Tootsie Roll Game – Choosing What to Pack

Planning a pack trip is a gamble. Within the limitations of space and weight, how do you take all you need, but not too much?
If horses can thrive on the grass that is available, you can carry more amenities for yourself. After all, steaks and eggs make a far more enjoyable trip that freeze-dried donuts. If you want to eat so-called freeze-dried food, just call yourself a hiker and be done with fun.
Keeping your horses healthy is the top priority, but horse feed is heavy and bulky.
The gamble comes with grass.
But if a storm hits or the grass is gone, your horses will suffer.
The Tootsie Roll Game teaches novice packers to prioritize and illustrates the risks they take when they load their paniers.
The game assumes two people will take five horses on a 10-day hunting trip into the mountains in the fall.
Each pack horse can carry 160 pounds.
Each saddle horse can carry 250 pounds.
Each horse needs to eat:
25 pounds of forage
OR
15 pounds of hay cubes plus lots of water
OR
15 pounds of grass and 5 pounds of oats each day.

Supplies weigh various amounts (these weights are rounded so they correlate to Tootsie Rolls):

Saddle and Blanket	40 pounds
Sleeping bag and sleeping pad	10 pounds
Tent	10 pounds
Clothes & toiletries	20 pounds
Extra boots	10 pounds
Cook Stove & Utensils	10 pounds
Rifle and ammo	10 pounds
2 days of freeze-dried “food” for 1 person	2 pounds
1 day of good food for 1 person	5 pounds
Forest roots	0 pounds
Grass to graze	0 pounds
Hay cubes for one day	15 pounds
Oats for one day	5 pounds

Each color of Tootsie Roll represents various amounts of horse supplies, human food and camp gear.
Green = 10 pounds of horse pellets
Blue = 10 pounds of oats
Pink = 2 pounds of dried human food

Purple = 5 pounds of yummy human food
Brown = 10 pounds of camp gear

The game begins with planning the trip.

Create teams of two to four people. Allow them time to figure out their supplies and collect the Tootsie Rolls that represent horse feed, human food and camp gear from the game leader. Each team should be sure to not overload a horse with too much weight. Have each team collect the various Tootsie Rolls from the game leader and place them in plastic baggies or another convenient container.

Either before the game or while teams are calculating their supplies, the team leader should scatter green Tootsie Rolls in grass or an open area where teams will find this horse feed throughout the game. Do not allow the teams access to this area until the dice are rolled. The green Tootsie Rolls represent grass in the mountains that horses can eat.

The gamble of the hunting trip is determined by rolls of the dice.

For each day of the trip, game leader rolls two dice to see what happens on the trip. The following events occur according to the roll of the dice.

2 Hailstorm punches holes in your tent, soaks your horse feed and your sleeping bag. Your horse feed is not safe to feed for the rest of the trip. Give your horse feed Tootsie Rolls back to the game leader. Your tent leaks for the rest of the trip.

3 Your mother calls your satellite phone. You forgot your bullets and good food. Give your good food Tootsie Rolls back to the game leader.

4 Sunny skies all summer have dried all the grass. No feed is available for your horses. If you have collected green Tootsie Rolls from the open area, you must return them to the game leader.

5 You spot a beautiful trophy-sized Bighorn sheep as you glass nearby mountains. You take off to get closer and get caught in unfamiliar territory after dark. You find lots of grass for your horse, but you can't light a fire to cook.

6 A major snowstorm keeps you in camp for three days and covers all of the grass with two feet of snow. If you have collected green Tootsie Rolls from the open area, you must return three of them to the game leader.

7 You find a beautiful campsite with lots of grass, water and scenery.

8 A huge ram steps in front of your about 50 years away. You take a dead rest and place your shot perfectly. He is a Boone & Crocket Top 10 score. You need to pack him out so the meat doesn't spoil.

9 You slip on a rock while trailing a Bighorn sheep, sprain your ankle and hobble back to your horse. You make it back to camp, but can't cook or feed pellets.

10 The closest campsite to the sheep offers no grass and little water.

11 You drop your rifle on the rocks and the scope falls off. You have enough ammunition to sight it in again, but then you will have only one bullet left. The wind starts to blow. What do you do?

12 Your horse loses both front shoes. He can still pack, but only 50 pounds. Give extra Tootsie Rolls to the game leader.

With each day of the trip, each team must give Tootsie Rolls to the game leader for horse and human food, as if they have been consumed.

At the end of the 10-day hunting trip, the teams get to keep (and eat) the Tootsie Rolls they have remaining.