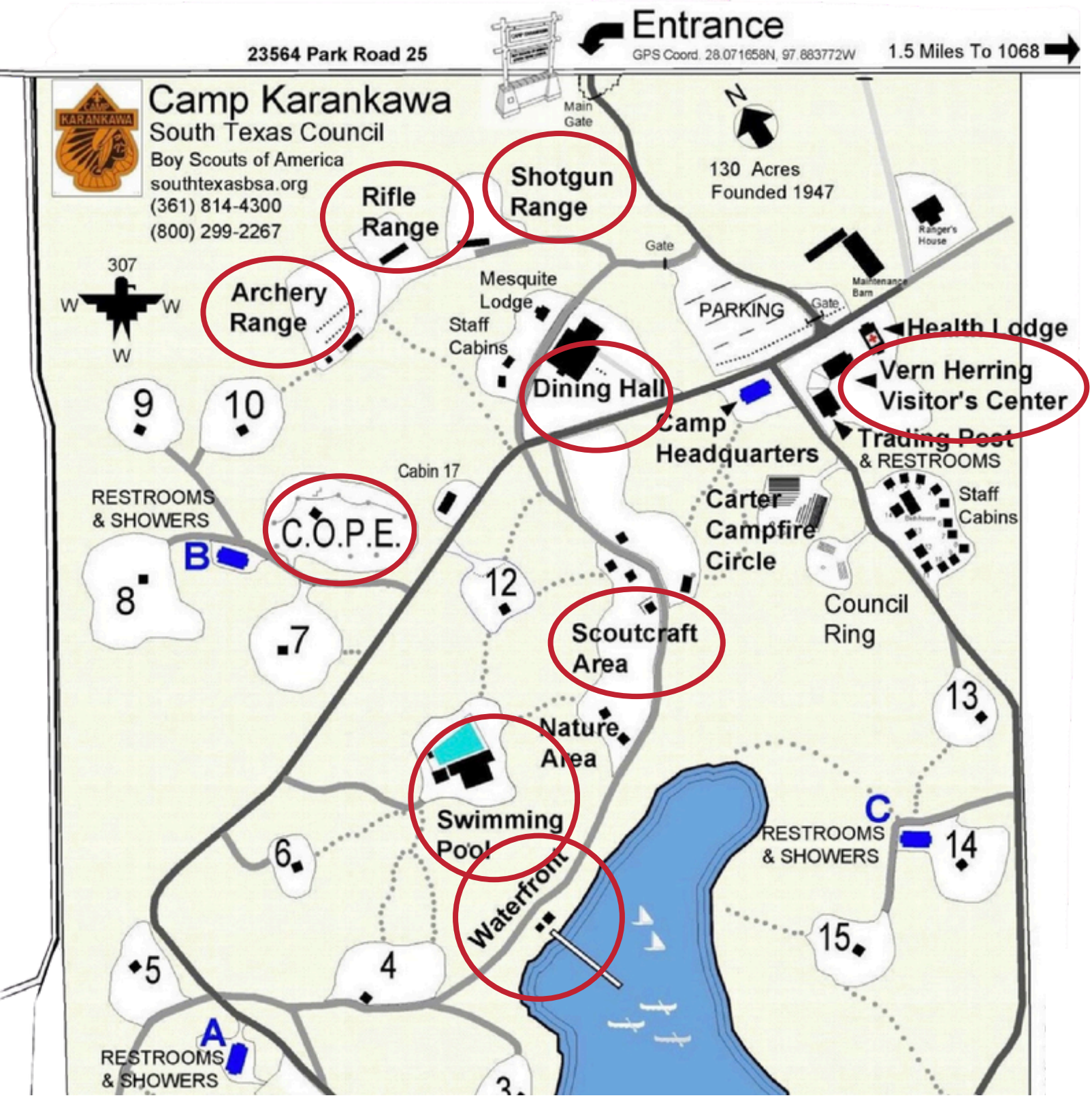
Scouting America

South Texas Council

TOUGHEST SCOUT CHALLENGE 2026



TOUGHEST SCOUT CHALLENGE EVENTS

Park at the front entrance parking lot. Check-in at the Riviera Telephone Company Dining Hall.

7:30 - 8:30 AM Arrival/and Check-in(coffee, water, and light snacks) (Team Flag Designing)
8:45 AM Welcome & Kickoff
9:00 AM - 11:45 AM Challenge Begins
12:00 PM Lunch - Riviera Telephone Company Dining Hall
12:45 PM - 2:00 PM Challenge Continues (complete flag designing, event mulligan's)
2:15 PM Canoe Relay Race - All teams at the waterfront.
3:15 PM Awards Ceremony & Ice Cream Bar - RTC Dining Hall
3:45 PM Departure

EVENT	EVENTS, SCORING, & LOCATION (ALL EVENTS ARE OPEN ALL DAY)	LOCATION
SHOTGUN CLAY TARGET SHOOTING	Each member has the opportunity to shoot. 1 practice shot will be given.	**SHOTGUN RANGE**
RIFLE .22 TARGET SHOOTING	Each member has 5 rounds. All points added for team score.	**RIFLE RANGE**
TOMAHAWK THROW	Each member throws 4 times at a designated target. Receive 1 point for hawk sticking to the backboard, 3 points for hawk sticking on the target. All points added for team score. Proper throwing will be demonstrated, and practice throws will be given.	**ACROSS FROM THE DINING HALL**
CANOE RELAY RACE (CLOSING EVENT)	Teams of two members paddle to designated points around the cove. Members pass the paddles to the next team and paddle to the next designated point. Fastest time wins. Safety awareness and paddling skills will be demonstrated.	**WATERFRONT, 2:15PM**
PADDLE BOARD RELAY	All team members paddle back and forth across the swimming pool once. Fastest time wins.	**SWIMMING POOL**
FIRE BUILDING	The team will start a fire with supplied materials and burn a string that is elevated above the fire pit. Timed event. Fastest team wins.	**SCOUTCRAFT AREA FIRE PITS**
ARCHERY	Each member has 5 arrows. All points added for team score.	**ARCHERY RANGE**
ROPES COURSE CHALLENGE	Team members work together to navigate through a series of obstacles. Timed event.	**C.O.P.E. COURSE**
MUSEUM SCAVENGER HUNT	Team members work together to find as many items around the Heritage Center as they can.	**VERN HERRING VISITOR'S CENTER**
FIRST AID STRETCHER RACE	The Team will rescue an injured person using the improvised stretcher carry with the provided poles and blanket.	**SCOUTCRAFT AREA**
GOLF CHALLENGE	The Team will pick from an assortment of materials to build and use their own golf clubs. Teams will be judged on putting scores.	**SCOUTCRAFT AREA**
LOG HOIST	Throw a rope over a 6-8 foot high crossbar then tie a timber hitch to a log. Hoist the log free of the ground and hitch the rope to a peg at the starting point using a clove hitch. A sheep shank knot is used to shorten the rope as needed. The log must remain clear of the ground. Fastest time wins.	**SCOUTCRAFT AREA**
BRANDING	No points will be scored here, but the Team can stop by and get their favorite items branded!	**SCOUTCRAFT AREA**
PHOTO SCAVENGER HUNT	The Team takes a photo at each designed location/object around camp. A list of photo locations will be handed out at check in. Each correct photo location scores 1 point.	
TEAM FLAG CONTEST (material provided)	Team works together to design their Team Flag.	**JUDGING AT CLOSING CEREMONY**

Toughest Scout Challenge Event Coordinator – Marty Sepulveda, 361-816-3825 cell | Camp Karankawa Resident Ranger – Frank Funke, 361-816-3891 cell
Address: Camp Karankawa, 23564 Park Road 25, Mathis, TX 78368





