

Guides Big Day Out

Wide Game



Tara, Silverdale
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Wide Game Overview

Girls and adults to form Patrols (“Crews”) with 4 to 6 members. Adults may participate with girls, may form their own teams, or may be rostered to assist with activity bases.

Activity bases will be set up around the campsite, and Patrols will visit as many activities as they wish, in any order. Obviously some may be more popular than others, but the girls are capable of deciding whether they will wait in line or move to a less busy base.

The activity bases will be centred around the “village” of Pirate’s Cove. Here will be tents and stalls, including the following:

- Town Hall (registration area)
- Pirate Outfitters (large circus tent if possible)
- Tavern (selling food and drinks)
- General Store (souvenirs / Guide Shop)
- Pirate’s Guild (chill-out area)

Food and drink could also be sold around the campsite, from exotically named stalls.

The main challenge

Each base will award points (“gold pieces”) depending on the difficulty of the activity, or how well it was done. Each Patrol will either have an account sheet (“Captain’s Log”) on which the points are awarded, or a “loot bag” in which to store gold pieces.

By the end of the day, each Patrol will aim to get the same number of points as the sum of their ages. For example, if the Patrol has five 6-year-olds, they need to get 30 points. If they have four 15-year-olds, they need to get sixty points! Obviously, anyone over the age of 18 is still eighteen! Activities aimed at older girls will be worth more points (and harder) than those geared towards the younger ages.

When they reach the Patrol total, each Patrol member gets a prize (perhaps an event badge, if not given out at Registration).

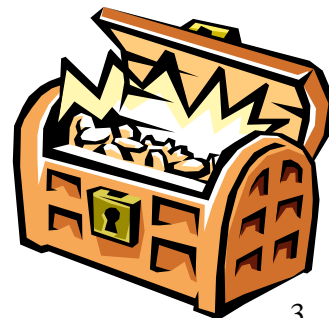
An additional challenge

Also scattered around the activities will be map pieces, which crews can collect. To collect the entire map, crews will need to do lots of activities, be vigilant, swap pieces with other crews, and even join together with another crew. Only a small number (say 10 or 20) of maps will be available. Crews that complete an entire map will receive a more substantial reward.

Procedure for the Day

Groups / individuals arrive and proceed to the registration area in the town of Pirate’s Cove, where they register their Crew, pay any outstanding money and receive a map and instructions.

The Giant Treasure Chest will be located near the registration area. Girls will be encouraged to bring a gift for a needy person, which they place in the Treasure Chest.



Crews then visit the Pirate Outfitters to make their costume and boat, before sailing off on the high seas. Crews can then visit the activity bases in any order, at their own pace.

When crews compete either the main challenge or the additional challenge, they return to Pirate's Cove to the town hall to receive their reward. They may then continue to do activities if they wish.

At the end of the day, all crews return to Pirate's Cove for presentations (if required) and closing.

Activity Summary:

The following list summarises the activities. Where a minimum age is suggested, activities may require advanced Guiding skills, or reading ability, or a certain level of adventurousness.

The time required is an estimate, as kids will vary in attention span. Also, staff numbers may be able to be reduced by running two activities concurrently with only one staff member.



Base No.	Activity	Suggested age range	Points	Time req'd	Staff
1	Pirate Outfitters – Armoury	All	2	10 mins	1
2	Pirate Outfitters – Vexillologist	All	2	10 mins	1
3	Pirate Outfitters – Optometrist	All	2	10 mins	1
4	Pirate Outfitters – Mascot	All	2	10 mins	1
5	Pirate Outfitters – Dockyard	All	3	15 mins	1
6	The Admiral's Rum	All	1-3	5-10 mins	1
7	Shiver Me Timbers!	All	1-2	5 mins	1
8	Becalmed	All	1-3	5 mins	1
9	Big Chief's Gold	All	1-3	5-15 mins	1
10	Buried Treasure	All	1-3	5 mins	1
11	Cannon Ball Fight	All	1-5	20 mins	1
12	Lost at Sea	10+	1-5	10 mins	1
13	Pirate's Wall of Fame	All	2	5-10 mins	1
14	Pirate's Tomb	All	1-3	5 mins	1
15	Treasure Map	All	5	15 mins	1
16	Treasures of Lilliput	All	1-2	5-10 mins	1
17	Walk the plank	All	1-5	15 mins	1
18	Climb the rigging	7+	1-5	10 mins	1-2
19	Message from a Bottle	7+	2-4	10 mins	2
20	Pirate Regatta	7+	1-3	15 mins	1
21	Treasure Chest Kim's Game	7+	1-5	5 mins	1-2
22	Boarding Party	7-10+	1ea	20 mins	?
23	Abandon Ship	9+	3	10 mins	1
24	Land Ahoyyyy	9+	1-6	20 mins	1
25	Battleships	10+	2-4	15 mins	1
26	Big Guns	10+	5+	20 mins	2
27	Flags of Fame	10+	4	15-20 mins	1-2
28	Downtime	All	5-10	10 mins	1

Logistics

Base Signs: Is it possible to give each base a picture, and have a sign with the base number, name and picture on it?

Base Bosses: Each Base Boss should have a pen and paper (and her own chair)

Locations

Use the stage for closing presentations

Use Jacaranda for "Pirate's Cove" village, includes:

- pirate outfitters (large marquee if available)
- town hall (registration – marquee or several tables and chairs)
- tavern
- general store if they want to move it
-

Communication – use the radios

Transport around campsite – golf buggies? Car? Ute? Bikes?

Food and Drink – trefoil guilds (districts etc) could be encourage to sell food and drink around the campsite as their own fundraiser (deposit on stall)



Gold pieces – gold pieces cut from gold cardboard (or yellow cardboard with a pirate stamp) circles or wedges. Can probably get 400 from a sheet of cardboard (hexagons). Will need at least 20 pieces per participant.

Map and activity list:

Put in symbols for time required and age group for each activity

Name of Ship: _____

Base No.	Activity	Suggested age range	Points	Time required	Points awarded
DO THIS FIRST					
1 must	Pirate Outfitters – Armoury	All		10 mins	
2 must	Pirate Outfitters – Vexillologist	All		10 mins	
3 must	Pirate Outfitters – Optometrist	All		10 mins	
4 must	Pirate Outfitters – Mascot	All		10 mins	
NOW GO HERE					
5	Dockyards	All	10	15 mins	
SAIL THE HIGH SEAS!					
6	The Admiral's Rum	All	1-3	5-10 mins	
7	Shiver Me Timbers!	All	1-2	5 mins	
8	Becalmed	All	1-3	5 mins	
9	Big Chief's Gold	All	1-3	5-15 mins	
10	Buried Treasure	All	1-3	5 mins	
11	Cannon Ball Fight	All	2-3	5 mins	
12	Lost at Sea	10+	up to 5	20 mins	
13	Pirate's Wall of Fame	All	2	5-10 mins	
14	Pirate's Tomb	All	1-3	5 mins	
15	Treasure Map	All	5	15 mins	
16	Treasures of Lilliput	All	1-2	5-10 mins	
17	Walk the plank	All	1-5	15 mins	
18	Climb the rigging	7+	1-5	10 mins	
19	Message from a Bottle	7+	2-4	10 mins	
20	Pirate Regatta	7+	1-3	15 mins	
21	Treasure Chest Kim's Game	7+	1-5	5 mins	
22	Boarding Party	7-10+	1ea	20 mins	
23	Abandon Ship	9+	3	10 mins	
24	Land Ahoyyyy	9+	1-6	20 mins	
25	Battleships	10+	2-4	15 mins	
26	Big Guns	10+	5+	20 mins	
27	Flags of Fame	12+	4	15-20 mins	
28	Downtime	All	5-10	10 mins	

Map – will have base numbers at activity locations and assorted piratey markings to make it look cool. Print it on authentic-looking paper.

On pre-registration:

Send out a page explaining how the Wide Game will work, and what is required to be brought.

Extra sheets available at the registration desk for anyone who didn't pre-register or forgot their sheet

Leaders are responsible for their own Activity Indemnity forms.

On registration, each Patrol gets a printed card that says:

Every Pirate crew must have the following before boarding their ship:

- One sword per crew member
- One eye patch per crew member
- One mascot
- One flag

If your crew has all of these, report to the Dockyards. If not, report to the Pirate Outfitters next to the Town Hall.

And a puzzle page for while they are waiting for activities: one or two pages, double-sided, with 10 puzzles on it to complete. The Patrol gets one point per puzzle done.

Base 0: Registration

Description:

Crew must present to the Registration Desk to get instructions.



Location: Jacaranda - marquee

Base Bosses:

- 1.
- 2.

Time to complete: 2 mins

Leaders required: 2

Equipment required:

List of registrants
Pens
Registration cards
Money box
Event badges
Information sheets

Registration desk people ask:

Who are you?

Have you pre-registered and paid your money? – if so, tick off. If not, collect money

Give out event badges

On registration, each Patrol gets a printed card that says:

Every Pirate crew must have the following before boarding their ship:

- One sword per crew member
- One eye patch per crew member
- One mascot
- One flag

If your crew has all of these, report to the Dockyards. If not, report to the Pirate Outfitters next to the Town Hall.

They then follow the instructions.

Base 1: Pirate Outfitters - Armoury



Description:

Each Patrol member follows the instructions to make a pirate sword, and writes her name on it.

Base Location: Jacaranda

Base Boss:

Suggested age range: All
Points: 2
Time to complete: 10 mins
Leaders required: 1

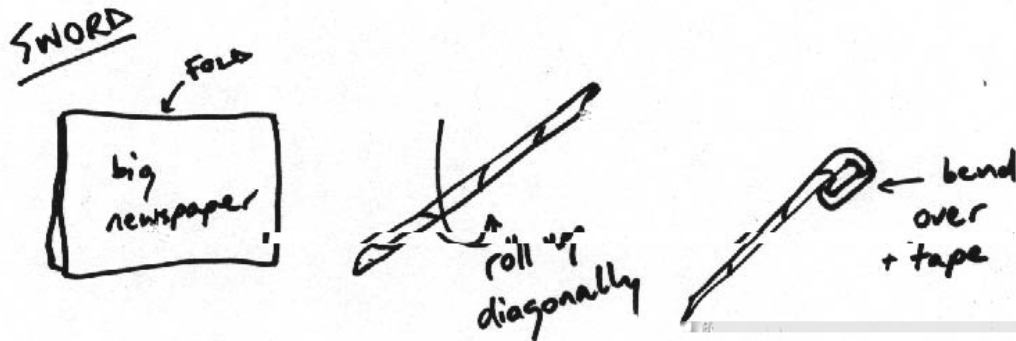


Equipment required:

Lots of newspaper – two broadsheets per person
Masking tape
Copies of instructions
Marker pens to write names

Instructions for making a Pirate Sword

Create several instruction sheets on card to scatter around



Base 2: Pirate Outfitters - Vexillologist

Description:

Patrol members work together to make a ship's flag for their Patrol.



Location: Marquee on Jacaranda

Base Boss:

Suggested age range: All
Time to complete: 15 mins
Leaders required: 1

Equipment required:

calico
colouring pens
scissors to cut small holes to thread flag onto ship / flagpole
tables or newspaper to rest on while colouring
some patterns / stencils (jolly roger, swords, etc)

Base 3: Pirate Outfitters - Optometrist

Description:

Each Patrol Member follows the instructions to make an eyepatch (to be worn for the rest of the Wide Game, around the neck if desired, but useful for another activity)
base: **17 - Walk the plank**

Location: Jacaranda

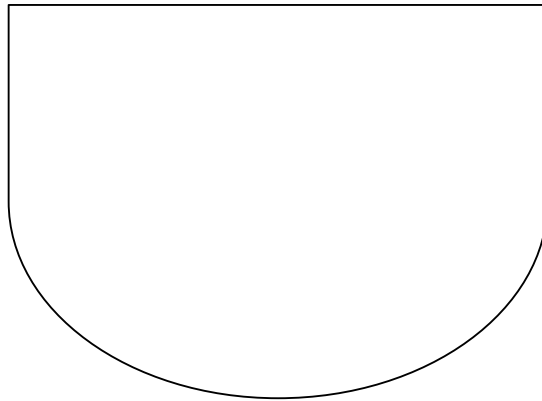
Base Boss:

Suggested age range: All
Points: 2
Time to complete: 10 mins
Leaders required: 1

Equipment required:

Black cardboard
string
scissors
hole punch

Template for eye patch



Base 4: Pirate Outfitters - Mascot

Description:

The Patrol follows the instructions to make a parrot mascot (to be carried for the rest of the Wide Game). Parrot will be useful for **Abandon Ship!** and **Walk the Plank**.

Location: Jacaranda

Base Bosses:

1

2

Suggested age range: All
Points: 2
Time to complete: 10 mins
Leaders required: 1-2

Equipment required:

flexible cardboard
parrot template and instruction sheet
scissors
staples
lots of newspaper
colouring pens/crayons
coloured paper
feathers
cardboard



Instructions for making a Parrot Mascot can be found at

<http://www.dltk-kids.com/animals/mparrot.html>.

Base 5: Dockyards



Description:

Crew must present registration certificate, and show the sword (Base 1), parrot (Base 3), eye-patch (Base 4) and flag (Base 2). They then name their ship, elect their captain and are given the map of the seven seas and some gold pieces. The name of the ship to be written on the back of the Patrol Map and log sheet/booty bag.

The Patrol makes its ship by tying the cord around all the Patrol members (ie to travel between stations in their ship). They can then embark on their adventure.

Location: Jacaranda – open air

Base Bosses:

- 1.
- 2.

Suggested age range: All
Time to complete: 15 mins
Leaders required: 2

Equipment required:

long cord per patrol
maps – 1 per Patrol
pen to write name on map
gold pieces – 10 per Patrol
flag materials
markers

We supply the cord, they can bring their own flag made beforehand. If they don't bring a flag, they can make one here using calico and markers.

They need the flag for **Base 27 (Flags of Fame)** and shouldn't be able to leave without a flag.

Must have before embarking from the dockyards.

Base 6: The Admiral's Rum

Description:

Your crew must bring a mug of rum from the ships galley to the Admiral's quarters, taking care not to spill any.

The string is threaded through the handle of the mug, then the crew takes turns to carry the mug full of water (rum) around the string line. Points are awarded at the end depending on how much water is left. (Crews are not permitted to cover the mug!).



Base Location: Near obstacle course

Base Boss:

Suggested age range: All ages
Points: 1-3
Time to complete: 5-10mins
Leaders required: 1

Equipment required:

Mugs, marked at 1/3 levels for 1pt, 2pts and 3pts
String line through obstacle course
Bucket with water

Base 7: Shiver Me Timbers!

Description:

Race between patrols using planks as skis (ie all patrol members are on the same planks to "ski" themselves along).

Winning patrol gets 2 points, runner up gets one point.

Base Location: any piece of flat or slightly sloping ground

Base Boss:

Suggested age range: All
Points: 1-2
Time to complete: 5 mins
Leaders required: 1

Equipment required:

two planks per patrol
method of attaching feet to the planks (rubber bands from rubber tyres, elastic bands etc)
Method of showing start and finish lines – rope or trees

Base 8: Becalmed!

Description:

“Your ship is becalmed. It doesn’t look like there will be any wind for ages. Morale on the ship is going downhill fast. Your entire crew must sing a song together to keep everyone happy.”

Choice of:

“When I was one I sucked my thumb the day I went to sea...”

“My ship sailed from China...”

“20 bottles of rum on the wall...”

“What shall we do with a drunken sailor...”

Any other song appropriate to pirates and the sea



Points awarded for enthusiasm!

Base Location: Anywhere

Base Boss: someone who knows songs and can teach them if necessary

Suggested age range: All

Points: 1-3

Time to complete: 5 mins

Leaders required: 1

Equipment required:

Song words written up on butcher’s paper.

Base 9: Big Chief's Gold

Description:

You have heard that the island chief has lots of gold. You must dress one of your crewmembers as a native so that she can sneak in and steal the gold!

Once dressed, Guide sneaks along trail of palm trees. Three pieces of gold are on the trail, each one closer to the big chief (leader). Depending on how well she is dressed, chief allows her to proceed to next piece or points her out as a pirate and has her taken away.



Scoring:

Clothes: 1 point

Hat/headdress: 1 point

Shoes/other decoration: 1 point

Costume is disposed to recycle bag after the activity.

Base Location:

Base Boss:

Suggested age range: All ages
Points: 1-3
Time to complete: 5-15mins
Leaders required: 1

Equipment required:
Lots of newspaper
Sticky tape
Scissors
Staplers
Trees to sneak through
Pieces of gold
Recycle bag

Base 10: Buried treasure

Description:

Bury the treasure in the sandpit. Patrol must then find all ten pieces as quickly as they can. Leader to time, and award points as follows:

Under 20secs:	3 points
Under 1 min:	2 points
Over 1 min:	1 point



Base Location: At the sandpit (thinking wishfully)

Base Boss:

Suggested age range:	All ages
Points:	1-3
Time to complete:	5 mins
Leaders required:	1

Equipment required:

Sandpit

Ten pieces of "treasure" (marbles, beads, necklace, ring, pebbles painted gold, other shiny things)

Stopwatch

Rake (to smooth over the sand after burying the treasure)

Suggestion for treasure: Coles/Woolworths etc have multicoloured glass beads and doodads for about \$2.00 a net/bag

Base 11: Cannon Ball Fight

Description:

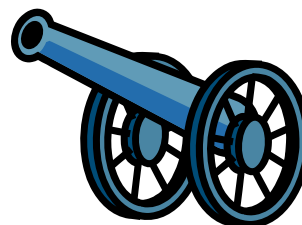
Two Patrols play each other. If Patrols have different numbers, some members have to play with one hand only. Patrols stand on either side of the line, and start with 15 cannon balls each. On “go”, Patrols throw cannon balls at each other – they have 2 minutes. At the end of the time, the Patrol with the least cannon balls on their side gets 3 points, and the other Patrol gets 2 points.

Cannonballs to be cleared up ready for the next crews before moving on.

Base Location: Near talking tree (flat area)

Base Boss:

Suggested age range:	All
Points:	2 - 3
Time to complete:	3 mins
Leaders required:	1



Equipment required:

Base Boss must have a watch

Lots of newspaper to make cannon balls

(Wet weather alternative: use sponges – at least 30 required)

Ropes to mark out boundary (or gadget cord strung on tent pegs)

Base 12: Lost at Sea



Description:

Patrols use a compass to mark out a piratey picture

Base Location:	anywhere with reasonably flat ground
Base Bosses:	1
	2
Suggested age range:	10+
Points:	½ point per leg travelled correctly
Time to complete:	20 mins
Leaders required:	2

Equipment required:

Compasses
String/wool
Pegs / steel skewers
Directions
Card to wind the string/wool back onto

Set of directions to map out a picture.

Put the first peg in the ground and attach the end of the wool to the peg. Now follow the instructions in the table for the picture that you are attempting. Put a peg in at the end of each length, pull the wool tight and tie it to the peg. When you have completed all the instructions you should have mapped out a regular shape on the ground without any gaps. If not you went wrong and need to check your bearings and lengths. NB steel tent pegs will affect your compass readings.

Sailboat picture:

6S
6E
8NW
8SW
6E
1S
6W
2SE
11E
2NE
8W

Base 13: Pirate Wall of Fame

Description:

The cloth is strung up tightly between trees, or against a smooth wall. Crews leave a message on the "Pirate Wall of Fame"

Base Location: Near stage, strung between tall trees

Base Boss:

Suggested age range: All ages
Points: 2
Time to complete: 5-10mins
Leaders required: 1

Equipment required:
Approx 10m of cloth (calico)
Rope to string up calico
Paints
Paint brushes
Ice cream lids
Water jars for cleaning



Base 14: Pirate's Tomb

Description:

The crew must enter the tomb, and try to find as many treasures as possible, which are hidden in the tombs. Crews must look in chests and other places (some of which might be booby-trapped). One point for each different treasure found.



Base Location:

Base Boss:

Suggested age range: All ages
Points: 1-3
Time to complete: 5mins
Leaders required: 1

Equipment required:

Large marquee, with screening inside to create a dark maze.
Props such as skeletons, treasure chests, cobwebs and other scary things
Booby traps and secret doors
Torches (not too bright)
Fog machine or dry ice
Hidden treasures (different coloured stones)

Base 15: Treasure Map

Description:

Patrols attempt to find where the treasure is by following clues on a map which leads them to real places.



Base Location: Near Lake Heron (or possibly near obstacle course)

Base Boss: must be able to show Guides how to orient a map

Suggested age range:	All
Points:	5
Time to complete:	15 mins
Leaders required:	1

Equipment required:

4 colour coded treasure maps (one for younger girls, one for older girls)
Signs on trees to correspond with features on the map
Clues in code

Base 16: Treasures of Lilliput

Description:

Crews must collect as many unique and beautiful things as will fit in their matchbox (eg gumnuts, pretty stones etc). Two points if they find more than 20.

Note: items are not to be picked from living plants

Base Location:

Base Boss:

Suggested age range:	All ages
Points:	1-2
Time to complete:	5-10 mins
Leaders required:	1

Equipment required:
10 empty matchboxes

Base 17: Walk the plank

Description:

Your parrot has fallen overboard!

Each Patrol member attempts to walk the plank without touching the ground, pick up some treasure (the Crew's parrot?) and bring it back. Little ones may require someone to hold on to.



One point for each successful walk and retrieval (ie doesn't touch the ground – may continue until successful)

Extra points awarded for using blindfold (2) or eyepatch (1) while walking the plank

Base Location: Swinging plank or logs in the Obstacle Course

Base Boss:

Suggested age range: All
Points: 1-3 per patrol member
Time to complete: 15 mins
Leaders required: 1

Equipment required:

plank or log off the ground
treasure (ball, parrot etc (use the patrol's parrot if they made one))
blindfolds
box of tissues
First Aid kit

Base 18: Climb the rigging

Description:

Patrol gets one point for each member who climbs the rigging all the way to the top.

Base Location:

Base Bosses:

1

2

Suggested age range: 7+
Points: 1 per patrol member
Time to complete: 10 mins
Leaders required: 1-2

Equipment required:

Cargo net suspended between two trees
First aid kit

Base 19: Message in a Bottle

Description:

The bottles are hidden around the lake. Crews paddle out to retrieve a bottle (each pair can retrieve one bottle). They then need to make up a sentence only using words that start with the letters they retrieved.

Under 5 words:	2 points
5 – 10 words:	3 points
10+ words:	4 points



Keep a record of the longest sentences as a competition – this can be awarded at the end of the day

Base Location: Lake Heron

Base Bosses: must have canoeing and lifesaving qualifications

1

2

Suggested age range:	7+
Points:	2-4
Time to complete:	10 mins
Leaders required:	2

Equipment required:

Canoes and life jackets

Plastic bottles (with lids)

Cards with a letter written on them, inserted into the bottles

Reward for longest sentence (for each age group?) to be awarded at the end of the day

Special permission (ie adventurous activities form) is required from Guide House to run this activity. Coordinator of the Wide Game should fill this in when the qualified canoe person(s) has/ve been appointed.

Base 20: Pirate Regatta

Description:

Crews construct a boat using the materials provided. Crews then race the boats across the swimming pool, by blowing through the straw.

1 point for building the boat
2 points if it makes it across the pool
3 points for the race winner

Base Location: Swimming Pool

Base Bosses: willing to get wet
1
2

Suggested age range: 7+
Points: 1-3
Time to complete: 10-15 mins
Leaders required: 2

Equipment required:

Swimming pool
Materials to build small boats (foil, skewers, paper, plasticine)
Straws
Suggested boat design instruction sheet for younger age group?
Leaf catcher or similar to rescue boats if stuck or sunk

NB No patrol member may enter the water at any time

Base 21: Treasure Chest Kim's Game

Description:

Place 25 items in a treasure chest. Patrol has one minute to open the chest, look inside and memorise the items. Patrol is then given pen and paper, and must together list as many items as they can remember.

Points awarded as follows:

Up to 12 right:	1 point
13-24 right :	2 points
25 right:	3 points



Base Location: Anywhere

Base Bosses:

- 1
- 2

Suggested age range: 7+
Points: 1 - 3
Time to complete: 5 mins
Leaders required: 1 - 2

Equipment required:

One "treasure chest" with 25 interesting items in it
Lists of items to check against – one per Base Boss in case of multiple patrols
One sheet of paper for each patrol
Pens / pencils

List of interesting items (with a mostly pirate theme)

- | | |
|--------------------------------|------------------------|
| 1. Rolled up old-looking map | 14. Pistol |
| 2. Pair of handcuffs | 15. Boot |
| 3. Toy animal | 16. Billy |
| 4. Spanish Piece of Eight coin | 17. Jolly Roger |
| 5. Eye patch | 18. Scarf |
| 6. Bead necklace | 19. Hook |
| 7. Ring | 20. Hat |
| 8. Chalice | 21. Bottle of rum |
| 9. Bone | 22. Buckle |
| 10. Candle | 23. Telescope |
| 11. Rope | 24. Plastic flower |
| 12. Feather | 25. Tube of toothpaste |
| 13. Dagger | |

Base 22: Boarding Party

Description:

Patrol gets one point for each member that crosses the flying fox. Age range is dependent on adventurousness of activity.

Base Location:

Base Bosses:

1
2

Suggested age range: 7-10+
Points: 1 per patrol member
Time to complete: 10-15 mins
Leaders required: At least two – one for each end

Equipment required:

Flying fox / monkey bridge – whatever can be made available
First aid kit

Special permission (ie adventurous activities form) is required from Guide House to run this activity. Coordinator of the Wide Game should fill this in when the qualified flying fox person(s) has/ve been appointed.

Base 23: Abandon Ship!

Description:

“Your ship has sailed into a rampaging storm. Water is going everywhere, and the sails have been ripped to shreds. Luckily, it is not far to your destination, so you must all abandon ship into the life-raft. Quickly, your crew must decide which four items you will take with you into the life-raft.

a bolt of silk cloth	the parrot
three long pieces of wood	a fishing net
a box of matches (slightly damp)	some sandwiches
a 2L bottle of coke	some rope

After choosing:

“Oops! Somebody forgot to put the outboard motor on the life-raft ... with only the items that you scavenged from your sinking ship, think of a way that you can propel the raft to shore.”

Three points for thinking of a way to move the boat. Base Boss to keep a record of the most innovative method, to be awarded at the end of the day.

Base Location:

Base Boss:

Suggested age range:	9+
Points:	3
Time to complete:	10 mins (15 mins?)
Leaders required:	1

Equipment required:
Copies of instructions

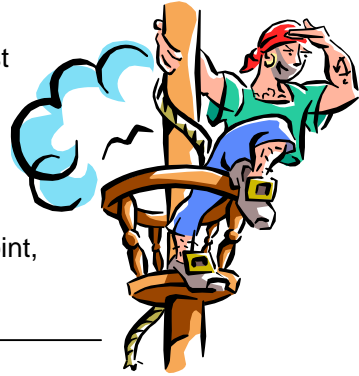
Base 24: Land Ahoyyyy

Description:

“Your youngest crewmember has fallen out of the crow’s nest and sprained her ankle. Provide first aid to her, and create a makeshift crutch so she doesn’t slow you down too much.”

First aid: reassure patient – 1 point, R(I)CE – 1 point,
adequate bandaging – 1 point,

Crutch: takes weight off foot – 1 point, comfortable – 1 point,
practical – 1 point



Base Location: near Base 28 – Crow’s Nest

Base Boss:

Suggested age range: 9+
Points: up to 6
Time to complete: 20 mins
Leaders required: 1

Equipment required:
Bandages (real or improvised)
Newspaper, sticks, stockings, wood
Points Sheet

POINTS SHEET FOR BASE 24: LAND AHOYYYY

Patrol Name	Reassure patient 1 point	R(I)CE 1 point	adequate bandaging 1 point	Crutch: takes weight off foot 1 point	Crutch: Comfortable 1 point	Crutch: Practical 1 point	Total Points

Base 25: Battleships

Description:

Mark out two 6x6 grids using string and pegs – each grid say 50cm in size. Suspend the sheet between the two grids. Two Patrols play each other, as per normal Battleships rules. Winning Patrol gets 4 points, losing Patrol gets 2 points.

Base Location:

Base Boss:

Suggested age range: 10+
Points: 2-4
Time to complete: 15 mins
Leaders required: 1

Equipment required:

String and pegs to mark out grid
 Markers for 5 boats
 Galleon = 4 stones marked **G** (one **galleon** per team) = total 8 '**G**' stones
 Frigate = 3 stones marked **F** (two **frigates** per team) = total 12 '**F**' stones
 Longboat = 2 stones, marked **L** (two **longboats** per team) = total 8 '**L**' stones
 Letters to identify grid
 Bed Sheet or tarpaulin to hide grid (string between two trees)
 Battleship Rules
 Posters x 2 showing what the different markers mean

Markers	28 painted stones	8 marked with G to denote a galleon 6 marked with F1 to denote first frigate 6 marked with F2 to denote second frigate 4 marked with L1 to denote first longboat 4 marked with L2 to denote second longboat
	100 sticks	<i>To denote hits or misses on the firing grid:</i> <ul style="list-style-type: none"> • A single stick denotes a miss • Two crossed sticks denote a hit
Markers	28 cardboard squares, each one with the appropriate letter in black on one side and in red on the other	8 marked with G to denote a galleon 6 marked with F1 to denote first frigate 6 marked with F2 to denote second frigate 4 marked with L1 to denote first longboat 4 marked with L2 to denote second longboat
	100 sticks	<i>To denote hits or misses on the firing grid:</i> <ul style="list-style-type: none"> • A single stick denotes a miss • Two crossed sticks denote a hit

Battleship Rules:

Object of Game

To sink the other team's five ships before they sink yours.

Game Play

1. Each team places its ships on the grid in secret (one stone per grid square). Ships can be placed either horizontally or vertically but not on a diagonal. Ships may not be placed crossing each other.
2. When a team's ships have been placed, the team must shout "READY". When both teams are ready, play begins. From then on, during the game, they MAY NOT change the position of any ship.
3. Taking turns, players call out their shots, attempting to get hits on the opponent's ships in order to sink them. A shot is made by calling a LETTER and a NUMBER to locate which hole in the opponent's OCEAN GRID that shot is to be placed. That hole is located by going straight across, horizontally, from the called NUMBER (printed on the side) and down, vertically, from the called LETTER.
4. When a shot is called, the opposing team immediately tells the shooting team whether it is a "hit" or "miss". It is a "hit" if the called hole on the OCEAN GRID is covered by a ship; and a "miss" if no ship occupies that hole.
5. When a marker denoting part of a ship is hit, the receiving Patrol yells "Hit!", and removes the marker from their grid. When all ship markers have been removed (sunk), the game is over. (**Option 2: turn over the cardboard square so that the RED letter shows. If using this option, when all cardboard squares show red, the game is over.**)
6. When a shot misses a ship, the receiving Patrol yells "Miss!", and the firing Patrol puts a single stick in that square on their grid, to show that they have already targeted that square.
7. When a shot hits part of a ship, the firing Patrol puts two sticks, crossed, in that square, to show the hit.
8. When a ship is destroyed (ie all the markers for a ship have been hit), the team owning the ship must announce its destruction to the other team (eg "GALLEON SUNK!").

Grid looks like this:

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						

Sample grid with fleet deployed looks like this:

	A	B	C	D	E	F
1					L1	L1
2	G	G	G	G		
3						
4			L2	L2	F1	
5	F2	F2	F2		F1	
6					F1	

Base 26: Big Guns

Description:

Patrol to build a cannon (ballista) using stakes and rubber bands. Add firing cup, and take some practice shots. Each member then gets two shots at the target. Five points for building the cannon, plus one point for each shot which hits the target.



Base Location: Teloepa

Base Bosses: (people who have done a ballista before)

1

2

Suggested age range: 10+
Points: 5+
Time to complete: 20 mins
Leaders required: 2

Equipment required:

1m long stakes (6 per ballista)
Rubber bands (up to 20 per ballista)
Firing cups (1 per ballista)
Cannon balls (small pebbles, or similar, painted bright colours)
Target
Instructions
Rope to mark off target practice area.

Base 27: Flags of Fame

Description:

You must erect a flagpole in honour of your crew's achievements. Fly your crew's flag from your pole.

Base Location:

Base Bosses: (people who know how to erect a flagpole, and fly a flag)

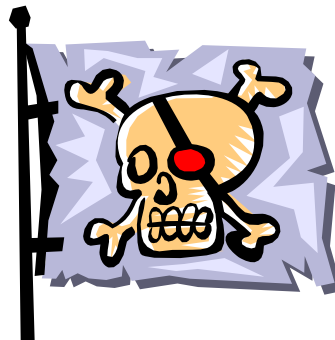
1

2

Suggested age range: 10+
Points: 4
Time to complete: 15-20mins
Leaders required: 1-2

Equipment required:

Sticks for flagpoles
Gadget cord or string
Pegs
Mallets
Flag (patrol to supply)
Instruction sheet



Base 28: Downtime

Description:

Patrols attempt to solve the paper-based puzzles.



Base Location:

Base Boss:

Suggested age range:	All
Points:	1 per puzzle solved
Time to complete:	10 mins
Leaders required:	1

Equipment required:
series of puzzles, quizzes
pens
paper

Base 29: Crow's Nest

Description:

Build the crow's nest tower as shown, and (after the safety check) send someone up to look out!

Base Location:

Base Boss: Someone who has pioneering experience

Suggested age range: 13+
Points: 5-10
Time to complete: 30-60mins
Leaders required: 1

Equipment required:
Pioneering timbers and ropes
Instruction sheet

