
CHALLENGE CARD

Frankenstein

Equipment

One skeleton puzzle, five bases, one container, and one deck tennis ring.

Starting Position

One team member stands on each of the five bases. The medic and doctors stand in the lab. The container with the bones of Frankenstein will be about 15 feet (4.5 meters) from base #5.

Our Challenge

The group arranges the bones of Frankenstein in the correct order in the fastest time possible following the rules of the relay sequence.

Rules and Sacrifices

1. A group member must toss the deck tennis ring from base #1 to base #2. The person on base #2 must catch the ring and turn and toss to the person on base #3. This process continues until the ring has traveled all the way to base #5 and back to base #1. If a group member drops the ring, it must be sent back to the group member who last tossed it.
2. Once the ring gets back to base #1, the medic runs to the storage crate at the opposite end of the gym and brings back three bones. The medic cannot leave the building area (the lab) until the ring gets back to base #1.
3. When the medic returns, he or she must give the bones to the doctors, who begin assembling the puzzle. When the doctors receive the bones, all players rotate positions. The medic goes to base #1, the person on base #1 goes to base #2, the person on base #2 goes to base #3, the person on base #3 moves to base #4, and the person on base #4 moves to base #5. The person on base #5 becomes a new doctor, and one of the doctors becomes the new medic. Team members cannot rotate positions until the medic returns to the building area with three bones.
4. The ring must make seven successful round trips to get all the puzzle pieces to the building area. After the last medic has delivered the last three puzzle pieces, team members can hustle to the lab and confer about any changes they need to make to Frankenstein to make him complete. When they think that they have put Frankenstein together correctly, the last medic yells, "Lightning." This is the signal to stop the clock. The instructor then checks the puzzle for accuracy. If the puzzle is correct, the time stands. If it is incorrect, the clock starts again as the team rearranges the bones. This process continues until the team assembles Frankenstein correctly.

ORGANIZER CARD

Frankenstein

Questions

1. What equipment will we use in this challenge?
2. What is the order or sequence of events we must follow in this challenge?
3. How do we rotate positions in this task?
4. What happens if we drop the ring?
5. How many bones can the medic carry at one time?
6. Who becomes the next medic?
7. Who becomes the next doctor?
8. When do we yell, "Lightning"?
9. What happens if we make a mistake assembling Frankenstein?
10. Are there any safety issues that we should discuss?

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