**Scout Law Relay**

Materials Needed: 12 blocks/ poker chips/ or cardboard pieces. One side indicates each law; the other side is numbered 1 trough 12 which indicates which point of each law.

The twelve laws are laid out on the ground or table with the number side up.

The patrol is lined up approximately 10-20 feet away from the laws.

One at a time, each scout runs to the table and turns over a chip at random, and tells the grader the corresponding laws meaning. If correct, the scout places the law in the correct order. If incorrect, the scout flips the chip back over.

The next scout runs up to table and repeats the process. This continues until all twelve laws have been flipped over and is in the correct order.

Timed Event: Quickest patrol to complete the meanings and have the laws in order, wins.