

Go 100 Pioneering

Today's Bases

1. Beavers.

Spaghetti and Marshmallows.

- Longest Bridge
- Tallest Tower
- European Theme (ie. Eiffel Tower, Leaning Tower of Pisa, Pyramids)

2. Cubs.

Canes and Elastic Bands.

- Camp Gadgets
 - Camp site layout
 - It's a Knock Out – how much water will the bowl stand support or how many Billy cans and frying pans can the dresser support in a relay.
- Catapult
 - Knock down the walls of the castle to save the princess
 - Trafalgar Night – Victory's cannons vs the French/Spanish fleet
 - Who can throw an egg the furthest without it breaking.

3. Scouts.

Pyramid Catapult.

- Knock down the walls of the castle to save the princess
- Trafalgar Night – Victory's cannons vs the French/Spanish fleet
- Who can throw an egg the furthest without it breaking.

4. Explorers.

Hyper Parabolic Pioneering.

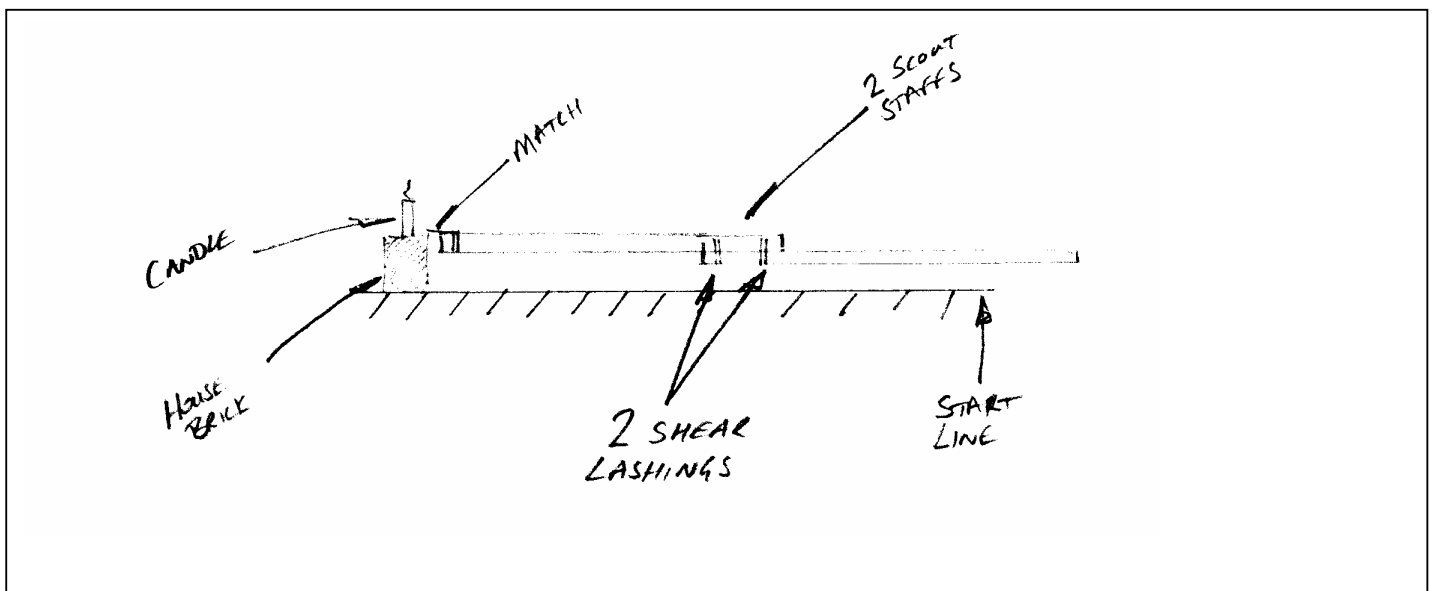
- Gateway
- Shelter
- Dining Table with Rain Cover

Additional Pioneering Programme Ideas.

1. Lighting Candle with Match from a distance.

The idea is to place a candle or nightlight on a house brick at a distance from the start line that is greater than the length of one staff. You provide the six/patrol/group with two staffs, some string and a couple of matches. They have to lash staffs together, ideally with two shear lashings, and place match on the end. The idea is to light the match on the brick and then the candle, although it sometimes works better to attaché the match box itself on the brick next to the candle.

Ps. My own scouts actually managed to do this so it is possible.



2. Flag Pole.

Challenge six/patrol/group to generate the most fancy, tallest, smallest flag pole that can be used during a meeting night or at camp.

3. News Paper tower.

Simply provide loads of news paper that then need to be rolled into tubes and then attached together to make the tallest tower. Attachment of tubes could be via sellotape or lashings dependent on section.

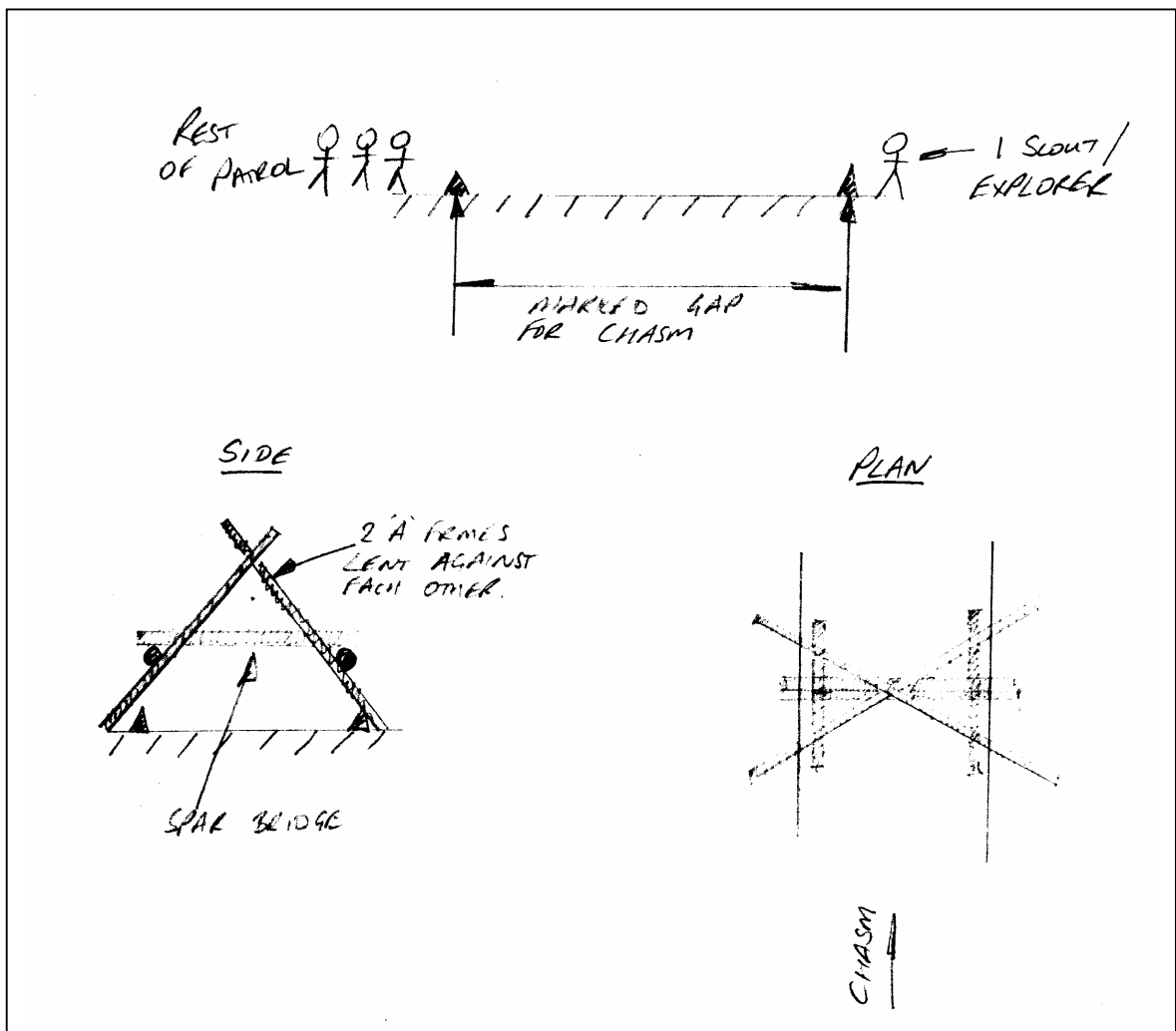
4. Bridge the Chasm

Create a gap with rope lines to define an impassable chasm. Nothing can touch the space in between (NB. The gap needs to be wider than 1 spar or the distance a scout/explorer can jump). 1 Scout/Explorer is allowed on the far side and the team must make a bridge to get the entire team across.

The best solution for this is to throw a rope to the individual on the far side. Use this to ferry 3 spars across so he can make an 'A' frame. The rest of the team also make an 'A' frame. The 2 'A' frames are then lowered against each other to intersect and the additional supports lowered between the 2 'A' frames horizontal supports to create a bridge.

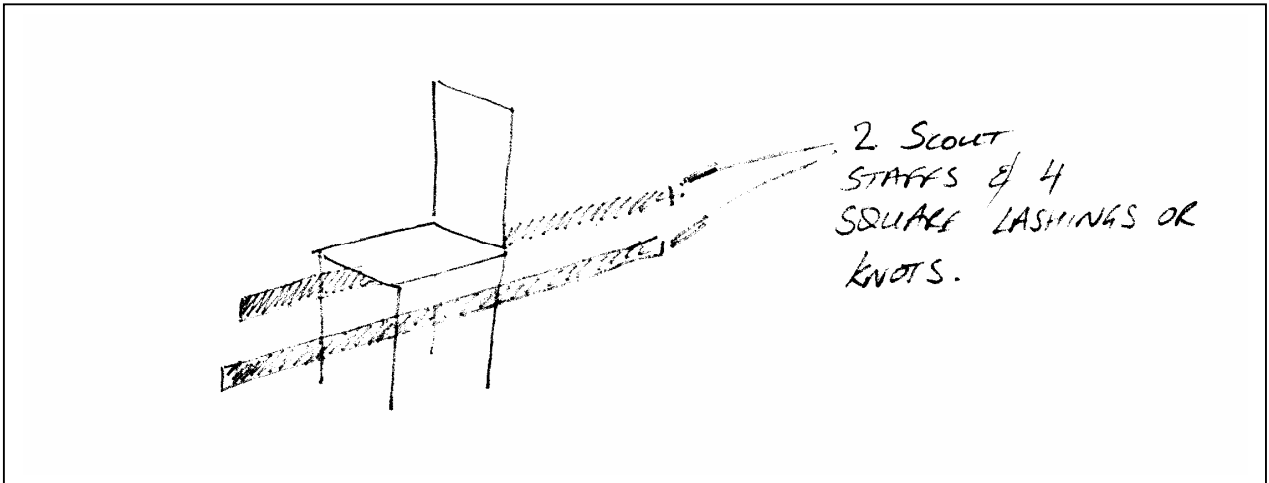
This usually takes quite a while and can fill a full evening. Obviously best for the summer when it is light.

Can be made more interesting with the team having to transport equipment across, or a casualty if you're very confident in lashings and structure as a whole. Obviously inspect and risk assess first or use a dummy (Not the assistant scout leader).



5. Sedan Chair Race.

Make a simple sedan chair for a race. Could be over an assault course.



6. Chariot Race

As above

