

## Troop 221 Games – Whifflepoof

This game challenges tracking skills. A whifflepoof is a 1 – 2' log with nails driven part-way in all around it and with a rope fastened to one end. When the whifflepoof is dragged by its rope, the nails leave marks in its trail which are unique for this species.

All contestants are blinded while a pair of adult leaders or of Scouts starts off, dragging the whifflepoof, over as complicated course as possible. After a 10 minute start, Scouts are released to track the whifflepoof. Meanwhile, those dragging the whifflepoof should hide, waiting to be found, 20 minutes after beginning.

Scouts must travel in pairs. The first pair to tag the whifflepoof gets the prize.

Before starting this game, ask Scouts what they should bring along to make the game safe.

Buddy

map of area

compass

first aid kit

drinking water

etc.