

Summary of Impossible Missions

1. LASER GAUNTLET

This is a game that stresses teamwork and using restricted senses for observation.

DEFENDING TEAM The defending team puts on blindfolds and is given flashlights. Each person is told they have ten shots. They must "shoot" an attacker with their laser (flashlight beam) to kill them. Once they have used all ten shots, they must sit down and turn their flashlight off. They have used all their energy supply and are dead. A shot consists of a single beam of light aimed at a specific target. Sweeping the light across the horizon randomly is not allowed.

ATTACKING TEAM The attacking team must advance slowly without making noise. No running is allowed (safety issue due to darkness & concrete). Their object is to quietly advance until they reach the concrete slab of the picnic shelter. If they are shot with a laser (flashlight beam) they are dead.

2. BLIND ESCAPE

The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. Your patrol leader trips a wire that creates an explosion. He is injured and must be carried by the group, but he still has his sight. The rest of the patrol was temporarily blinded by the blast. You have "x" minutes to escape before the entire area is consumed in fire. The Patrol Leader can see, but must be assisted in walking. He must verbally direct his entire patrol to safety. He can see the obstacles, they can't. He has to describe the obstacle, what they need to do, and coach them through it. Time is limited. The patrol members have all been temporarily blinded by the blast that injured their Patrol Leader. They wear blindfolds. They must move their disabled Patrol Leader through an obstacle course blindfolded following his verbal instructions.

3. STEALTH HIKE

This event is a test your patrol's ability to maintain silence, requiring working together as a team, and controls their behavior.

The Scouts are proceeding down the trail to this event and are met by the stranger who tells them to be quiet. There are enemy agents in the area searching for your patrol. You must get down the trail and to the next event without being detected. No sound, no lights. You must be stealth. The mission is to get to "point B", under the cover of darkness, without being seen or heard. They can't know you're there. If they see you, it is the end.

4. ESPIONAGE ADVENTURE

The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. He has hidden a container with the royal emeralds. There are 7 false containers that contain the most poisonous spider in the world. Once loose, it will kill everyone within seconds. If you choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.

5. STAR TREK

This is a short star hike providing a great opportunity to observe the heavens and learn about nature.

As the patrol approaches this area walking along the dark trail through the dense woods, the Star Gazer appears from behind a large tree to suddenly meet them on the trail. He then asks them to follow him quietly through the woods. As they follow him along the trail, he leads them from the dense woods and into a field where the sky opens up above them filled with millions of stars. He leads them to a large area where they can lay down and stare up at the heavens. The Star Gazer describes what a star is, a galaxy, etc. He points out a few constellations and tells of the stories behind their names.

6. JAWS OF DEATH

This is a light meal served buffet style scheduled midway through the night for everyone to enjoy. It serves a few purposes. First it refuels young bodies. It serves as a midpoint where staff can check everyone's status. First of all, is everyone accounted for? Are there any injuries? Are the events/missions going smoothly?

7. SOLO ENCOUNTER

This event combines two elements, a brief solo experience in the woods at night and a Scoutmaster's Minute. The Scouts are proceeding down the trail to this event and are met by the Magi. He leads them down the trail to the open grassy area where he assembles them for a talk of the beauty and the wonder of nature and about how the dark of night has a special beauty all its own.

He then challenged the boys to maintain a short silent solo experience along a trail. He wanted them to spend the time thinking about a question. He also wanted them to look around them and listen carefully, observing nature. He asked that they not use any flashlights or make any sound. He assured them there was nothing to be frightened of and no one would bother them.

The Magi can ask the boys to ponder any question. It could be to think about a particular Scout Law, or what the Motto means, or what they have done recently to honor their Oath? "If you could ask God one question, what would it be?" After this talk and a question to ponder, the Magi begin walking down the trail dropping off a Scout about every 25-35 feet. This is where their solo begins. The circular trail eventually takes the Scout back to the beginning. The Magi starts down the trail to collect the boys again returning to the beginning of the trail where they were first assembled for the talk. Take them back down the trail to continue on to their next mission/event.

8. SECRET STRANGER

The evil agent known as the Jackal. The good agent is known as the Condor. The Patrol will meet both of them one at a time. They must decide which the Condor is and present their computer disk to him/her. They must determine who is who by asking them questions and judging their character by the responses.

You must get information to a secret intelligence unit of the United States government. Your contact is an agent known only as the Condor. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as the Jackal is operating in the area and may try to impersonate the Condor to intercept the information on your disk. If your information gets into the wrong hands it could be disastrous for the free world.

9. ENEMY ENCAMPMENT

This event combines some exciting elements, a test of the boys' observation skills, their ability to work together as a team, and their natural desire to run around in the dark desperately trying not to be caught by adults.

The Scouts are proceeding down the trail to this event and are met by Bond. He leads, assembles them and explains their mission. An anti-government organization has set up camp and is believed to be training some rather unsavory individuals in domestic terrorism. Right now most of them are gone on a training mission. There's only a few of them guarding the camp. The mission is to get close enough, under the cover of darkness, to gather intelligence information about the group's camp.

How many tents do they have? How many people are guarding the camp? Are they male or female? How many vehicles do they have? What are the license plate numbers? They can't know you're there. If they see you, it will compromise our entire operation.

10. AGENT RESCUE

This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently

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The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.

11. MYSTERY MISSION

The patrol is met outside “the cabin”, briefed on the mission and is given instructions by Mr. Phelps

The cabin has several rooms which are used as a counterfeiting operation. The Patrol must make contact with the counterfeiter and keep him busy in one room while the other Scouts gather evidence from one of the other rooms. They must maneuver him in to different rooms while they search for and gather evidence.

In order to gain entrance they must come up with a cover story. I.e. their car broke down, they're lost, they're census takers, they're selling popcorn, they're with the state lottery, etc. To gather evidence, they must take the camera (no film, just flash) and photograph the entire operation while other patrol members keep the counterfeiter busy. They also need to copy down a code hidden on a piece of equipment that they must locate. Once they have gathered their evidence they take it out to the Mr. Phelps.