

Staff Directions

Name of Game	"Stepping Stones"
Scout craft Skill(s) Featured	Fire Building and Teamwork
Area Needed	Open field
Supplies provided by staff	Stakes, tinder, pie pans, natural fiber rope, five gallon bucket, wood frame for raising bucket off the ground, "stones"
Supplies provided by Patrol	Flint and Steel for fire making
Scoring	50 points total
Setup	The game is set when the bucket is in the frame and lifted by the rope over a dowel and staked to the ground. The five gallon bucket will have the carpet "stones" inside. A pie pan has tinder in it. A flint and steel are available for each team. An area is staked out where the "river" will be. Each team will have room between each station.
Directions	<p>This is a timed team event, not a relay, everyone can work together.</p> <p>Each team will have to start a fire to burn the rope and "release" the bucket. Touching the rope or releasing the rope from the stake will result in a loss of 10 points.</p> <p>You have been given a score sheet with directions on what to do. When the start whistle blows, with your flint and steel, go to your station and start a fire with it. Using a lighter will result in a loss of 10 points. Once the fire burns the rope and the bucket drops to the ground, the team may only take one "stone" out of the bucket at a time. The first team member will throw the stone into the "river". A new team member will go to the bucket and get the next "stone" and throw it in the "river" farther than the first but still close enough to be able to step from the first "stone" to the second one. The team will continue to rotate who gets a "stone" and throws it into the "river" until there is a pathway for the team to cross the "river" without touching the "river". Stepping into the "river" costs 1 point for every step not on a "stone". This is a timed event.</p>
Example of Score Card	Patrol Name _____ Burning Rope _____ Grabbing Stones _____ Final Time _____
Foul Weather Plan	Use rain gear. Don't look up with your mouth open...you'll drown!

Patrol Directions:

This is a timed team event and a relay. Everyone can work together.

You need a flint and steel. Ask staff for flint and steel if needed.

When the start whistle blows, with your flint and steel, go to the pan with the tinder in it. Quickly, but safely, light a fire and place the pan under the rope. Once the rope is burnt through and the bucket drops, without moving the bucket, one patrol member will take one “stone” from the bucket and run to the “river”. The patrol member will toss the “stone” into the river so that all patrol members can use it to step from the “shore” to the “stone”. The next patrol member will take another “stone” from the bucket and run to the “shore” and toss the “stone” a little further into the “river” to create a path to cross the “river”. All patrol members will toss a “stone” into the “river” until there is a path across the “river” and all “stones” are used. Once all of the “stones” are in the “river” the patrol will cross to the other side of the “river”. The time will stop when the patrol calls out their patrol yell.

Any stepping into the “river” will result in a loss of one point for each step.