

USING ONLY TWO FORKS

(NO FINGERS)

ONE PERSON AT A TIME IS TO COLLECT ONE
BLOCK FROM THE BOX

YOUR CHALLENGE IS TO BUILD THE HIGHEST
TOWER

EXTRA POINTS FOR CREATIVENESS

You have THREE minutes.

Your time starts when your Taskmaster tells you to begin.

BLOW UP THE LARGEST BALLOON.
POINTS WILL BE AWARDED BASED ON HOW BIG
YOUR BALLOON IS WHEN THE TIME RUNS OUT.
YOUR BALLOON MUST BE TIED CLOSED.
IF YOUR BALLOON POPS YOU WILL GET ZERO
POINTS. IF YOU PEEK DURING THE TASK YOU
WILL GET ZERO POINTS.

You have FOUR minutes.

Your time starts when the Taskmaster tells you to begin.

PAINT A SELF-PORTRAIT WITH A
TWIG.

BEST SELF-PORTRAIT WINS

You have three minutes.

Your time starts when the Taskmaster tells you
to begin.

WHEN IT IS YOUR TURN, SELECT A
VEGETABLE.

YOU HAVE ONE SHOT TO THROW THAT
VEGETABLE INTO THE BUCKET ON THE
TARPAULIN.

POINTS WILL BE AWARDED FOR ACCURACY
AND PURE STYLE.

TAKE TURNS TO DO AN IMPRESSION OF A
MONSTER WHILE THE TASKMASTER HAS
THEIR BACK TO YOU.

IF THE TASKMASTER GUESSES WHO MADE
THE MONSTER NOISE, YOU SCORE ZERO.

IF THE TASKMASTER DOESN'T GUESS YOU
SCORE 5.

MAXIMUM OF 5 GOES.

DESIGN A NEW SCOUT ACTIVITY BADGE
(ANY SECTION)
AND WRITE FOUR REQUIREMENTS HOW
TO ACHIEVE IT
POINTS AWARDED TO THE OVERALL
WINNER, DESIGN AND REQUIREMENTS
EXTRA POINTS FOR IMPRESSING THE
TASKMASTER

You have five minutes.

Your time starts when the Taskmaster tells you to
begin.

WRITE A SONG ABOUT YOUR LEADER AND
PERFORM IT.

EXTRA POINTS FOR CREATIVITY

You have five minutes.

Your time starts when your Taskmaster tells you to
begin.

TIE A REEF KNOT BEHIND YOUR BACK
POINTS FOR EVERYONE IN YOUR TEAM
WHO CAN DO THIS

Your have two minutes to practice.
Your Taskmaster will be the judge of your accuracy.

THIS IS A TEAM TASK
WHO CAN GET THE MOST TEARS IN A CUP.
YOU WILL BE PROVIDED WITH ONIONS TO
ASSIST YOU.

You have three minutes.

Your time starts when your Taskmaster tells you to
begin.

(Insert Leaders Name) HAS WRITTEN A NUMBER
ON THEIR ARM

WRITE YOUR GUESS ON A POST-IT
THE PERSON WHO GETS THE CLOSEST TO
THAT NUMBER WINS.

You have three minutes.

Your time starts when your Taskmaster tells you to
begin.

WRITE THE HAPPIEST STORY YOU CAN IN 4
WORDS

POINTS TO THE WINNER AND FOR
CREATIVITY

Your have three minutes.

Your time starts when your Taskmaster tells you to
begin.

THIS IS A TEAM TASK

ONE PERSON LIES FLAT ON THE FLOOR.
WHEN TOLD TO START BY THE
TASKMASTER ANOTHER MEMBER OF THE
TEAM HAS TO PUT THEM IN THE
RECOVERY POSITION FOLLOWING FIRST
AID PROCEDURES.

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You have three minutes.

Your time starts when your Taskmaster tells you to
begin.