

“There’s a What In My Bucket”

2013 Scouter’s Winter Camp, Colossal Cobb, Atlanta Area Council
Woodruff Scout Reservation, Blairsville, GA

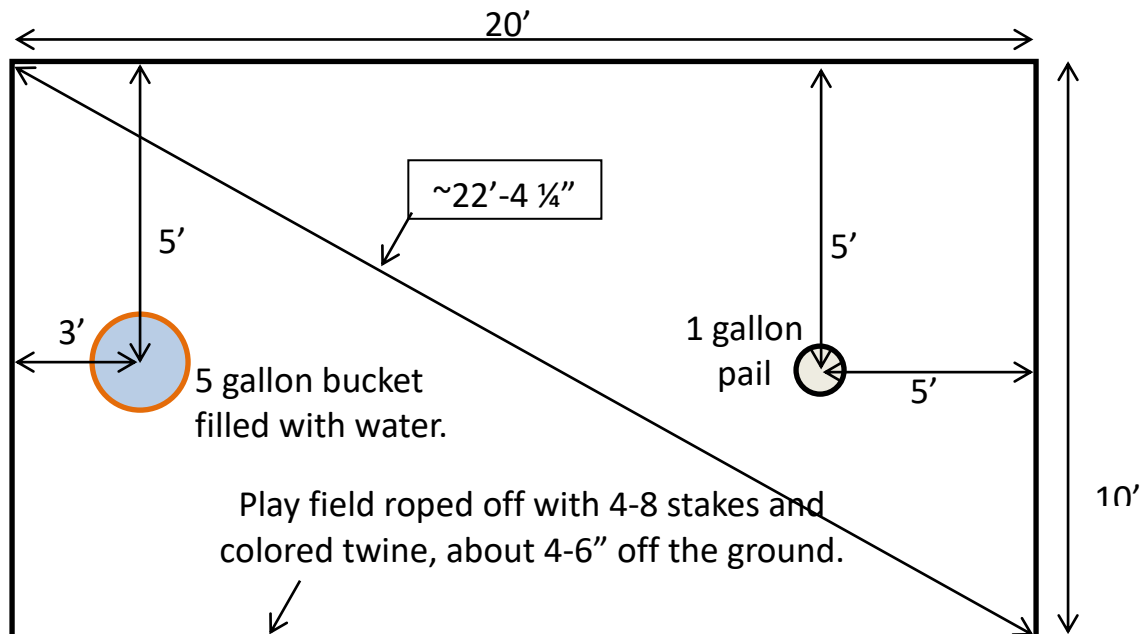
Game Setup

SETUP SUPPLIES per Station

- 4-8 Stakes
- Measuring Tape (25’+)
- Twine for 20’ x 10’ course (~75’)
- 5 gallon bucket filled with water.
- ~1 gallon pail, empty
- 4 cords: 1 x 2’, 1 x 3’, 1 x 4’, 1 x 5’
- 1 x one-quart container with holes large enough for the provided cords to easily pass through:
 - 4 holes near the top at cardinal points
 - 1-4 holes near the bottom at cardinal points (the more holes the harder the game)
 - 1 hole in the bottom
- Note: the size and shape of this container will determine the difficulty of the game. More holes and smaller, lighter container will increase difficulty.

SETUP INSTRUCTIONS

- Create enough play areas with at least 10’ between each area as the diagram shows.
- Rope off the play area with the twine and stakes. Use the diagonal to square-up the rectangle.
- Place the 1-quart container and 4 cords outside the play area near the 5-gallon bucket.
- Either read the instructions or give participants a handout with the rules.
- Determine how much time they’ll have and let them begin.
- Don’t give them hints but keep them from trying to circumvent the idea of the game: work together to fill the pail.



There's A What In My Bucket?

Player Instructions

Stay behind the start line until the whistle blows.
Note how the play area is set up for reset at the end (for points).
You have 60 seconds to read these instructions.

GOAL At the whistle, fill the blue pail with as much water as possible from the orange container using only the provided items at the other end of the field:

- 1 x Small Container
- 4 x Cords: 1 x 2', 1 x 3', 1 x 4', 1 x 5'

RULES

1. Do not touch any game object until the beginning whistle sounds.
2. Every player must participate once. After everyone participates once, then everyone must participate twice, then three times, etc.
3. You may lean over the play area lines, but you may not step into the area. *Exception, if the blue bucket tips over, you are allowed to step in and put it back in the same location. But, you may not do anything else while inside the play area.*
4. Only those items listed above—the container and cords—may be used in this event and only these items may enter the roped off area. Nothing else may be used to extend your reach.
5. You may not move the orange or blue containers from their positions in anyway.
6. Once the small container has entered the play area using the cords, it must stay inside the play area and may NOT be removed nor may you touch it as long as it contains water. You may remove it from the play area to modify it ONLY if it does not contain water.
7. If you fill the blue pail (i.e. water spills over the side while filling), give your Patrol cheer to mark your time and return behind the start line.
8. If time is called and you have not filled your bucket, have ONE person carefully bring it with the water to the head table for weighing.

AFTER THE ENDING WHISTLE

When the game is over, return all play pieces to the way you found them and refill the 5 gallon bucket.