

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.