry and when ropes are tied to the ferry, throw one of the ropes to the patrol on the other side of the river. Patrol members on both sides of the river will all grab the rope to work as a team to move hikers across the river. A hiker will get a single golf ball from the can and then step onto the ferry without stepping in the river and seat themselves. After sitting down on the ferry the patrol members on the other side of the river will pull the hiker across the river while the patrol on the side of the river where the hiker loaded on the ferry will allow rope to be released, When the ferry and rider get to the island in the center of the river the patrols on each side of the river will work the ropes to move the hiker on the ferry in a 360 degree circle around the island before completely passing the island the ferry rider will pay a toll of one ball to the island and complete their journey to the other side of the river where they will disembark without stepping in the river they will move to the end of the rope to be a rope tender and another patrol member will get a ball from the can and load onto the ferry without stepping into the river and the patrols will proceed to ferry the new hiker across the river The island will again be circled and a toll paid before proceeding to the other side of the river to begin the ferrying of another patrol member across the ferry. Game continues to be played until time runs out. At the games end the patrols will untie the ropes from the ferry and place it on the side of the river where they found it.
Scoring	Lane watchers will count the number of times patrol members step in the river or release the line when a hiker is on the ferry crossing the river and a point will be deducted for each action. Balls in the island will be counted and deducts will be deducted from total ball count for a final score.

## **Patrol Directions**

**The game starts when you are given these instructions.**

Your mission is to move as many hikers as you can from one side of the river to the other. On the way across the ferry must circle the island and the hiker on the ferry must deposit a toll/ball into the opening on the top of the island all while remaining on the ferry and not crashing into the island.

Divide the combined patrols into equal numbers of patrol members and move one patrol to the other side of the river. The patrol on the side of the river with the ferry and ropes will attach ropes to the ferry using a bowline knot. When the ropes are attached to the ferry one of the ropes will be thrown across the river to the patrol on the other side. When both patrols have hold of the ropes a hiker will get a toll ball out of the bucket and board the ferry for the trip across the river circling the island and depositing the toll ball on the island and then continuing their ride across the river where another hiker will get a toll ball and board the ferry for a trip to the other side circling around the island and depositing the toll into the hole on the island. This sequence will continue until time expire.

Do not step in the river when loading or unloading the ferry. All patrol members must tend the rope during the entire time hikers are being ferried across the river, no exceptions. Ferried hikers will tend rope after their trip.

When the whistle blows the game is over. Untie the ropes from the ferry and place them and the ferry where you found them. Have a staff member count your Toll balls.