

The Delegation Game

By Jake Stepp / Lodge 42

Object of the Game:

Use Scouting methods and effective delegation steps to survive the night at Camp Arrowhead by building a fire that lasts all night, boil drinking water, build a shelter and catch 1 fish per player.

You win or lose as a group!

Steps of Effective Delegation:

- Identify the Task.
- Choose the Right Person(s) for the Job.
- Confirm the Level of Commitment.
- Clearly Define the Tasks.
- Establish Timeframes and Completion Dates/Times.
- Provide Support, Guidance and Instruction.
- Monitor Progress and Give Feedback.
- Give Credit.
- Feedback on Results.

Set Up the Patrol:

- Group players into equal size patrols if possible. (4-8 players per patrol)
- Each patrol has their own **Game Board**.
- Each player selects a game piece and places it at the **Camp Entrance**.
- Each player randomly picks a **Player Card** (Shuffle and Do Not Look when selecting)
 - Player Cards consist of Scout Ranks: Scout, Tenderfoot, Second Class, First Class, Star, Life and Eagle.
 - Each rank has specific Fire building and Lashing skills.
 - Lower ranks have fewer success combinations than higher rank player cards due to the amount of scout training.
- Choose a patrol leader for your patrol.
 - Patrol leader does NOT have to be the highest rank of the patrol.
- The Patrol Leader takes the stack of **Supply Cards** and select (1) card as a personal item then pass the remaining stack of cards to each of the other players to choose (1) personal item each. Do not discuss which personal item you have until every player has a personal item and you have reached camp.
- Quickly choose a patrol name and patrol yell (30 seconds) - Required to win the game.

Set Up The Game Board:

- Shuffle the Forest Cards and place in the designated **Forest** location.
- Shuffle the Lake Cards and place in the designated **Lake** location.
- Shuffle the Bait Cards and place in the designated **Bait** location.
- Place the remaining **Supply Cards** at **Hall's Alter**.

Instructions:

- Each player rolls (1) die when moving from location to location. When traveling in groups of two or more, add up each player's roll and move that number of spaces as a group. If one player rolls a 4 and another player rolls a 6 then BOTH players move 10 spaces and occupies the same space.
- While traveling, players may only carry 6 items at a time. This includes supplies as well as bait, fish, or forest materials. However, some supplies/items can hold or connect other objects so use common sense to determine possibilities.
 - Examples: Limb (Pole) + Line + Hook + Worm = 1 carried object
- Communication between players is limited to those players together at a location.
- Supplies may be left at camp when not needed. If you leave camp without an items you must return to camp to obtain it (Sorry, no magic powers to get needed supplies)
- A GREEN spot indicates a trailhead the RED spot indicated the trail's end.
- Any player that rolls a (12) in camp while building a fire or shelter will find the hidden trailhead to Hall's Alter where hikers have been known to accidentally leave supplies.
 - Travel to the Trail's end to Hall's Alter and Rolls (1) die.
 - Rolling: 1,3,5 (Odd) = Draw 1 supply card
 - Rolling: 2,4,6 (Even) = Draw 2 supply cards
 - ONLY the player that originally rolled the (12) collects card(s).
- When players reach the end of the trail, they may roll again to perform the **Action** at that location.
 - **Forest:** Roll (1) Die to collect the number of cards on that roll. Gather Tinder, Sticks, Limbs and Logs to complete your tasks.

- Tinder, Sticks and Limbs can be retrieved without any tools or help.
- Logs require an Axe, Bow Saw or Hatchet to retrieve without help.
- If no Axe, Bow Saw or Hatchet are available, Logs can be retrieved if (4) players work together as a group.

Action: Getting Wood in Forest	
NON-SKILL BASED	
Roll 1 Dice per Player Present Get That Number of Forest Cards	
Type	Requirements
Tinder	None
Sticks	None
Limbs	None
Logs	Axe or Bow Saw or Hatchet

Action: Getting Bait	
NON-SKILL BASED	
Roll 1 Dice per Player	
Get That Number of Bait Cards	
When Fishing with Bait / Return Card to Bait Pile	

- **Bait:** Roll (1) Die to collect the number of cards on that roll. Gather Worms or Crickets to improve your chances at catching fish.

- **Lake:** Roll (2) Dice to determine the outcome of the catch.
 - Success depends on supplies in hand. (see chart below)
 - Supplies must be in your possession to use them.
 - If a **supply card** needed to perform the action is not in your possession, you can try to perform the action without the supply but you must travel back to the location of the supply to obtain it.

- Successful Rolls:

NON SKILL BASED	Action: Catching Fish in Lake
Hand Only	Doubles
Hand+Bait	Doubles 3,11
Paperclip+Line+Bait	Doubles,3,4,10,11
Hook+Line+Bait	Doubles,3,4,5,6,8,9,10,11
On A Successful Catch: When using a Limb as a Pole + (Paperclip or Hook) + Line + Bait	+2 Cards

- Draw (1) **Lake Card** if you rolled a successful combination.
 - FISH - Keep Cards. (Limit 6 items per player when traveling)
 - SNAGGED - Throw 1 Fish Back.
 - SNAKE - You get bit - seek First Aid.
 - TURTLE - Throw Back. (Place Card back in Lake Pile)
 - LUCKY CATCH - Draw 1 **Supply Card**.
- When rolling a successful combination when using a Limb as a Pole + (Hook or Paperclip) + Line + Bait the player may draw (3) cards. (All items must be in your possession)

Beginning Play:

- All players begin at the **Camp Entrance**.
- Each player rolls (1) die - Add up all dice rolled and move that number of spaces as a group from the Camp Entrance to Camp, continue this process until Camp is reached.
- Upon reaching camp, the patrol leader delegates specific tasks to players making sure regular scouting rules are followed to reach the objective of the game: “**Survive the Night at Camp Arrowhead**”.
- Every player must roll their die once per round, however, the order of roll depends on who they are traveling with. When players are traveling in a group of 2 or more, that group rolls together for that round. Add up the all dice rolled and move that number of spaces as a group. When ALL players are at one location order of roll should be clockwise starting with the patrol leader.
- Continue taking turns and using delegation techniques throughout the game until you have completed all tasks to survive the night at Camp Arrowhead.
 - The first patrol to successfully complete the survival tasks, stand up and shout the patrol yell wins the game.
 - Game can be scored in “Rounds” or “Time” - The Patrol that achieves the objective in the least amount of “Rounds” or “Time” gets bragging rights.

How to Win:

While at Camp do the following:

- **Build an “All Night” Fire:**

See chart below for resource items needed to build/keep a fire:

SKILL BASED TASK	Forest Cards	Requirements	How Long
Start A Fire	1 - Tinder + 6 - Sticks	Matches or Flint/Steel	3 Rounds
Keep Going	1 - Stick per Round	Started Fire	1 Round
Cooking Fire	10 Sticks + 2 Logs	Started Fire	20 Rounds
All Night Fire	6 Logs	Cooking Fire	Entire Game

Obtain the required resources from the **Forest**.

See chart on each Player Card for successful rolls of (2) dice to complete task:

SKILL BASED Display on Players Card		Start Fire		
Player Cards		Flint/Steel	Matches	Rub 2 Sticks
Scout	4	2	2,3	N/A
Tenderfoot	4	2,3	2,3,4	N/A
Second Class	3	2,3,4	2,3,4,5	2
First Class	3	2,3,4,5	2,3,4,5,6	2
Star	2	Doubles,3,4	Doubles,3,4,5	2
Life	2	Doubles,3,4,5	Doubles,3,4,5,6,7	2,12
Eagle	1	Doubles,3,4,5,6,7	Doubles,3,4,5,6,7,8	2,3,11,12

- **Build a Shelter:**

See chart below for resource items needed to build a shelter:

SKILL BASED TASK	Forest Cards	Supply
Build A Strong/Dry Shelter	7 Limbs	Tarp or Solar Blanket + Paracord
Build A Dry Shelter	7 Limbs	Tarp or Solar Blanket
Build A Strong Shelter	12 Limbs	Paracord
Build A Shelter	12 Limbs	(None)

Obtain required resources from the **Forest** and use necessary supplies if available.

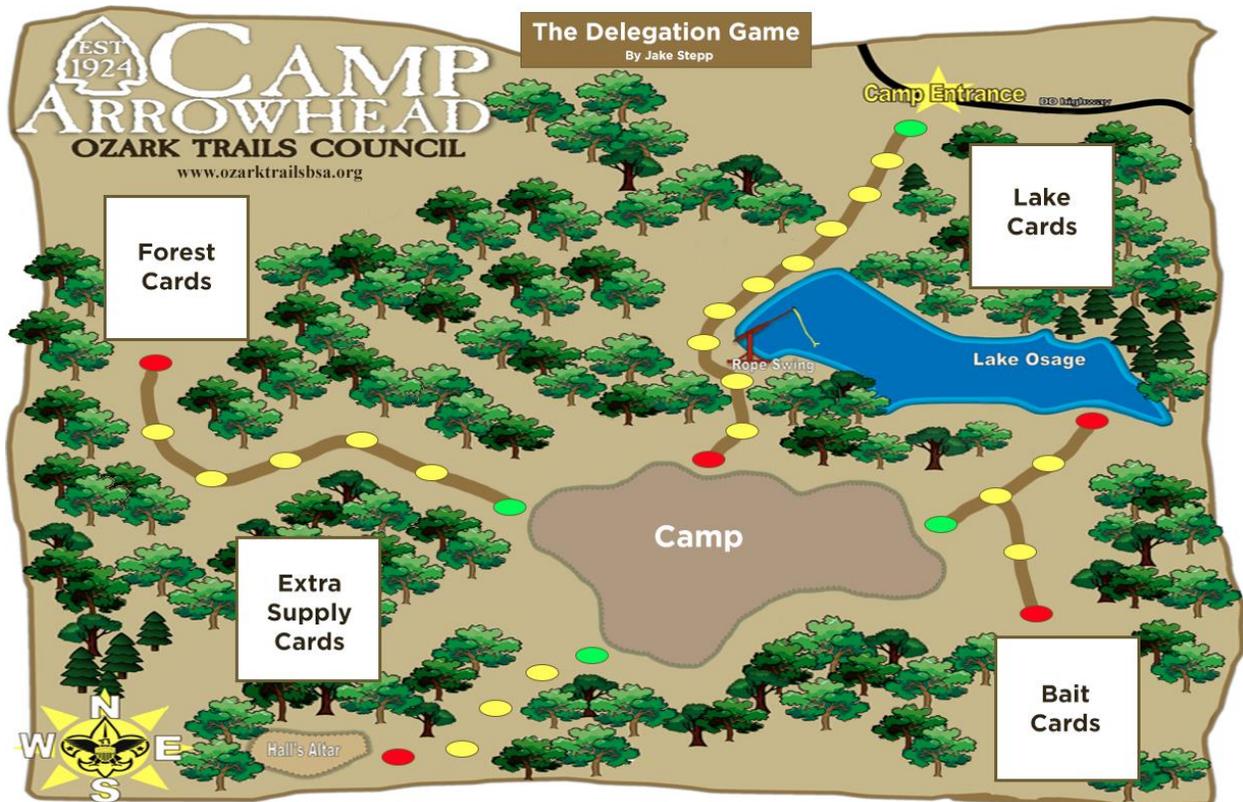
See chart on each Player Card for successful rolls of (2) dice to complete task:

SKILL BASED Display on Players Card		Build/Lash A Shelter	
Player Cards		w/o paracord	with paracord
Scout	4	2,12	2,12,3
Tenderfoot	4	2,3,4,5	Doubles
Second Class	3	Doubles	Doubles,3
First Class	3	Doubles,3	Doubles,3,4
Star	2	Doubles,3,4,5	Doubles,3,4,5,6
Life	2	Doubles,3,4,5,6	Doubles,3,4,5,6,9
Eagle	1	Doubles,3,4,5,6,7,8	Doubles,3,4,5,6,7,8,9

- **Boil Water to Drink:**
 - The following Steps are Required:
 - Build at least a Cooking Fire.
 - Have something to Boil Water In (Pan, Bucket, Canteen).
 - Obtain the Water from the Lake.
 - Boil water on the Fire.

- **Catch at least (1) Fish for each Player and Cook:**
 - Catch enough fish for each player.
 - Build at least a Cooking Fire.
 - Cook fish on fire.

Game Board (17 x 11)



Game Includes:

- (1) Game Board
- (8) Colored Game Pieces
- (8) Dice
- Supply Cards

	Supply Cards		Location Used
Food	Fishing Line	Required	Lake
	Hook	Full Count	Lake
	Paperclip	Half Count	Lake
Forest	Hatchet	Required/Logs	Forest
	Axe	Required/Logs	Forest
	Bow Saw	Required/Logs	Forest
Fire	Match	3 Time Use	Camp
	Flint/Steel	Multiple Use	Camp
Shelter	Paracord	Hold During Winds	Camp
	Tarp	Keep Dry If Rain	Camp
		Keep Wood Dry	Camp
Water	Solar Blanket	Keep Warm in Cold	Camp
	Metal Bucket	Carry Water	Lake / River
	Canteen	Carry Water	Lake / River
	Life Straw	Drink Water	Lake / River
Misc	Boiling Pot	Prepare Water	Camp
	First Aid Kit	Heal	Any
	Flashlight		Any
	Bear Spray		Any
	Pocket Knife		Any
	Trail Mix	Meets Food	Any

- Lake Cards

Lake Cards		
Fish	10	
Snake	1	First Aid
Turtle	2	
Snagged	1	-1 Fish
Supply	2	+Supply
Total	16	

- Forest Cards

Forest Cards	
Tinder	5
Sticks	30
Limbs	15
Logs	8
Total	58

- Bait Cards

Bait Cards	
Crickets	6
Worms	6
Total	12

- Player Cards

Player Cards	
Scout	4
Tenderfoot	4
Second Class	3
First Class	3
Star	2
Life	2
Eagle	1

- Accident Cards (9)
- Natural Disaster Cards (8)

Want to make the game more difficult?

Option 1: An Accident

At the end of each round the patrol leader rolls (1) die.

If a (6) is rolled then the patrol leader draws (1) Accident Card. Each player rolls (1) Die to see who had the accident (**Lowest Roll Is It**).

If 2 or more players tie for lowest roll, those players will roll again to determine outcome (**Lowest is It**). The player having the accident must return to Camp to seek first aid. That player must stay at camp for 1 round to heal.

Accident Cards (Add Optional Difficulty)	
After each round roll (1) die If a (6) is rolled then draw an accident card	
Requires First Aid at Camp	
Slip & Fall / Skin Knee	
Slip & Fall / Skin Elbow	
Slip & Fall / Broken Wrist	
Slip & Fall / Broken Arm	
Sun Burn	
Burn (Only players near fire)	
Knife Accident (Cut Hand)	
Step on a Thorn	
Step on a Hook (Can use to fish)	

Option 2: A Natural Disaster

At the end of each round the patrol leader rolls (2) dice. If a (2) is rolled then the patrol leader draws (1) Event Card.

When a Natural Disaster happens the players have (1) round to get out of harm's way.

Natural Disaster Event Cards (Add Optional Difficulty)	
After each round roll (2) dice If a (2) is rolled then draw a Disaster Card	
Wind	Blow down Shelter with no paracord
	Blow out fire without Logs
Hard Rain	Campfire Extinguished If No Logs (Wait 2 rounds to dry wood)
Extreme Heat	If No Shelter then Die from Heat Exhaustion
Extreme Cold	If No Fire then Die from Exposure
Flooding	If near body of water then Die from Drowning
Forest Fire	If in Forest then Die from Smoke
Snow	If No Shelter then Die From Exposure

Instructors Note:

While the object of this game is to survive the night at Camp Arrowhead, the real purpose is to show how delegation plays an important role in getting tasks done.

It may appear at the beginning that the patrol leader is supposed to do all the delegation, however, this is not the case. Discussion between players is limited to everyone in the same location. When players are away from the patrol leader they should learn that they can delegate in other ways including the carrying of supplies and resources to stay within the 6 item carrying limit.

Also, Picking the right person for the job can determine success or failure of any task. Make sure you clearly define the task, establish time frames, provide support and guidance and monitor progress. When the wrong person is doing a task, it is important to make changes as needed to delegate that task to another player can reach a successful outcome.

Thinking outside the box: Players could use the EDGE method (Scouting Methods as stated in the object of the game) to train other players and bring their skills up to that of the trainer... A **Scout** ranked player can be taught using the EDGE method by a **Star** ranked player so the **Scout** has the same success rate as the **Star** ranked player.

To use the EDGE method of training - Choose a Skill to teach (Fire building or Lashing)

- **EXPLAIN:** Trainer Rolls a die and records the result.
 - (Star ranked scout rolls a 6)
- **DEMONSTRATE:** Trainer Rolls a die again and must match the original number - Repeat as needed until matched.
 - (Star ranked scout rolls another 6)
- **GUIDE:** Trainee Rolls a die and must match the Trainers original Roll - Repeat as needed.
 - (Scout rank rolls a 6)
- **ENABLE:** Trainee is now ENABLED to use the Star Scout's roll results to complete skilled activities.