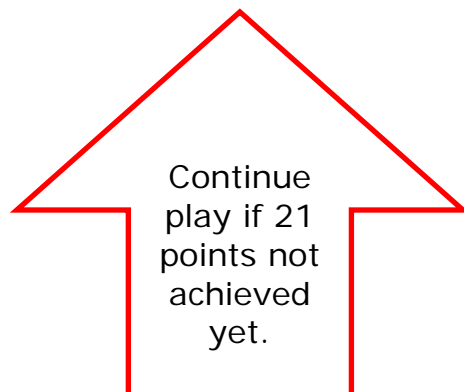




On The Trail to Eagle!

With the Boy Scouts of America...

						All Tied Up in 180 Seconds: Sheet Bend 2 points	Emergency! Demonstrate Arm Sling	The Great Outdoors	Merit Badge Mania
						Scout Jeopardy			Camp Culinary
START HERE: Draw Scout Jeopardy Card	All Tied Up in 90 Seconds: Square Knot 1 point	Emergency! Help hiking Scoutmaster with heat stroke! 2 points	The Great Outdoors	Merit Badge Mania	Camp Culinary	Fall Off Brown Sea Island due to Improper Footwear: Lose Point.			Dehydrated At Philmont Due to Failure to Fill Nalgene: Lose Point.



Emergency! Scout Chops Finger Along With Celery. Stop Bleeding. 2 points	All Tied Up in 180 Seconds: Two Half Hitches 2 points	Scout Jeopardy	Forget to String Bear Bag; Bear Eats Food. Lose Point.	Emergency! Scoutmaster Keels Over, Name Signs of Heart Attack	All Tied Up in 180 Seconds: Bowline 2 points
The Great Outdoors			Camp Culinary	The Great Outdoors	
Merit Badge Mania			Merit Badge Mania	Merit Badge Mania	

Find Gilwell, Happy Land. Earn Free Point.
Scout Jeopardy
Merit Badge Mania

The Great Outdoors		Camp Culinary	
Emergency: Tick Bites Scout. Explain Treatment. 2 points		Stop Forest Fire With Water Bottle. 2 Bonus Points.	Draw Scout Jeopardy Card
Scout Jeopardy			All Tied Up in 60 Seconds: Square Knot 1 point
Emergency: Treat blistered hiking Scout at Philmont 2 points.	Merit Badge Mania		Emergency! Canoe tips. Show reach rescue to save Scout. 2 points
	The Great Outdoors		The Great Outdoors
	Emergency: Help bee stung Boy Scout. Explain Treatment. 2 points		Merit Badge Mania
All Tied Up in five minutes: Lash a tri-pod 4 points	Scout Jeopardy	Forget Tent Stakes; tent blows away. Lose Turn.	Camp Culinary

The Great Outdoors		Camp Culinary	
Emergency! Snake Bites Tenderfoot. Show Treatment 2 points		Save Old Lady From Drowning. 2 Bonus Points.	Scout Jeopardy
All Tied Up in 120 Seconds: Timber Hitch 2 points			All Tied Up in 120 Seconds: Clove Hitch 2 points
Draw Scout Jeopardy Card			Emergency! Transport Person With Sprained Ankle 25 Yards 3 points.
Forget Compass and Get Lost in Woods. Lose Point.	Camp Culinary	Merit Badge Mania	The Great Outdoors

How to Play/Rules of the Game:

Appoint a person as moderator. SPLs and Scoutmasters are ideal. Stack cards by group (Merit Badge Mania, Camp Culinary, Jeopardy, The Great Outdoors). Gather four pieces of rope, three staves, ace bandage, cravat or kerchief, bandages, dice, pen and paper, backpacking stove with fuel, pocket knife, timer.

Individual Play: Select a game piece. Roll the dice to see who goes first. Roll and move playing piece, then perform required action. Moderator reads card. Accurate responses to questions score one point unless bonus indicated on card. Actions performed correctly score two points unless otherwise indicated. First player to reach 21 wins.

Patrol Play: Each patrol selects a playing piece. Roll the dice to see who goes first. Roll and move playing piece, then perform required action. Accurate responses to questions score one point. Actions performed correctly score two points unless otherwise indicated. Patrols should agree up front whether they will collaborate together on answers and actions (easier) or whether each member of the patrol will take a turn and act alone (harder). The first patrol to reach 21 wins 21 points for Patrol Competition.

Additional Option: Agree to length of play. Highest score when time is up wins.

Feedback is a gift. Email comments/ suggestions to Janet Riley of Troop 209 Silver Spring, MD, at janetriley@comcast.net. Download this game at www.Troop-209.org