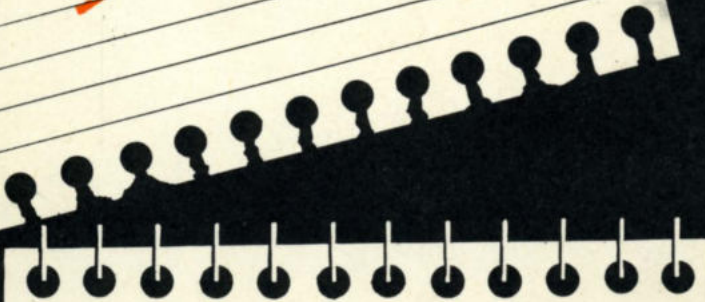



A
Scoutmaster's
Notebook



The Scouter's Books No. 20

Price 1/-



A SCOUTMASTER'S NOTEBOOK

1. PIONEERING. Indoors or outside. Stretch a rope across the hall, or between two trees, about fifteen feet high. Lift a "radioactive" box, without handles, out of a six foot radius circle, over rope and back into circle without touching the box — in fact if your Troop is good at this type of stunt, keep six feet away from the box all the time, and of course without going inside the circle.

2. MAPPING. Pin the same number of sections of a map to the wall as you have Patrols, the sections, if joined together, forming one large sketch map. P/L sits in his Patrol corner at a table with paper and pencil. Each member of his Patrol are allowed six looks at their section, each Scout in turn reporting details to his P/L. If each Patrol has correctly drawn their section, all the parts should join to form one map. To start with, use squared paper, as the idea is to have roads, railways and rivers running through two or more sections. Don't forget scale and direction of North.

3. GAME. Place one less objects in the centre of the hall than the number of Scouts. Have Troop running round the edge of the hall until you blow the whistle, when each Scout tries to grab an object. One is out, and when replacing the objects you remove one more — like Musical Chairs — until you have one object and two Scouts.

4. WIDE GAME. Two bases, with each team having a dixie. The aim of each team is to deposit a candle at the other base and light same. No capturing allowed within twenty feet of either dixie. P/L decides how many should defend and how many attack. Lives are rolls of newspaper stuck through the belt. If a chap is captured he reports to a Scouter for a new life, and if when captured victim has a candle and matches, these must *not* be confiscated. This game I found to be more exciting using four teams, two having to get the candles into the dixies, then later the other two teams having to go out and light them. When the candle was placed in the

dixie, these chaps reponed to base, and two "candle lighters" start out. The "candle depositors" join in again as the "candle lighters" bodyguard. A Senior up a tree with a stirrup pump adds to the enjoyment — up a tree so his water supply is limited.

5. GAME. Two teams, each with a goalkeeper who stands on a strong chair at the opposite end of the hall to his team. Start with players in roughly similar positions as football. Umpire starts game by throwing football between the teams. Only hands and heads to be used. The aim is for player to throw the ball to his goalkeeper, who must catch it, to score. Goalkeeper then exchanges places with the player who threw ball to him, and Umpire starts game once more. Teams soon find it is wise to have a few of their side around the opposing goalkeeper to prevent the ball from reaching him. No chap to keep the ball more than two seconds; no fighting or tackling.

6. KIM'S GAME (with a difference). P/L confined to H.Q. with pencil and paper. Rest of Patrol with Second in charge have to find the answers to some questions, commit them to memory (no pencil or paper), and return to P/L who records the answers.

1. Batting figures of English team in first innings of final test with Australia.
2. Stopping places of the Manchester to Sheffield 6.5 p.m. train.
3. Times of the big picture at the Regal, and list of Star players.
4. Details of the quickest route to Paris, with times and changes.

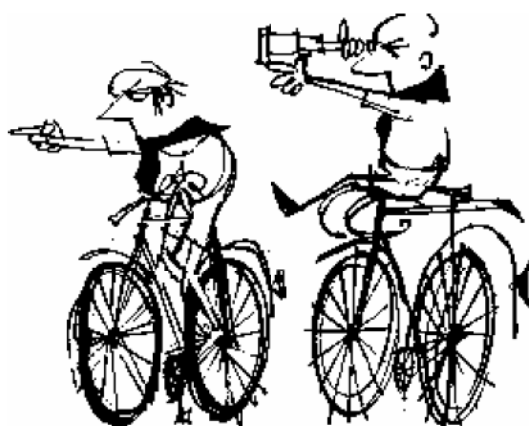
7. WIDE GAME. Besides being great fun, it teaches skill as well! A quarter of the Troop get into pairs, and armed with a sausage and some matches go around in a strictly defined area of woods, and cook same, undetected. Return to Scouter with result in order to score. The rest of the Troop are to stop the sausage from being cooked. It is essential to choose an area with a path or track around the boundary for the Scouter to move along, otherwise the "hunters" may tend to shadow the Scouter instead of gaming stalking experience.

8. PIONEERING. Using a table indoors, or a steep bank outside, have a Patrol competition to construct a swinging derick, so a bucket of water can be raised from the hold of a boat, swivelled 90 degrees, and lowered on to the jetty. (Rather like a crane unloading a fishing boat).

9. TRACKING. P/L goes for a quarter of a mile stroll, and during the journey carries out six actions out of the ordinary, such as tying up his shoelace, or picking four holly leaves and then burying them. His Patrol follows him, and without being observed by the P/L, are to spot the six actions. At finish give one point for each correct action, and minus one point for each chap spotted by the P/L. As an alternative P/L or Scouter goes for a two-mile walk in the dark through fields, woods and rivers, every now and again shines a torch on the ground while counting ten in a loud voice, and then shine the torch to where he hopes the Scouts are concealing themselves, each chap to lose one point if spotted. Just "follow the leader" but very exciting.

Using the same theme with Seniors, two Scouters go in front on cycles, at a fairly slow pace, and at intervals stop to examine the map, blow up a bridge (by tying a piece of string to it), crossing a field or river, and so on. The Seniors, also on cycles, trail the Scouters, observing their actions undetected. It is wise beforehand to arrange a code of whistles in case of a puncture. Restaurants are strictly neutral, but, of course, Scouters and Seniors must not notice each other. The Leaders could leave just as Fatty is served with a large ice cream. We did this over Easter, and it was a grand week-end.

10. WIDE GAME. This takes rather a lot of preparing, but is one of the best, and ideal for an afternoon. From one mile radius of your H.Q. or Camp site, take a dozen or so photographs of slightly unusual objects, such as a telegraph pole with its number, a house name, road sign, shop window, and so on. Duplicate a set for each Patrol, it is not too expensive if you use 35 mm strips.



Patrols are to go out armed with maps, and write on the back of each photo its precise 6-figure map reference.

If your chaps have cycles, take the photos about a mile apart, making an 8 to 12 mile journey. On the back of each photo write two map references, each one being about one mile or less either side of the spot where the photo was taken. Let each Patrol sort them out and plan their route; and, as before, the map reference where each photo was taken is to be written on the back of each.

11. STUNT. Using one tree per Patrol, supply a jam jar, candle, box of matches and a length of string to each. Aim is for each Patrol to light the candle, put it in the jam-jar, lift twenty feet off the ground, and then extinguish it *from the ground*. If P/L's find it too difficult, they could use two more objects of their own choosing.

12. OBSERVATION. Give Patrol paper and pencil. Scouter describes a stroll he took recently, leaving H.Q. going second left, 200 yards bearing 300 degrees, turning first right, going straight on for a quarter of a mile due east, etc., etc. The Scout who gets the finishing position correct can be excused sweeping the hall for a fortnight. When expert, try without the paper and pencil.

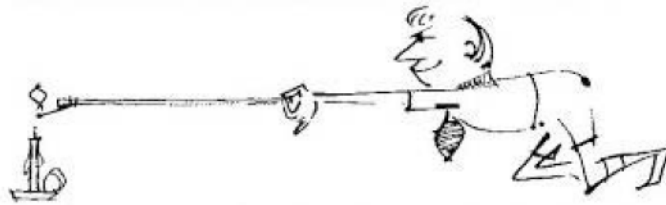
13. COOKING. Give each Scout a piece of bread and two matches, and tell them not to return until they can produce a slice of toast.

14. PLANE TABLE SURVEY. Please don't give a hollow laugh and skip this one. It's easy and good fun provided you only deal with one Patrol at a time. Equipment: box, board, paper, pencil, ruler and a few pins. Look at the area and decide on the scale. Mark the ends of your base line, each end of which must give you a view of all the objects to be surveyed, if possible. Call them "A" and "B". Mark point "A" on the paper with a pin. Measure the distance from A to B accurately. Plunge a stave in the ground at point B. Set up table at A and take a sight with the second pin at the stave B. Draw a line from A through B and mark off base line to scale, thus fixing point B. Without moving drawing board, take sights on the other objects, moving second pin each time, after marking paper, to give you an accurate reading. Note down objects and draw lines from A to each pin-prick. Move scale to B, check position of A sight by marking A with a slave. Then sight on each of the objects again. Join up the corners, etc., of all the objects and rub out the lines – or better and neater, prick your holes through the paper on to another piece of paper underneath – and draw in the objects, if you cannot see enough of the building from one base line, to obtain a second base line place two staves at the ends of the new line, C and D. Take sights of C and D from both A and B. Before taking new sights take base sights from C to A and B, and then from D to A and B. You can easily spoil your results if you don't. To work out scale: say the base you measure is 165 yards, and you feel a scale of 32 inches to one mile is needed, then the length of base on your paper is

$$\frac{165 \times 32}{1760} = \frac{165}{55} \text{ equals 3 inches.}$$

15. **KIM'S GAME.** Each Patrol lays out a 20 article Kim, and builds a barricade so objects can only be seen from above. Each Patrol inspects each collection and then sits by their own pile. Now each Patrol in turn demands one object from any other Patrol. If a non-existent article is demanded, or wrong Patrol challenged, challenger loses that turn. Patrol with the most objects after 15 minutes is the winner.

WIDE GAME. Candle (or firework) in jar, guarded by a Scouter in the centre of a thick wood. Twenty yards around candle is out of bounds to defenders. Half Troop with matches try to creep up and light the candle, while other half defend it. Each attacker has a rolled up sheet of newspaper in his belt as his "life". New lives obtainable at a prearranged base. If caught the matches are not to be taken from the victim. Half-time teams swap round.



17. **ROUGH GAME.** On a chalk line across centre of hall lay a long rope. Two teams. In one minute see which team has the most rope their side of the chalk line.

18. **PIONEERING.** Give each Patrol 6 to 8 staves and a pile of lashings. Challenge Patrols to a race to construct any erection of their design, but with correct lashings, which will safely support one chap six feet off the floor.

19. **OBSERVATION.** Each Patrol goes out to draw a picture, using six different colours; each colour to be made from natural materials, such as wet brick dust, berries, a tight wad of moss, rose petals, and so on.

20. **FIRELIGHTING and COOKING.** Give each pair of Scouts half an egg shell, sand, stiff wire, two matches, twigs and a sheet of newspaper. Spread the paper on the floor and challenge them to boil water in the egg shell with out burning the paper.

21. **PIONEERING.** Lighthouse keeper, stormy night, lamp fuel run out, ship about to founder on the jagged rocks. Fresh supply of fuel to come from cliff by aerial runway – cliff top to lighthouse about twenty feet. Each Patrol to construct runway, throwing line to Lighthouse Keeper. Using a bucket. Coastguards are to transport to P/L (Lighthouse Keeper) dry wood, matches, etc. and first fire to be properly alight wins.



22. RELAY. Make a design with matchsticks on a tray at the end of the hall. First chap runs up, inspects design, runs to other end of hall, and with a fresh supply of matches constructs a similar design. While this is progressing you carefully place original design in the Scouters room. Number 2 now inspects Number 1's design, and runs to other end of hall where a fresh supply of matches is ready for him. Scouter mixes the Number 1's matches ready for use by Number 3. When Patrol have done their best! you produce the original design, and with twitching lips invite the Patrol to compare results.

23. FIRST AID. Patrol corners. One Scout from each Patrol reports to Scouter, who whispers the name of a bone, pressure point, or complaint to each. By drawing or miming in front of their Patrol, but not speaking, he keeps on until someone works out the correct bone, etc. The Scout who is successful now goes to Scouter, whispers the answer or cure, and is told a new bone, pressure point or complaint. Good inter-Patrol race.

24. As 23 above, but use Mapping, Highway Code or local roads as your subject.

25. COMPASS. Relay formation. At the end of the hall opposite each Patrol draw a small chalk circle, just large enough for a Scout to stand inside. By the side of each circle place a compass, pencil and paper, and the same number of cards as you have Scouts. On each card write some feature of the hall, such as the Flag, centre doorknob of Scouter's room, and so on. As each player runs up, he picks a card, takes a bearing from where he is standing in the chalk circle to the object described on the card; writes down the result, and runs back to his team to touch off the next player. Give ten points for readings within ten degrees, and five points for readings with an error of between 10 and 20 degrees.

26. STALKING. Two groups are sent some distance apart, and proceed to work towards each other; the side which first spots one of the other team being the winner. This is a very popular stunt.

27. GAME. Patrols in line. The Scout one end has a milk bottle full of water, the Scout the other end has an empty milk bottle, and the rest are armed with mugs. The water is carefully(!) poured down the line until the empty bottle is full. The fastest Patrol with the most water in the bottle wins.

28. TREASURE TRIALS. Always most exciting and rewarding, but they require careful preparation. Here are a few examples:

Clue 1. Subtract the House at 23 Ashley Road from GRIL NGEC ONOM WBEO 8105D2. Answer RING COOMBE 8152.

Clue 2. Hand each P/L a sealed envelope containing a photo of a small portion of the one inch map and a torn portion of a letter. Beforehand write inside the envelope "Take the two telephone numbers and add horizontally". The number of the address was 193, and that of the letter was 609. Thus 193609 was the Grid Reference required on the torn portion of the map.

Clue 3. At Grid Reference 193609 a man was found mending a puncture. He produced an envelope containing a small piece of red wool and the words TSOP PMAL EHT TA GNITRATS LIART EHT WOLLOF. Reading backwards this is deciphered as "Follow the trail starting at the lamp post".

Clue 4. After following the red wool trail through the swamp, the next clue found in a jam-jar held a newspaper cutting which, when held to the light, showed a number of pin-holes. These had blotted out the vital letters "42 Hookfield".

Clue 5.

In case by now you've missed the clue,
Map Reference one six eight four seven two
Is where you are (with no mishap?)
So check it up now on the map.
Make your way straight to the church
Leaving on your right the birch.
Beneath the spire you must now go
And to the Stores, E.R. below. Etc., etc.

29. WIDE GAME. Two Patrols have sealed instructions to go to the village store and buy the Scouter four boxes of matches and a newspaper, unobserved, and to return to base. They are told a definite route they have to follow, and could be asked to collect certain objects en route, to ensure they do not deviate. The rest of the Troop is given a map and told of four Grid References, through each of which the first two Patrols will pass within 200 yards. The Troop, leaving base five minutes after the two Patrols, are to impede their progress, and try to capture the matches and newspaper. Each Scout to have two lives – luggage labels tied on each arm in a prominent position, one of which must be handed over if touched. There are many variations of this game, which I am sure you can get much fun working out.



30. WIDE GAME. Supply a set of photos of sign posts, unusual gates, bridges, etc., within four miles of camp or H.Q., with the Grid Reference of each position written on the back – or write two Grid References on the back, of each, each one being about 100 yards either side of the object photographed. Challenge Patrols to draw a sketch map of the whole area and mark with a cross the exact position of each object photographed.

31. STUNT. Give each Patrol a box containing approximately 30 electrical parts, including wire and a screw driver. Challenge Patrols to connect up a unit consisting of two lights and two switches, wired so both lights can be turned on or off together, or turned on or off independently.

32. MAPPING. Pin a sketch map on to the wall, divided into six squares, each square having about six conventional signs joined together with roads, railways, rivers, etc. P/L to sit in his Patrol corner drawing a copy of this map from information fed to him by members of his Patrol, each of whom are allowed three looks. This can easily be used as a Kim's game, and can be made more exciting by the Scouter first explaining that he has managed to copy the secret plans of the new Submarine, or possibly the Battle Order of the Spanish Armada (using sketch instead of map). Information is fed to P/L's in the same manner.

33. INTER-PATROL COMPETITION. On a large piece of stiff paper draw a grid, writing the names of all your Scouts, those with Tenderfoot first, then those with Second Class and then First Class, along the top. Now down the side write a list of requirements, such as: Rolling Hitch, Leaf Print, Narrow Arm Sling, Whipping, Fireman's Carry, Timber Hitch in use, Parbuckle, Plaster Cast of a leaf and its twig, an improvised tent peg, estimated width of a river (two chalk lines), eye splice, back splice, woggle, square and diagonal lashing, six twigs from trees that burn quickly, six map symbols seen by motorists to be drawn on paper, six map symbols seen along the coast (and not inland), crown knot, two types of sheer lashing, piece of bark from a silver birch, two red and two brown berries, estimated weight and height of five pennies, four spots of wood ash, etc., etc. List the requirements so Tenderfoot Scouts are asked for suitable items, progressing up to your higher qualified chaps. Or you can give the requirements to each Patrol and let the P/L sort them out. The Scouter standing by the grid places a tick against each name as each item is produced.

34. STUNT. To write your name on a knife blade so it will not come off, clean blade with cork, coat with soap and write name with a lead pencil. Insert blade in a strong solution of hot water and copper sulphate for five minutes. Wipe blade.

35. FIRELIGHTING. With four forked sticks and some twigs, build a platform 12 ins. by 12 ins. by 12 ins. Another foot above the platform stretch a piece of string. The aim is to burn the string without burning the platform.

36. FIRELIGHTING. Build a fire on a wood raft floating in a bowl nearly full of water, not allowing raft to touch the sides of the bowl. Light the fire, and using a barrel hitch, transport bowl over the branch of a tree without touching the bowl. Make a cup of tea the other side without using more matches.

37. CHARCOAL BURNING. Inter-Patrol Stunt. Two pounds of charcoal is enough for five Patrols. It Costs about 10d. a pound and can be purchased from a Nurseryman or Seedsman. Buy it in lumps about the size of coke. Upturn a bucket, and on the base place a META solid fuel tablet. Cover with charcoal and light. Blow with a cycle pump until red hot. An excellent start is to make Toffee. ½ lb. Demerara sugar, ½ oz. butter, ½ teaspoon of vinegar, ½ tablespoon of water, 1 tablespoon of treacle. Put all into a billy which has been lightly greased, and boil for fifteen minutes, or until it hardens when a drop falls into cold water. This sets very quickly. To encourage Backwoodmen, and to save cleaning the billies, hand each Patrol a sheet 12 ins. by 12 ins. stiff "cooking" tin foil, and by using two thicknesses and bending into the required "cup" shape, cook in these.

38. TELEGRAMS. You will remember this party game where you have cards hidden all over the house, and pairs of words lead to other words on other cards; the first person to find all the words of the telegram being the winner. Make up a set of cards with a "telegram" running through the set for each Patrol, but using map and highway code conventional signs for each half, each one leading to its descriptive meaning, i.e., to start with a Patrol may be handed the conventional sign of a windmill. They hunt through the hidden cards until they find the word "Windmill". Next to this word they will find a picture of a boy and a girl holding hands. They now hunt for a card with the word "School" in the left hand column. Next to it they find a square with a cross on top, and off they go to find a Church with a tower, and so on. I used an old Highway Code book and one on mapping, and stuck the signs on to sheets of cardboard.

39. STUNT. Stretch a length of sisal about one foot above a pond, with two pieces of red wool tied to the centre, about two feet apart. Each Patrol at edge of the pond is to construct a small raft on which is built a fire. By pushing and pulling a string tied to the raft, Patrol try to burn the sisal between the two pieces of red wool. This is very exciting having four Patrols

racing, especially, when the string attached to the raft gets tangled up with that of another Patrol.

40. PIONEERING. Peg out a 12 foot river, or use two chalk lines. Give each Patrol three sticks of dynamite, using 18 inch long sticks. These can be tied together at one end and placed rather like a tripod on the far side of the river. Each Patrol, using staves and lashings, are to make a "fishing line" and get their sticks of dynamite to their side of the river. It is important to remember that if the dynamite is dropped or banged against anything the whole Patrol will be blasted to smithereens.

41. GAME. Excellent Cricket practice. Two teams face each other. A tennis ball is thrown underhand from one team to the other, is allowed to bounce once, and then *must* be caught. Team loose a point if not caught, and the other team loses a point if the Umpire considers their throw unfair. If the ball bounces so high it hits ceiling, or a wall without it being possible for one to catch it, the team who threw it loses a point.

42. RELAY. Each team divide up into pairs, one being the horse and one the rider. In front of each team spread on the floor three items of the Rider's clothing. First pair start, and with Horse always moving Rider must put on his clothes (including his shirt). When he is correctly dressed they return to their team and start off the next pair. Can be varied into a more energetic game if the Horse tries to unseat other Riders, and at the same time tries to protect his Rider.

43. CAMP GEAR. When judging our District Camping Competition I was very impressed with one Troop whose camp gear, including every peg, tent, billy, etc., were all marked with their various Patrol colours. Each Patrol were responsible for their own gear, and at their H.Q. each Patrol's cooking gear, axes, etc., were kept in a special Patrol box. I have now introduced this scheme with my Troop, and find the Scouts look after their things much better than when the gear was all packed away, and our Q.M. had to rely on volunteers each time it needed overhauling.

44. KNOTTING. Patrol Corners. Each Scout in each Patrol is challenged to a race to tie a knot. The winner steps out of the competition and helps those who are in difficulty, and Patrols repeat the contest with the same knot. Again the winner of each Patrol steps out and the contest is repeated until there is only one Scout. This loser of each Patrol now continues the contest with the other Patrol losers. The merit of the contest is that the Scout most in need of practice gets most of it, and also they try harder rather than be shown up in front of the Troop. This idea can, of course, be used for other activities, i.e. bandaging, leaf recognition, and so on.

45. FIRST AID. Relay formation. Victim lying on the floor at far end of hall, one for each team. On signal first Fireman from each Patrol crawls up to his Victim (who is in a smoke-filled room) with a scarf around his mouth to prevent the smoke from entering. He ties his Victim's wrists together, pushes his head in between his arms and crawls back to starting line with fireman's drag. He touches off next Fireman who repeats the performance. The Victims are members of the same Patrol, who take it in turns organising themselves so there is no delay with the Relay race. Each player could be told to crawl to victim as if entering a smoke-filled building.

46. FIRST AID. One member of each Patrol is a Patient, the rest being First Aiders. Relay formation. On signal, No. 1 runs up to Patient and ties a head bandage and runs back to team. No. 2 runs out and ties a chest bandage. No. 3 a thigh bandage. No. 4 deals with the ankle. No. 5 an arm bandage, and then Nos 6 and 7 transport patient by the two-hand carry method to starting point. This is *not* a race.

47. FIRELIGHTING. Give each Patrol a small bundle of very fine wire wool, a flint and steel (a knife), also 12 ins. of sisal and a billy, water, tea, milk and sugar. Make sure there are no

matches about. Challenge Patrols to produce a cup of tea. The wire wool must be pulled and loosened into a large bundle, the sisal teased and mixed within the wire wool. The thin shavings of dry wood are then also placed in and around the bundle. When a spark from the flint and steel enters the wire wool it will flare up in a spectacular manner.

48. NATURE. Each Patrol to collect and label three different examples of each of the following: fungus, coniferous tree, parasitic growth, shrub, weed, herb, edible fruit, poisonous fruit, moss, water plant, ground creeper, fern, leaf or twig from a tree which disperses its seeds by explosive mechanism, leaf of twig from a tree which disperses its seeds by parachute method, and one which relies on animals or birds to disperse its seeds.

49. GAME. Two equal teams line up each side of the hall, each team numbered, the tallest being on the left, and the shortest on the right. In this way each pair will be roughly equal in height and strength. In the centre of the floor place a thick length of rope, with a thin piece placed at each end. When a number is called, the two Scouts run out, take hold of one end of the thick rope, and tie the thin rope to it, using a Sheet Bend. Immediately one has tied his two ends together correctly he shouts out "Help" – the rest of his team then run out, form up behind him as in tug-of-war and start pulling on their thin rope. In the ensuing tug-of-war the team which first pulls the other over a certain chalk mark are the winners.

Warning: Watch carefully that those tying the knot do not get their fingers or hand caught in the knot during the tug-of-war. Have an agreed signal to stop pulling.

50. KNOTTING KIM'S GAME. Attach a rope across the hall with various knots hanging from it. Patrols blindfolded feel along the knots, and then go into a Patrol Room to take off their blindfolds and write down the names of the knots in their correct order.

51. KIM'S GAME. The original was played with multi-coloured stones. Try with twenty-four of your neckties.

52. WIDE GAME. Two teams 200 yards apart, each with a fire. Twenty yards from each fire there is stretched a length of string eighteen inches off the ground. Using their own fire the aim is for players to light a torch manufactured from anything they can find, and to burn through their opponents' string. If a torch goes out, as is highly likely, Scout must return to his fire and relight it. Any defending, attacking, or putting out of opponents torches can only be carried out by a Scout with a *lighted* torch. As his aim is to burn the opponents string before his torch goes out, and as there are no "lives", this is quite a peaceful game. Anyone who has not a lighted torch should be busy getting one lit, as he cannot do anything constructive until it is lit.

53. GAME. Two equal teams, divided into pairs, along the two sides of the hall. Give each pair a number, using similar numbers for each team. To obtain fair play, it is wise to have tallest on the left and shortest on the right with each team. Place a chair at each end of the hall, each to be one team's goal. Place a six foot long rope on the floor in centre of hall. When a number is called, the two pairs become Horse and Rider – the aim of each Rider is to get the rope over his team's chair while the Horse tries to knock over the other horse. Neither Horse may touch the rope. If a Rider falls off his Horse he must let go of the rope until he has remounted. Rather rough but very exciting – and popular.

54. KIM'S GAME. Two Patrols examine a magazine cover or a small portion of a large scale map for two minutes. Scorer then takes charge of the picture or map. Each Patrol in turn asks the other a sensible question about the picture, and if the question is answered correctly a point is scored. If the question is answered incorrectly the Patrol who asked the question scores the point. While this is a good stunt you require a Scouter as judge and scorer, whose decision is final to avoid the odd silly or impossible question.

55. GAME. Patrol stand in a line facing their P/L, who stands about ten feet in front. P/L throws a tennis ball to No. 1 who throws it back again. P/L throws it to No. 2 who throws it back again, and so on down the line. After No. 1 has thrown the ball back to his P/L he walks out and stands beside P/L. When P/L throws the ball to the last chap of the Patrol No. 1 takes P/L's place and receives the ball back from the last chap, and then throws it to the new No. 1. The P/L walks back to the line, taking his place as the new last player. When every one in the Patrol has taken his turn out front the game is over. First Patrol to finish without the ball being dropped wins. It is up to you to decide if ball is dropped, whether thrower picks it up, or whether Patrol must start afresh.

56. MAPPING. Each Patrol chooses a position in open ground, and marks the spot with a metal tent peg. Have a long piece of sisal attached to the peg to help with the measuring. From the peg take compass bearings on two divergent objects, and measure the distance from the peg to each object., i.e., plane tree 250 degrees, 48 yards; flag mast 9 degrees, 120 yards. Write details on a card, and, when finished, convert the readings into back bearings, and exchange card with another Patrol; now starting from their two objects, try to find the original position of their tent peg, which of course was removed before cards were exchanged. The other Patrol in the meantime, working from the Plane tree and Flag Mast, endeavour to work out the original position of your tent peg.

57. MAPPING. Continuing with the mapping stunt of No. 56, instruct each Patrol, starting from the fixed metal tent peg, to move three distances, each one on a new bearing, i.e., 12 yards N.N.E., 8 metres N.W., 3 furlongs S.S.W. Patrol to write down the exact distance and compass bearings from starting to finishing points. After removing the tent peg, give the instructions to the other Patrol, who are to convert the compass bearings into back bearings, and, starting at the finishing spot, try to locate the original fixed starting position.

58. KIM'S HIKE. Ask each Patrol to prepare a very detailed and exact set of hike instructions, placing such things on the route as a painted pebble, a clothes peg on a wire fence, four buttercups on a branch of holly, and so on. Each Patrol to go in a different direction, and each to go about one mile in length. When they have all returned, give each prepared set of instructions to another Patrol, and ask them to memorise anything unusual noted during their hike. On their return they write out a list of each unusual item, numbering each, and writing the corresponding number on their hike instructions to show the position of each. Original P/L then checks the results.

59. STALKING WIDE GAME. P/L with an electric torch conceals himself up a tree. His two pals conceal themselves nearby in a strategic position. The rest of the Troop, starting 50 to 100 yards away, depending on the moon and thickness of the undergrowth, try to creep undetected up to the P/L's tree to collect an object placed on the ground by the tree, and to return it to the Umpire. P/L sweeps beam of his torch 360 degrees every fifteen seconds exactly. If spotted, attacker has to return to starting base, where he is safe, but he will be pursued by one of the P/L's sentries who tries to capture the rolled up newspaper "life" tucked in the Scout's belt. Scouter at base has a selection of new lives. Scouter should take care when choosing P/L's tree to choose one so Scouts have a fair chance of collecting their "object".



60. **CAMP COOKING.** An easy way to take a billy off the fire without the usual risks. Bury a milk bottle so that half an inch is left above ground. Half fill the bottle with sand or loose earth. Place end of a strong four foot long pole upright into the bottle, the sand or earth ensuring that it will not sway. Lash another pole at right angles to the top of the vertical pole. Hang your billy from a hook placed near the end of the horizontal pole, so the billy is in the flames of your fire. Gadget looks rather like a gallows. When you wish to examine the contents of the billy you simply swivel the poles, and the billy swings away from the fire.

61. **GAME.** The Troop to take part at the same time. In the centre of the hall a Scout is loosely bound with rope; he is the Captive, and must be rescued. Guarding him are a number of blindfolded Scouts who stand around, but not too near, the Captive. The rest of the Troop are Rescuers, who stand touching the walls of the hall. Dead silence. Scouter points to two or three Rescuers who, silently, try to creep through the Guards undetected, untie the prisoner, and get him back to the wall. If a Guard points to a Rescuer, he has to immediately sit down, and Scouter starts off another Rescuer. Guard should shout "Stop" when making his capture.

62. **KIM'S GAME.** One Scout from each Patrol looks at a tray of objects for one minute, then returns to his Patrol who are waiting with paper and pencil. The Scout must not mention the names of any of the articles, but must describe them, i.e., a penny could be "A British copper coin, twelve of which make a shilling". A variation of this is for the Scout to mime each name. These provide excellent training.

63. **ROUGH RIDERS.** Two teams, one each side of hall, numbered in pairs, big Scouts being Horses, and the smaller being Riders. Place a chair each end of the hall, hanging on each twelve scarves, all one colour one end, and another colour at the other. Blow whistle, riders mount, and **ONE AT A TIME** each team tries to remove the scarves from the chair at one end and place them on the other chair. Each team aiming at their particular chair. A scarf can be captured en route. Horses do not take any part in the grabbing. Once a rider touches the floor with any part of his body he is out of the game. Draw a six-foot chalk line around each chair, and instruct Defenders that they are not allowed nearer their chair than that line.



64. **TREASURE HUNT.** Each Patrol are to collect the following, and to be back at H.Q. by 8.45 p.m.: What is on Counter No. 2 at Parley Woolworths; produce a 1960 ½d. and a 1948 1d.; get the signature of a garage mechanic, and a member of H.M. Forces; make a twist and cook it over a fire; what is at the top of column 3, page 6, The Times, today's date?; times of the big picture at the Regal, and list of stars; one hot potato chip; get full particulars of the quickest route to Paris, with times and fares; how many steps are there in a 409 bus; how many rooms are there inside Purley Council Offices; get particulars of any train to Leicester, leaving Purley between 9 a.m. and 11 a.m. next Sunday – where do I have to change; find the results of all the First Division games played last Saturday; which team won the F.A. Cup in 1928; collect a leaf from a sycamore, lime and ash tree; produce a new stave for everyone in your Patrol, made of

ash; make a plaster cast of a bird's foot, writing name on back; give exact height to nearest inch of the flagmast outside H.Q.; obtain the signature of the S.M. of another Troop: boil a pint of water in a bag made from three thicknesses of tin foil, or boil a large cup of coffee using tin foil and wire instead of a billy; obtain the finger prints of your Scoutmaster (without him knowing?); details of the performance of a four inch worm, i.e., speed on surface in m.p.h. and speed of burrowing in centimetres per second; hundred different objects in a matchbox; and so on.

65. AT CAMP. Have your flag flying from a Skylon, i.e., so the pole does not touch the ground.

66. GAME. Skipper with a score board. Each Patrol has to produce an object beginning with A, then B. and so on to Z, missing out impossible letters like X. First Patrol to complete the challenge wins.

67. CYCLE SPORTS:

1. 100 yard track. Without touching ground with either foot, take off scarf and shin going and put them on again during the return trip.

2. For each Scout place ten tent pegs, each 10 yard? apart, lightly on the ground. Cyclist, armed with stave, knocks them down as he races along the track. Have a race between four Scouts. Cyclist can carry a passenger to do the knocking down.

3. Cycle along course carrying in one hand a bucket of water.

4. One Scout sitting in the saddle with hands in his pockets to do the pedalling, other chap sits on the cross-bar and steers.

5. As 4, but chap steering sits on the saddle. Pedaller is in front of him, holding on to the cross-bar with his hands.

6. Cyclists not allowed to touch the handlebars; in stead have a length of sisal attached to the handlebars, the rider using the sisal as reins to steer the cycle.

7. With a tennis ball and a mallet ride along course, propelling the ball with the mallet.

8. Place a plank see-saw on the course.

68. KNOT CRICKET. Two chairs are placed about eight yards apart, on one sits No. 1 batsman, and on the other No. 1 bowler. Bowler has a length of knotting rope. Bowling side also supplies a runner, who stands near the Bowler. The Bowler throws the rope to the batsman, at the same time shouting out the name of a knot. Runner immediately starts running between the two chairs until the Batsman has tied the knot and thrown it on to the floor. The runs are counted for the Bowling side. Should the Batsman throw the completed knot on to the floor while the runner is out of his crease, i.e. actually making his run, the Bowling side only gets half the runs scored, if the Batsman cannot tie the knot, or ties it incorrectly, Bowler's side score 10 runs – but if this be the case the Bowler is now called to tie the knot, and,, should he fail, no runs are scored. New Bowlers and Runners should come on for each change of Batsman.

69. HUMAN OBSTACLE RACE. Three Scouts are placed as human obstacles in line with team, at intervals of 10 yards: the first in the position of attention, the second in leap-frog



position and the third in straddle position. Players are to run around the first Scout, leap over the second, and crawl between the legs of the third, then run around an object, returning to team to start off the next player. Could include a somersault.

70. RELAY. Normal rules, but have a very wide river crossing the Hall made of chalk lines. Give each Patrol two chairs placed on the side of the river nearest the team. Patrol has to use the two chairs to cross the river as stepping stones, and of course, by using them again on the return journey, they are then ready for use by the next chap. Leave about six feet of dry land on the far side, so each Scout has to get off his chair to touch the far wall.

71. KNOTTING. All standing in a circle with each holding a short length of rope. Each Scout, when whistle blows, is to tie a Clove Hitch around the ankle of the chap on his left, and stop anyone from tying the knot around his own ankle. Check that everyone knows which is his left side.



72. COMPASS. Give each P/L the following instructions: "Stick a stave into the ground at a given point. Starting with their backs to the stave members of the patrol will pace outwards from it as follows: P/L 35 yds. N.N.E.; 2nd – 45 yds. due E.; No. 3 – 50 yds. S.E.; No. 4 N.N.W., sticking a stave into the ground at each point. – 30 yds. S.W.; No. 5 – 50 yds. W.N.W.; No. 6 – 40 yds. The Patrol will then pace out the circumference of the diagram formed by the six staves, and write down the following measurements – Number of yards between P/L and 2nd, No. 2 to 3, No. 3 to 4, 4 to 5, and 5 to 6. Add these five results up and check with the Scouter". Scouter beforehand having worked out the result.

73. GAME. Relay formation. At other end of hall each Patrol has a radio-active potato placed on the floor, which must not be handled. Numbers 1 and 2 run up armed with staves and pick it up between them, using the ends of their combined staves, take it to their patrol and back to the end of the hall again. Run back, hand staves to numbers 3 and 4, who repeat the performance. If a spud rolls off it must be swiped to whichever end of the hall they were running *from*, and picked up again.

74. PATROL ACTIVITIES.

1. Provide five very whippy willow wands, ball of sisal and an empty cocoa tin. Five yards away place a glass jam-jar containing a lighted candle. The object is to make a candle snuffer which can be operated by remote control.

2. Toy balloons are anchored, fully inflated, twelve feet away from Patrol. Provide the materials to make blowpipes, with which Patrol try and puncture the balloons.

75. MORE PATROL ACTIVITIES.

1. For each team provide a knife, a bundle of cut heather or a small faggot of brushwood, and a lashing. With the equipment provided and nothing else, lay down an anchorage which will resist your combined pulling power.

2. For each team provide a hank of very thin twine, two plain postcards and a few yards of gumstrip. Using materials provided, rig up a field telephone that will enable a whispered message to be transmitted a distance of not less than 25 yards.

