



The activities outlined below are intended to educate Scouts about the history of one of the earliest events of the American Revolution while incorporating Scout skills into Patrol contests. This document is intended to serve as an outline for Troops, Districts, or Councils to plan their own programs with an American Revolution theme. It is by no means a comprehensive list and you are encouraged to add or modify events as needed.

Feedback on this program is encouraged and may be directed to edrigel@gmail.com. Your suggestions on how to improve our programs will be incorporated into future revisions and other planned events as we celebrate the 250th Anniversary of the United States of America..

Background: On November 29, 1773, the Sons of Liberty of Boston, MA, organized a meeting in protest of the British Parliament's tax on tea. The British ships *Dartmouth*, *Eleanor*, and *Beaver* had arrived bearing 340 chests (92,000 lbs) of tea for the colonies. Protests by the Patriots kept the tea from being unloaded. Following another meeting on December 16, a group of Patriots boarded the three ships and hurled the tea into Boston Harbour, resulting in a loss of \$1.7m of cargo.

Uniforms: Units may register either as Loyalist or Patriot forces. Those registering as Loyalists are encouraged to wear a "uniform" reminiscent of the British Regular Army: red shirts, trousers, and tricorn hats (made from heavy black fabric or even heavy construction paper). Hats may be decorated with cockades or rosettes. Units registering as Patriots may elect to wear the uniform (blue shirt, trousers, tricorn hats) or participate as "Minutemen" (plain cotton/woolen shirts, trousers, wide-brimmed cloth/felt hat).

Potential uniform for Loyalists:

- 1) Long sleeve white shirt (Boys or Girls)
- 2) A short 'red' vest (any kind of buttons)
- 3) Brown or Tan Short pants (take an old pair of pants - slit the inner and outer inseams up abt to the top of a pair of long socks or about mid-calf [Note: the outside seam should be longer and open when the pant leg is rolled under - the inside pant leg will be flush across - roll them under and 'tack' up on the inside - add a button for the outside split-seam for looks if you prefer.
- 4) Shoes or boots as appropriate.

Potential uniform for Patriots:

- 1) Long sleeve blue shirt (Boys or Girls)
- 2) A short 'tan' or 'buff' vest (any kind of buttons)
- 3) Pants as above
- 4) Shoes or boots as appropriate (while the soldiers at Valley Forge may not have had shoes, we do not want anyone contracting frostbite on their toes!)

Tricorn Hats may be constructed using the template available at <http://allfreeprintable.com/cont/crft/pdf/patt-tricrn.pdf>. Cut pattern and trace around black or dark blue construction paper, making three identical pieces. With a white crayon color a ½ inch stripe along the top curved edge of each piece. Staple the pieces together at ½ inch from the side seam to form a three corned hat. Adjust staples placement to make the hat larger or smaller.

All events assume Patrols of eight scouts per Patrol. Patrols with fewer than eight Scouts may modify events as needed.

Light the Lanterns: Each patrol to start a fire without matches. Friction methods (hand drill, fire plough, bow drill, etc) or flint & steel may be used (chemical methods not allowed).

Each patrol to bring their own fire starting equipment, kindling, fire wood, and at least a gallon of water to extinguish the fire, shovel and trash bag for cleanup.

Firelay may not be higher than 12 inches. Each patrol is timed until fire burns through a lower string 14 inches high and upper string 18 inches high.

- 10 points – Top string burnt within 2 minutes
- 8 points – Top string burnt within 3 minutes
- 6 points – Top string burnt within 5 minutes
- 4 points – Fire started, maximum time 5 minutes
- 2 points – Good try
- 0 points – Worked in the dark

*****Alternate*** Enjoy the Spoils of War:** Each Patrol to start a fire that boils 32 oz of water .

Each patrol furnishes supplies as above, in addition to a kettle (or similar - #10 can works well) and water to boil.

- 10 points – Water boiled within 5 minutes
- 8 points – Water boiled within 7 minutes
- 6 points – Water boiled within 10 minutes
- 4 points – Fire started, maximum time 15 minutes
- 2 points – Good try
- 0 points – Drank cold tea

Save the Meeting House: In 1760, a fire ravaged Boston and destroyed more than 300 buildings near the Harbour. A fire has been spotted near the Old South Meeting House and must be extinguished before it damages the building where the Boston Tea Party was organized.

Bucket Brigade:

Equipment: Two 5 gallon buckets (or similar), one marked with a line 1-inch from the top and filled with water up to that line, and the other with a line 1-1/2-inch from the top and empty, one plastic 16 oz. cup (red solo cup) for each Scout

Patrol lines up in single file with the patrol leader facing the filled bucket. The empty bucket is positioned behind the last person in line. On signal, the patrol leader fills their cup with water from the bucket. They pour the water into the cup of the next Scout in line, who pours it into the next Scout's cup, and so on to the last Scout, who pours the water into the bucket at the end of the line. This process is repeated until one patrol has emptied the front bucket.

Time Limit may be set if needed

- 10 points - End bucket filled to 1-½-inch line
- 8 points - End bucket filled to within 1 inch of target line
- 6 points - End bucket filled to within 2 inches of target line
- 4 points - End bucket filled to within 3 inches of target line
- 2 points - End bucket filled three-quarters full
- 0 points - Meeting House burned down

Boarding the Ships: On December 16, 1773, the Sons of Liberty boarded the British ships *Dartmouth*, *Beaver*, and *Eleanor*, and dumped 92,000 lbs of tea into Boston Harbor. Because the ships were not close to the docks, Colonists may have rowed or assembled ladders to reach the ships.

Make a Scaling Ladder:

Patrols to bring rope, two long poles (7-8 feet), and four two-foot cross pieces. Lash scaling ladder together with 4 steps. Use ladder to scale wall or cross six-foot expanse (High Adventure safety regulations *must* be observed).

- 10 points – Steps tight, knots/lashing correct, patrol over wall
- 8 points – Steps tight, patrol over wall
- 6 points – Steps held, got patrol over wall
- 4 points – Got patrol over
- 2 points – Good effort
- 0 points – Did not cross

Toss the Tea: Tea at the time was compressed into blocks and shipped in chests. Colonists either heaved the chests over the side of the ships or broke into the chests and dumped the tea into the Harbour.

Tea Toss: Patrols to throw “tea bricks” (Amazon boxes, etc, roughly 12”x12”) for accuracy. Each Scout will throw six times at a 3-foot diameter target 25 feet away.

- 10 points – All scouts landed one in target
- 8 points – Averaged one per scout in target
- 6 points – Two or more in target
- 4 points – One in target
- 2 points – Good effort
- 0 points – Did not open tea chests

Retrieve the Tea: Tories/British use canoes to retrieve two chests from the lake. Tea chests will be styrofoam blocks or similar for buoyancy. Scouts must row past a marker, picking up one tea chest on the way out and one tea chest on the way back

- 10 points - Retrieved both chests without anyone falling in
- 8 points - Retrieved both tea chests
- 6 Points - One tea chest (dry or wet)
- 4 points - remained dry
- 2 points - good try
- 0 points - we like coffee

Mohawk Archery: Colonists disguised themselves as Mohawk warriors as a way to identify with America, and not as subjects of Great Britain. The Mohawk people, like many Native American tribes, were highly adept as archers, relying on this skill for hunting as well as warfare.

Bow & Arrow Shoot: Each scout will shoot one arrow at a standard target (32-inch, five-color/10 scoring regions, at 10 yards).

Score one point for each arrow that hits the target. Two bonus points if all Scouts hit the target for a maximum score of 10 points.

Lifeline Relay: After rowing out to the British ships, the Colonist boats may have drifted with the current away from the ship. Toss a rope to the boat to pull it back to the ship to make your escape!

Rope toss: Each patrol to furnish one 50-foot rope with a bowline tied on one end just large enough for Scouts to slip over their wrists. Target “boats” to be constructed of two boards positioned horizontally on the ground, ten feet apart and about 45 feet from throwing line. Patrols line up in relay formation behind throwing line. Each Scout slips the bowline over their wrist, then coils the rope for throwing. Holding the coil, they toss the rope at the target. The bowline loop is then transferred to the next Scout’s wrist, and they recover/recoil the rope for their toss. Repeat until all patrol members have made their attempt to hit the target.

Scoring: 1 point for each throw that hits the target. Patrols with fewer than 8 Scouts may make multiple attempts per Scout, up to 8 throws, if fewer than 8 Scouts, each Patrol member may attempt no more than 1 more throw than every other member (throws must be evenly divided).

A-Frame Transport: While traveling across the countryside, the Mohawk Indians may have used lashed A-frames to transport the tribe’s cargo.

Patrols to furnish two 8’x4” spars, one 6’x3” spar, and three 15’-20’ lashing ropes. Patrols lash together an A-frame using shear or square lashings. When the A-frame is built, it is either dragged or carried around a pre-set course or to a turn-around line and back.

Optional: Use A-frame to transport a designated object (foot locker, etc) around the course.

10 points – Frame tight, knots/lashing correct, patrol completes course

8 points – Frame tight, patrol completes course

6 points – Frame held, got patrol through course

4 points – Got patrol through course

2 points – Good effort

0 points – Did not complete

Injured Colonist: While no injuries are known to have occurred during the Boston Tea Party, the Colonists risked life and limb to board and evacuate the ships. You must transport injured members of your patrol to the safety of the Old South Meeting House.

Stretcher Relay: Patrols to furnish two six-foot poles, one blanket, and one inflated balloon. One patrol member is designated as an “injured Colonist” and lies on the ground twenty-five feet away at the rescue point. On signal, two Scouts serving as stretcher carriers run up from the starting line with the blanket and two poles. When they reach the rescue point, they make a stretcher and put their “injured Colonist” on it. When ready, they lift the stretcher and a judge places the inflated balloon on the “injured Colonist.” The carriers transport the “injured Colonist” to the starting line without letting the balloon fall off. If it does, they must return to the rescue point and try again. The “injured Colonist” may not hold onto the balloon. At the starting line, the carriers lift the “injured Colonist” off. Another patrol member is designated as an “injured Colonist,” and two other Scouts run up to make a stretcher for transporting them at the rescue point.

10 points – Two injured colonists transported in under 5 minutes

8 points – Two injured colonists transported in under 6 minutes

6 points - One injured colonist transported, one rescued in under 6 minutes

4 points - One injured colonist transported, one rescued in under 7 minutes

2 points – One injured colonist rescued in under 7 minutes

0 points – Injured Colonists captured by British

Unit Inspection

The British Army of 1773 was considered disciplined and regimented. Many men joined the Army for the chance to travel the world and earn a regular wage.

Each Patrol can earn up to 20 points for being “in uniform” and Being Prepared for the day’s events:

4 Points - Patrol Flag with identification and Patrol name

4 points - Patrol first aid kit

6 points - Patrol in uniform or period dress (points may be prorated based on percent of members in appropriate dress)

6 points - Suitable supply wagon and gear needed for activities

Object/Artifact Recall (Kim's Game)

15-20 Revolutionary War/Native American items (powder horn, musket ball, bayonet, coup stick, etc) are spread out and covered with tarp or cloth. Patrol views items for one minute, then writes down as many items as they can remember. Items may need to be labeled or identified if they are not what would be considered "commonly known."

*****Alternate: Object Identification*****

Artifacts displayed as above, but they are not labeled. Patrols to identify as many objects as possible in five minutes.

One point for each object remembered or identified, or:

10 points - Remembered/identified 10 correctly

8 points - Remembered/identified 8 correctly

6 points - Remembered/identified 6 correctly

4 points - Remembered identified 4 correctly

2 points – Good try

0 points - Didn't know

Outdoor Cooking

This would be separate and different from any regular cook-off judging. This event is for Patrols choosing to enter. There should be a special entry form available at the camporee. It is designed as a competition for soldiers only (not senior officers or camp followers). Cooking should only be done over open fires following procedures outlined in the Handbook, Fieldbook, and Cooking Merit Badge Pamphlet. A maximum of 15 points may be earned for the following:

1 point - Timely notification of Headquarters that the unit is entering the outdoor cooking competition, what your unit is, where your unit is encamped, and what time you request the panel of judges to visit.

2 points - Historic cooking methods of the 1770s

3 points – Historic recipe(s) used, with copy provided to the panel of judges

4 points - Difficulty of preparation, including obtaining period ingredients. Be able to explain to the judges what went into the preparation of your meal.

5 points - Appearance, taste, adequacy of preparation and cooking (This should not be a “desperation” meal, such as hardtack, wild greens, and water). Adequacy of preparation includes washing, paring/peeling, filleting, breading, or whatever is necessary to prepare the recipe. Palatability and appropriate temperature of the dish are critical components.

Demonstrations

If possible, recruit local SAR Chapters to come in and provide a “Living History” demonstration. They may be able to set up a period-appropriate campsite, demonstrate cooking techniques, or provide a black powder musket firing. Also check with local Order of the Arrow Lodges to see if members may be able to appear in Native American clothing and provide similar demonstrations.

Your organization has the opportunity to order the patch to go with the Boston Tea Party Event.

You would print your name to go into the top part of the outer circle, emailing to Lorie@abemblem.com at A-B Emblem, to get a custom price based on the number ordered. There is a 50 piece minimum order.

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