

Kim Shield Day Base Ideas

Below you will find base ideas that can be run at Kim Shield.

The time allocation for the base should be between 10 and 15 minutes.

Your base must be able to cater for two - three patrols at a time.

You are not limited to these below bases only, if you have an idea for a base please use it.

No	Base Name	Description
1	Frisbee golf	As a patrol. Scouts must throw a frisbee along a pre determined route to get the frisbee into a "hole" the number of throws is counted towards their points. Just like golf but with a frisbee.
2	Kim's Game	Scouts need to smell, taste and listen to identify. Points given for correct guesses.
3	Archery	Scouts shoot arrows at targets (Bows, Arrows and Butts supplied by Kim Shield Committee)
4	Paint ball	target shooting
5	coca cola ping pong	run a coca cola ping pong base. Beer pong but with coke and marshmallows.
6	Rope Making	Scouts makes their own ropes (Requires material to be supplied by Base Leader)
7	Blindmans Trail	Patrol is blind folded and PL has to verbally instruct them across a course.
8	Country names	Require world map with highlighted countrys, scouts need to identify the marked countrys and their Capitals
9	Water purifier	Scouts need to make their own water purifier (require material from base leader)
10	Stalking and camouflage	Patrol gets time to camouflage themselves and then has to stalk across a section of ground. Base leaders try to spot them out.
11	carrying the "bomb"	Build a pioneered structure that can lift a "bomb and move it from one area to another area without touching bomb with hands or dropping it.
12	Da Vinci Bridge	Patrol need to construct the da vinci bridge and get across an obstacle. (search online for the bridge and ideas for the challenge)
13	Semaphore	Patrol uses semaphore flages to send a message (Requires the flags and the semaphore code)
14	Observation	Observation (by trees)
15	Chariot races	Patrol to constrcut a chariot and carry patrol member along a pre determined route.
16	Challenge circle	Challenge circle, get an object out of the circle using the required material
17	Cooking	Cooking
18	Blow darts	Each patrol will have time to make paper blow darts with the equipment given to them then each patrol member will have to shoot there blow darts at different coloured targets. each target will represent a certain amount of points as well as a different ingredient to be put into a blender. Once each member has shot there blow dart, all the ingredients they have acquired will be blended together which they will have to drink. Requires material to build the blow darts
19	Origami	Patrols learn the art of paper folding
20	Slackline	Slackline (Requires a slackline and expertise as to how to set up and use safely)
21	Smoers	Scoutas get to makes smores (Requires the ingredients)
22	shooting	pellet guns
23	clouds in a bottle	clouds in a bottle and cloud identification. (Check online)
24	Giant scrabble	each patrol will build on existing words and score as one does in normal scrabble
25	Viking Chess	viking chess, its basically a fun game the patrol will split up and play against each other. There can be many numbers of players, sides have 5 turns each round (Requires pre made equipment, Check youtube for structure and equipment needed)
26	TRIPLE CHALLENGE (ON A LARGE SCALE)	Hangman's Noose Tic Tac Toe Sudoku All mapped out on the ground in large.
27	First Aid Scenario	A first aid Scenario is set up for the patrol to handle (should be realistic and requires the bandages etc to run)
28	Key Board Puzzle	Patrol give a key board with missing keys and they need to put it back together, with keys in the correct place.
29	Plate making	Scouts are given a disc of aluminium to make a supper plate using rocks etc to bash out and form (Kim Shield committee will supply the discs)
30	Jenga	Scouts play jenga either on a small scale or with giant jenga blocks.
31	Angry Birds Catapult	Just like the angry birds games, Scouts shoot ammunition at a structure to kill the enemy (catapults should be pre made for time saving, requires equipment)
32	Marble transport	Patrol need to transport marbles in tubes along a route, no marbels can hit the floor.
33	Axe Throwing	Scouts throw axes at targets (requires the axes and targets along with a level headed base leader
34	Golf game	Scouts use a golf club and golf ball and try chip into a circled area.
35	8 knot challenge	Patrol is timed to tie eight knots correctly
36	cat Drill lashings	Check online for this base
37	Explorer incident pioneered	Patrol needs to get off the ground, or retrieve a high level item by pioneering a structure.
38	Bottle rockets	Patrol makes and shoots bottle rockets for distance, requires equipment
39	Recover the 4x4	Patrol uses block and tackle to pull bakkie along a road (requires vehicle recovery equipment, great for a 4x4 enthusiast.
40	Crafting/creative activity	make a keychain, friendship bracelet etc out of recycled material
41	Code breaking	Scouts are given a code to break (lots of ideas online)
42	Handicap awarness	Check for ideas online (blind, deaf, one limb obstacle course)
43	Morse code base	Send a message via morse code (Ryan has morse code keys)
44	Map Work base	Patrol tested on map work, using a 1:50 000 map of the area they need to located themselves on the map
45	Charades	Give patrol member a scouting activity to act out without speaking , patrol needs to guess activity correctly.
46	Spaghetti/ marshmall towers	Using uncooked spaghetti and marshmallows patrol needs to build the highest tower.
47	Lego bridge	Layout imaginary river on table, Patrol must build a lego bridge to get over the river.
48	Lego memory game	Have prebuild lego structure with different coloured blocks, pre built structure is shown to only PL for 30 seconds. PL then has to return to their patrol and explain to the patrol how to replicate the structure with the lego blocks they have, PL cannot help build structure. PL can review structure but points are taken
49	Electric fence	Patrol to get over or under an electric fence (chat to Rolf Ludwig for the electric fence wiring) A long thin stick is required. Be sure to call the pole a "Helium Stick" when you introduce the exercise. Place your group in two lines facing each other. Have each person hold the index finger of their right hand chest high. Place the helium stick on top of the outstretched fingers. The challenge is to lower the stick to the ground while keeping everyone's fingers touching the stick. If anyone's finger loses contact with the helium stick, you must start again. At first the stick will seem to rise (hence the name Helium Stick). In fact, it is simply the upwards pressure of everyone's fingers causing the stick to go up instead of down. Once everyone relaxes they can easily lower the stick to the ground. This usually takes ten minutes of laughter and a leader to complete. (Optional: swap the helium stick for a helium balloon for a smaller team)
50	Helium Stick	
51	Talking in circles	This is a highly challenging game that is only recommended for teams who love challenges. Place everyone in a circle around a long piece of string that is tied at its ends to form a circle. Have everyone grasp the string with both hands and hold the string waist high. Without letting go, the team will have to form shapes with the string; a square, a triangle, a figure eight, a rectangle, etc. Repeat the game but with everyone's eyes shut! This will require everyone to communicate clearly and listen well. Make the shapes progressively harder and periodically have them stop and open their eyes to see their progress...or lack there of
52	Egg Drop	The task is to build an egg package that can keep the egg intact from a pre determined height. Tools that can be provided include newspapers, straws, tape, plastic, balloons, rubber bands. (use recycled material). PL will drop egg package from height while everyone else stays at the bottom level to observe. Egg must survive the drop
53	Paper planes	Each member makes a paper plane of their own design, each plane is thrown and total distance added up.
54	Emoji Reactions	Each patrol member is given an emoji, they then need to act out the emoji, other patrol members need to guess which emoji they are.
55	Name that tune	Play short snippet of song, patrol to guess artist and song name (10 songs)
56	Flip it over	All you'll need is a large towel or a blanket the patrol can stand on while leaving a quarter empty. Then, instruct the Patrol to flip the blanket over without stepping off of it.
57	Nitro Transport	The main goal is to transport a can of water, also known as "nitro," from one point to another using only a board with ropes attached to it. By working together, players must strategize and communicate effectively to successfully move the can without spilling any water.
58	Law and promise game	Write the laws on one large tile and the Promise on a second large tile. Break the tiles with a hammer, play a relay race with the patrol, they need to rebuild both tiles correctly displaying the law and promise (Quicker its done more points awarded.
59	Perfect square	Patrol to stand in a tight circle Ask everyone to blindfold themselves and give one person a rope. Without looking at what they're doing, the teams now have to pass the rope around so everyone holds a piece of it and then form a perfect square. Once the team is sure their square is perfect, they can lay the rope down on the floor, take off their blindfolds (or open their eyes) and see how well they did.
60	Untangle a "human knot"	Have everyone squish together in a circle and grab hands with people not directly next to them. The goal, once everyone's hands are interlocked, is to untangle yourselves without breaking the chain. You can make it even more challenging by not allowing people to talk or putting a time limit on it.