

The Scavenger List

Each team must bring back the following items:

1. an authority symbol
2. something spiritual
3. something representative of the neighborhood of this community
4. a symbol of the group
5. a tension reliever
6. a tension evoker
7. something intimate and feminine
8. something intimate and masculine
9. something completely useless
10. something stolen

Scoring

Each item will receive a score, with three points awarded to the best, two to the second, one to the third, and zero to the fourth.