

# Challenge Card

# Game of Mōlkky

# Outdoor



A traditional Finnish game of skittles where participants aim to score exactly 50 points.

## Key SPICES Growth



Social



Physical



Intellectual



Character



Emotional



Spiritual

## Likely Scout Method Element/s



Community Involvement



Learning by Doing



Nature and the Outdoors



Patrol System



Personal Progression



Promise and Law



Symbolic Framework



Youth Leading, Adults Supporting

## Best For



Joey Scouts



Cub Scouts



Scouts



Venturer Scouts



Rover Scouts

## Plan>

1. Collect or make the game equipment:
  - a. 12 wooden pins (skittles) marked with numbers from 1 to 12
  - b. 1 wooden throwing pin



2. The Activity Leader should practice the game before demonstrating to their Patrol.

## Do>

1. Place the skittles in a tight group in an upright position 3 to 4 metres away from the throwing line as shown below.
2. The players take turns to use the throwing pin to try to knock over the skittles.
3. Knocking over one pin scores the number of points marked on the pin.
4. Knocking 2 or more pins scores the number of pins knocked over (e.g. knocking over 3 pins scores 3 points).
5. A pin does not count if it is leaning on the throwing stick or one of the numbered pins (it must be parallel to the ground to count).
6. After each throw, the pins are stood up again in the exact location where they landed.
7. The first person to reach exactly 50 points wins the game.
8. Scoring more than 50 points will be penalised by setting the player's score back to 25 points.

## Review>

1. Discuss the different tactics used to reach the target score of 50 points.
2. Arrange to have another competition in the future.

