

LEAVE NO TRACE GIANT BOARD GAME:

Intro: Help protect the backcountry. You are a visitor there. When you stay at a friend's house, you wouldn't trample the flowers, chop down trees, put soap in the drinking water or write your name on the wall. Show the same courtesies when you visit the backcountry. The less trace you leave when you hike and camp, the more you show your skill.

Materials: Game board: tarp with squares of coloured card stock duct tapes on (7 different colours, at least 4 of each colour - depends on your tarp size.). Alternate empty squares and coloured squares. Every second space should be a coloured square (make a snake with duct tape squares). Each colour represents one of the 7 Leave No Trace principles.

'Take a Chance' cards: situations/consequences are available below. One page for each of the 7 Leave no Trace principles: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife, Be Considerate of Other Visitors. Print and cut out the situations/consequences and glue to pieces of card stock - one colour of card stock for each principle (should match the colours on the game board.). Label the back of the card with the matching leave no trace principle.

Giant die: Made out of cardboard, or from dollar store.

Game Directions: Choose one member of your team to act as the token on the board. The rest of the team will split up the rolling and following the directions on the card.

Roll the giant die and move the amount of spaces indicated. If you land on a coloured square, your team must choose a card of that colour, read it and follow the instructions. First team to the finish wins.

BE CONSIDERATE OF OTHER VISITORS

You camped a good distance from the next group. NOW Move forward 3 spaces.

You had an awesome campfire, and gave some great yells! Unfortunately, you kept the people in the next campsite awake. NOW Cross your legs, sit on your hands, cackle like a chicken and lose one egg.

You found a gate open on the farmland you are hiking through, and closed it. The cows can't get back to their drinking trough. NOW Name 3 things you should carry on a day hike, and go back one space.

No one brought along a stereo to listen to. Your neighbours (and Guiders!) appreciate this. NOW Move ahead 3 spaces.

RESPECT WILDLIFE

You see a nesting goose ahead on the trail. You walk carefully off of the trail, giving it plenty of space. The goose doesn't even know you are there. Quietly pat yourself on the back, and move forward 3 spaces.

You fed a squirrel the toast your Patrol Leader burnt at breakfast. NOW Go back one space, and choose someone from your team to go show a Guider how to tie a bowline.

You bear bagged your garbage after dinner, a good distance from your tent. NOW Move forward 3 spaces.

You zoomed in on the deer with your camera, instead of walking closer to it. NOW Move forward 3 spaces.

MINIMIZE CAMPFIRE IMPACTS

You cooked your breakfast bacon on a lightweight stove instead of starting a campfire. NOW move ahead 3.

You chose lantern light over firelight after dinner. NOW Move ahead 3.

You built a big new campfire ring instead of using the smaller one provided. NOW put this card on your head and walk backwards around the game board. If it falls off, move back one space.

Your fire tonight was made only using small dry and downed wood you collected. Move ahead 3.

When you left your firepit, you made sure all the wood was burned to ash, and cleaned all the unburned trash and food from the ring. NOW Give a good loud cheer, and move ahead 3.

You didn't double check to make sure your campfire was dead out. NOW you are a rock. Act like one while you miss a turn.

Even though trees were scarce, you chose not to camp without a campfire. NOW Play dead while you miss a turn.

LEAVE WHAT YOU FIND

You took pictures of a new type of wildflower to show your Guider, instead of picking it. NOW switch places with a group of your choice (or stay where you are.).

You built an awesome campfire ring complete with log seats at your wilderness campsite. NOW name 8 compass points, and move back 1.

You hammered some nails into a tree to hang towels on. NOW move back 1 space, and choose someone from your group to show a Guider how to tie a reef knot.

You left the campsite better than you found it. You removed the extra fire ring and and trekked out the garbage the previous group left. You are AWESOME! NOW choose a card and give it to the group of your choice.

When camping in the rain, you set up your tent on a high, flat area, instead of digging a trench. NOW Move ahead 3.

You found some old arrow heads at your campsite. You left them there for another camper to discover and enjoy. NOW Move ahead 3.

You packed out what you packed in. You left no trash or food behind. NOW Move ahead 3.

You carved your name into a tree so everyone would know you had been there. NOW do 5 burpees and go back 1 space.

DISPOSE OF WASTE PROPERLY

You forgot to bring biodegradable soap! NOW Act like a monkey, and move back 1.

You dumped your dishwater right beside the lake. NOW pretend you are in a canoe and demonstrate a J stroke as you move back 1.

You strained all food particles out of your dishwater and made sure to dump it 100 steps from the stream. NOW Move ahead 3.

You made sure you dug your cathole 8 inches deep, and a good distance from the water, trail and campsite. NOW Move ahead 3.

TRAVEL AND CAMP ON DURABLE SURFACES

Your group forged a new trail through the woods for others to follow.

NOW name this trail sign and move back 1.



Your group took care to take different paths across the grassy clearing to avoid making a new path and causing erosion. Move ahead 3.

Your group walked single file and stayed on the established trail. Move ahead 3.

You built a camp in a grassy area. BUT you made sure to space out to avoid damaging the area one area with too much use. Move ahead 3.

You didn't want your tents too close together, so instead of keeping them all on the sandy campsite at Kiche Manitou Provincial Park, some of you moved your tents into the greasy area nearby. Name this trail sign, and



Move back 1.

PLAN AHEAD AND PREPARE

You brought along a Ziploc container to use as a bowl, so you could trek out leftover food in it. Move ahead 3.

You didn't think about how rough the terrain would be and you couldn't hike all the way to your planned campsite by dark. You had to set up camp in a clearing on the route. Name this trail sign, and move back 1.



You thought carefully about how much food you would need. So you didn't have any leftovers to trek out. Move ahead 3.

You brought canned food instead of dehydrated food in Ziploc bags. Now you have a LOT of trash to trek out. NOW Name this trail sign, and

move back 1. 

You forgot to get permission to cross someone's property. NOW Recite the Guide Law 3 times, and move back 1.