

Treasure Hunt

Answer as many questions as you can and collect the items on the list.

The following areas are out of bounds: Other people's campsites, archery range, car park.

Do not leave the campsite at any time.

When you hear three whistles come back straight away.

Questions

1. How many water taps are on the second field?
2. Who founded Scouting?
3. How old is ?
4. How long has Dave been in Scouting?
5. Name 3 characters in the Jungle Book
6. Write down two points of the Country Code
7. Describe the map symbol for a post office
8. Name 4 parts of a tent
9. What knot do you use to start a square lashing?
10. Which burns best: dead wood or live wood?
11. How many times has Jo been to Scammonden?
12. What is the capital of France?
13. Name 3 Activity Badges beginning with A
14. What is a bivouac?
15. What is orienteering?
16. Who is the patron saint of Scotland?
17.
18.
19. Who wrote Scouting for Boys?
20. Write down the Cub Scout Law and Promise

Now make sure you do the stuff on the other side.

List of things to collect	✓ x	List of things to do	✓ x
The name of 3 of the buildings		Do a tracking sign in front of a Leader	
The name of the warden		Tie a reef knot and 1 other knot in front of a Leader	
Signature of a leader (not one from our Group and ask politely)		Explain to a leader how you would treat a burn	
No of handholds in the climbing wall		Find one of the other teams and write down their full names (including their middle name)	
The name of the goat			
The length of a bridge across the stream (in metres)			
Number of seats around the campfire			
The price of a Scout woggle in the shop			
Some kindling and tinder		Draw a picture of one of the plants or animals that you saw on the hunt.	
5 pieces of rubbish			
A stick taller than Akela			
A small stone that floats on water			
A bag			
Something that makes a noise			
A feather		Draw a picture to show the directions on a compass (North, NE, E and the others)	
Something you can use as a cup			
Two different leaves			
Some water			
Something you can use to signal with			
An acorn		Draw a picture of one of the leaders	
Two blades of very long grass			
A live insect			
Something to tie a sling with			
A piece of paper			
+ Two other interesting and unusual items (They can be anything but the most interesting ones will win)			

When you have finished run back to a Leader.