

<b>Name of the Game</b>	Rucksack Relay														
<b>Summary</b>	Two or more patrols line up, each facing a backpack and its contents, all spread out and spaced twenty feet away. Each youth in the patrol takes his turn to run to the gear, pack one of the items, then run back and tag a patrol mate. The patrol that packs their gear into the backpack first wins.														
<b>Number of Players</b>	This is a competitive relay, so inter-patrol competition is best. Try not to pit individual Scouts against each other in one-man-teams as the game is intended to teach teamwork.														
<b>Equipment</b>	<p>A backpack for each patrol, plus an equal amount of gear for each patrol to pack in the backpack. One possible list of gear could include:</p> <table border="0" style="margin-left: 40px;"> <tr> <td>• sleeping bag</td> <td>• tarp</td> </tr> <tr> <td>• mess kit</td> <td>• rope</td> </tr> <tr> <td>• first aid kit</td> <td>• camp stove and fuel</td> </tr> <tr> <td>• clothes</td> <td>• Scout book or field guide</td> </tr> <tr> <td>• ground pad</td> <td>• map and compass</td> </tr> <tr> <td>• flashlight</td> <td>• nylon rain poncho</td> </tr> <tr> <td>• water bottle(s)</td> <td>• pocket knife</td> </tr> </table> <p>In addition to the above, you may need some masking tape to mark off the starting line for each patrol. The backpack and gear for each group can be placed on the floor or on a table. You can use a stopwatch or give each patrol a bell to ring once they've finished.</p>	• sleeping bag	• tarp	• mess kit	• rope	• first aid kit	• camp stove and fuel	• clothes	• Scout book or field guide	• ground pad	• map and compass	• flashlight	• nylon rain poncho	• water bottle(s)	• pocket knife
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<b>Duration</b>	Explaining the game and the packing itself may only take ten or fifteen minutes, though patrols may want to run the relay multiple times.														
<b>Rules</b>	The backpack and related gear is heaped in an unruly pile for each patrol – sleeping bags are unrolled, ropes are uncoiled, maps are unfolded, etc. Each patrol sends a youth to the pile to pack one item into the backpack. After the item is packed he returns to the starting line and tags another member of the patrol, and so on until all items are packed. The final member must actually don the pack and run back to the starting line (any materials that fall out on the way must be “restowed”).														
<b>Variants</b>	You can increase the difficulty by tying one hand behind each youth's back or by “handcuffing” them to a partner. A great idea is to put the gear for both patrols into one big pile and have them “compete for resources.” You can place red herrings in the piles (inappropriately heavy gear, cell phones, etc.) and test the boys on which gear is best to include...														
<b>Youth Leadership</b>	As usual, youth should run the whole affair with prior training and coaching from the Scoutmaster. The SPL can lay out the gear before the meeting starts, explain the rules, keep time, enforce the rules, and pronounce and congratulate the winners.														