



# Troop 94 - Scout Skill Challenges

## Compass Skills

1. Blindfolded Compass Walk – A Scout is blindfolded and guided verbally by teammates while following compass bearings to reach a destination, teaching trust and precision in navigation.
2. Compass Challenge Activity – Scouts complete a series of navigation problems using bearings, distances, and landmarks.
3. Compass Facing – Scouts rapidly orient themselves to exact compass headings on command.
4. Compass Points – Scouts identify and move toward locations corresponding to specific compass points.
5. Direction Facing – Scouts practice precise body alignment using compass directions.
6. Flying Blind Relay – Teams navigate a short course using limited vision and compass guidance.
7. Three-Leg Compass Walk – Paired Scouts navigate a compass course together while physically linked, reinforcing teamwork.

## First Aid Skills

8. Bandage Relay – Scouts race to correctly apply various first-aid bandages to simulated injuries.
9. First Aid Baseball – Correct first-aid answers allow teams to advance bases in a baseball-style game.
10. First Aid Carry Relay – Scouts demonstrate safe carries for injured persons in a timed relay.
11. First Aid Scenarios – Scouts respond to realistic emergency simulations using proper first-aid procedures.
12. Ice Accident – Scouts practice first aid responses for cold exposure and ice-related injuries.
13. Kim's Game: First Aid – Scouts memorize and recall items from a first-aid kit after brief observation.
14. Stretcher Relay – Teams build an improvised stretcher and safely transport a mock patient.

## Outdoor & Camping Skills

15. Bow Saw Relay – Scouts safely cut marked sections of wood using a bow saw in relay format.
16. Dining Fly Race – Teams correctly set up a dining fly using proper knots and tension.
17. Flint and Steel – Scouts start a fire using traditional flint and steel methods.
18. Fuzz Stick Relay – Scouts create fuzz sticks and successfully ignite them as part of a relay.
19. Lifeline Relay – Teams construct a rope lifeline system to simulate crossing hazards.
20. Sloppy Camp – Scouts restore a messy campsite to Leave No Trace standards under time pressure.
21. Split the Match Relay – Scouts safely split matches to prepare tinder.
22. String Burning Race – Scouts burn through a suspended string using controlled fire-building skills.
23. Supreme A-Frame Tarp Pitch – Teams pitch a weather-tight A-frame tarp efficiently and correctly.
24. Tent Pitching Race – Scouts race to pitch a tent with correct staking and guy lines.
25. Tent Striking Race – Teams break down and pack tents neatly and efficiently.
26. Trail Signs Relay – Scouts place and interpret trail signs along a short course.

27. Water Boiling Race – Teams safely boil water using fire-building techniques.

### **Knot & Rope Skills**

28. Bowline Draw – Scouts tie a bowline quickly and correctly around themselves or an object.

29. Eight Knot Contest – Scouts tie eight required knots accurately under time pressure.

30. Knot Trail – Scouts move along a trail identifying properly tied knots at stations.

31. One-Handed Knot Tying – Scouts tie required knots using only one hand.

32. Square Knot Relay – Teams race to tie correct square knots at multiple stations.

33. Taut-Line Hitch Race – Scouts compete to tie a functional adjustable taut-line hitch.

### **Lashing Skills**

34. A-Frame Transport Race – Teams lash an A-frame and transport equipment safely.

35. Crossing the Alligator Pit – Scouts lash structures to cross a simulated hazard without touching the ground.

36. Everyone on the Tripod – Teams build a tripod strong enough to support multiple Scouts.

37. Flagpole Race – Scouts lash and raise a flagpole safely and correctly.

38. Ladder Building – Teams construct a usable ladder using spars and lashings.

39. Roman Chariot Race – Scouts build a lashed chariot and race it safely as a team.

### **Advanced Bushcraft & Firecrafters Skills**

40. Ember Transfer – Scouts create an ember and transfer it to a tinder bundle to build a sustainable fire.

41. Bow Drill Fire – Scouts use a bow drill set to produce an ember and build a fire from friction.

42. Hand Drill Fire – Scouts demonstrate advanced friction fire techniques using only natural materials.

43. Natural Tinder Harvest – Scouts identify, harvest, and prepare natural tinder from the environment responsibly.

44. Featherstick Mastery – Scouts carve fine feathersticks capable of igniting with a single spark.

45. One-Match Fire – Scouts build and maintain a cooking fire using only one match.

46. Fire Lay Construction – Scouts build multiple fire lays (teepee, log cabin, Dakota) and explain their uses.

47. Char Cloth Making – Scouts create char material using traditional low-oxygen methods.

48. Fire-by-Nature – Scouts demonstrate fire creation using only naturally sourced materials and sparks.

49. Campfire Cooking Without Utensils – Scouts prepare food using sticks, coals, and primitive cooking methods.

50. Fire Safety & Ethics Challenge – Scouts demonstrate advanced fire safety, site selection, and Leave No Trace fire ethics.

## **Survival, First Aid & Leadership Challenges – Sandhills District Camporee Tasks**

### 51. Storm Shelter Challenge

- Patrol selects a safe site and builds an improvised shelter to protect all members and patrol gear from an approaching storm.
- Explain site selection factors and hazards to avoid.
- Construct a weather-resistant shelter with proper tension and runoff.
- Equipment: 2 tarps, minimum 6 ropes, minimum 2 walking sticks/staves.

### 52. Unreachable First Aid Rescue

- Patrol Leader has a suspected broken leg and sprained ankle. A first aid kit lies beyond unstable ground.
- Retrieve the kit safely using ropes and staves.
- Demonstrate first aid for cuts, shock, heat- and cold-related conditions, dehydration, and hyperventilation.
- Bandage a sprained ankle and splint the injured leg.
- Equipment: Staves, ropes, splinting material, bandanas or cloth strips.

### 53. Knot Knowledge Challenge

- Using patrol ropes, Scouts identify, explain, and correctly tie six required knots.
- Knots: Square, two half hitches, taut-line hitch, sheet bend, bowline, clove hitch.

### 54. Survival Fire Challenge – pre-req: Fireman Chit

- Patrol builds a fire lay no higher than 12 inches and lights it using flint and steel.
- Fire must burn through the 24-inch mark.
- One match allowed only after a failed flint/steel attempt.
- Natural materials only; no commercial fire starters.
- Equipment: Flint and steel, dryer lint, natural tinder, kindling, fuel.

### 55. Travois Rescue Transport

- Patrol builds a travois and safely transports their Patrol Leader 50 yards.
- Lashings must be secure.
- Patient must not be dropped or dragged unsafely.
- Equipment: Tarp or blanket, 3 ropes, 3 walking sticks/staves.