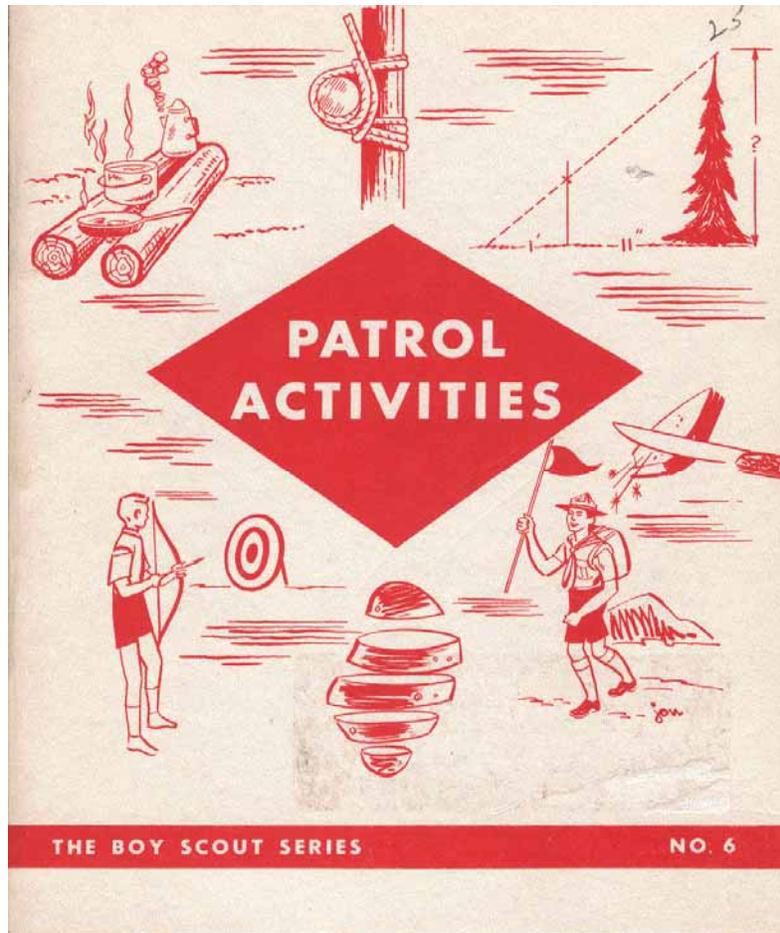

PATROL ACTIVITIES



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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

If you find them offensive, we ask you to please delete this file from your system.

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PATROL ACTIVITIES

TO THE PATROL LEADER!

Scouting is not only a series of Troop meetings. Your Patrol is the basic unit of Scouting. Your Patrol should plan and carry out its own activities.

You will need help to get started – that is the reason for this book. And, there is nothing wrong with asking your Scouter for help. But get your Patrol to come up with their own activities.

How do you get started? It's easy. Find something they all like to do – how about eating? Hold a barbeque in your backyard and try a few fancy dishes. As your Patrol sits around munching on a leg of chicken or a cob of corn, suggest some other activities which could be fun.

To have activities you must have planning. Hold Patrol meetings and we don't mean Patrol Corners at a Troop meeting. See if you can reserve the living room, basement or garage at the home of one of the members of your Patrol.

This first meeting will need planning. Work on this with your Second. Try to line up some food. Remember that you are meeting for a purpose but, all work and no play makes a Patrol meeting a dull chore. So, have a plan:

Opening – try out a ceremony.

Games – keep in mind your meeting place (you may want to come back).

Activity Planning – propose list of projects;

– let the Patrol decide.

Training – to fit the project.

Closing – remember school and homework.

Eats – who would forget?

Thanks – to hosts – don't forget!

Remember that the Patrol will want to participate in those activities that they choose and work on. Share the load.

The ideal is to have one major activity once a month. Try the suggestions in this book but don't stop there.

Don't forget to keep the Court of Honour posted. Tie in your activities with the Troop projects. Use the activities for progress in badge and grade work.

We could go on and on. But, we want you to go on –

– read the book – activate your Patrol;

– put the activities into practice – have fun.

Yes, Scouting is fun. You can make it so for your Patrol.

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PATROL ACTIVITIES



GRADE BADGE REQUIREMENTS

Grade badges such as Tenderfoot, Second Class and First Class should form the basis of many of the Patrol's activities.

It is not sufficient for a Patrol Leader to worry about his own progress. He should also be concerned about the rest of the Patrol.

Each Patrol should make a Patrol box to hold such items as books, bandages, flags, rope, whipping cord, first aid kit, compass and any other useful items.

Many activities will be done outdoors. Making a camp bed, following a trail, recognizing trees, safety rules for axe and wood, laying and lighting a fire are just a few tests that should be done outdoors.

Check with your Scouter. See what suitable arrangements can be made for passing tests when a Scout is ready.

1. Have Patrol Leaders check requirements. Hawk Patrol Leader to check Eagles, etc.
2. Scouters and parents could also be used.

Plan your Patrol meetings in such a way that progress can be achieved. Don't rely solely on indoor or outdoor meetings. Mix them up. Use a Saturday afternoon or an evening – vary the time and place of the meeting to fit the programme.

Practise first aid outdoors. It is quite simple to keep bandages sterile while indoors, but many accidents happen outdoors. Be prepared for both.

PATROL ACTIVITIES

Make every member of your Patrol a leader – each one helps another with his work. This is putting the brotherhood of Scouting to work.



CAMPING

The real test of a Patrol is its ability to look after itself and to enjoy the activities of Scouting.

This is a progressive thing that does not just happen. It starts with the Patrol participating in Troop hikes and graduating to Patrol hikes. In addition, the Patrol camps as a Patrol at a Troop camp. Then the Patrol goes camping, first with a Scouter or a parent along and then alone.

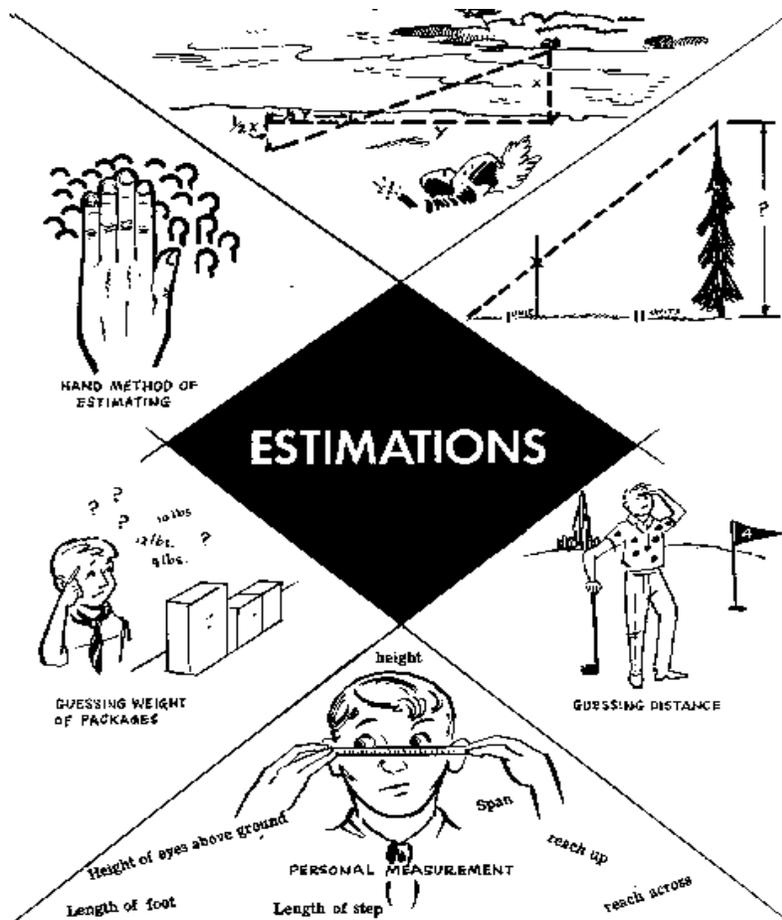
There are certain obligations that go along with Patrol camping. These are:

1. Advising the Scoutmaster of plans well in advance;
2. Getting consent of parents;
3. Having a timetable and sticking to it – especially on returning;
4. Reporting to the Scoutmaster on return.

Try some of these lightweight ideas:

PATROL ACTIVITIES

- Use a plastic tablecloth for a groundsheet – light in weight and low in cost. One layer gives protection from dampness. Fold it over and insert grass or fern between layers and you have comfort. Pair up with a buddy and you can use one for a groundsheet and one for a bivouac. Cut a slit in the centre of the tablecloth and bind the cut edges with tape and you have a poncho.
- Encourage members of the Patrol to buy or, better yet, make a lightweight pack frame. Practise using them on hikes and build up to the camping trip.
- Encourage Scouts to get lightweight ‘down’ or terylene sleeping bags.
- Experiment with dehydrated foods. Try making cooking pots out of aluminum foil.
- Get the Patrol members to chip in on any items that are used by the Patrol. Keep an inventory and put it in a box under the responsibility of the Patrol Quartermaster.



ESTIMATIONS

Why estimate – why not, just guess? Well, an estimation has been described as an educated guess. This means that accuracy has improved with practice. Suppose you wanted to fell a tree across a stream for a bridge. How high is the tree and how wide is the stream? Knowing these answers you could determine if the tree would do the job. Start with personal measurements. Have each member of your Patrol become familiar with the list in *Tenderfoot to Queen's Scout*.

PATROL ACTIVITIES

Let's look at that tree again. How many methods of checking can your Patrol do? Pencil method? Shadow method? Napoleon method? Lumberman's method? One-in-twelve method?

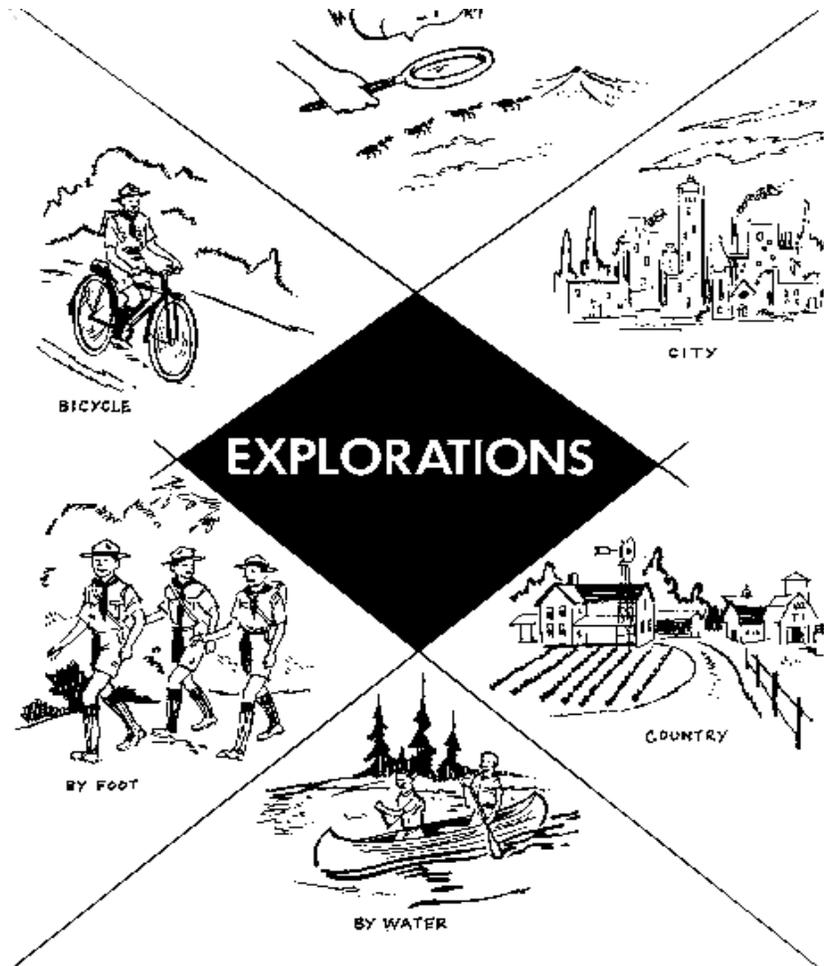
Don't restrict yourself to trees! Try towers, poles, cliffs, buildings and steeples. Set up a course with 5 or 6 objects. Have each Scout estimate height. Then, as a Patrol, check them by one of the methods mentioned above.

Use the same idea for rivers, fields, fairways, roads, rooms, etc. On a Patrol hike, try to estimate distances before covering them. This is good practice for keeping logs on First Class hikes.

Ever wonder how many people are in a crowd? Try covering an area with your hand fully outstretched. Estimate or count the number in this area. Multiply by the number of portions required to fill in the whole crowd. Practise with numbers of stones, beans, etc. Make a game of it.

Estimating weights can also be fun. Ever see the man at the fair? He is usually accurate to well within the 10% allowed in estimations. This, again, is done by practice. Get your parents or leaders to set up a group of similar-sized packages of various weights. Run a competition for the Patrol. Best estimator to get the contents of one – nuts or candies.

Remember – the difference between a “guesstimation” and an “estimation” is practice.



PATROL ACTIVITIES

EXPLORATIONS

“In days of old when knights were bold”. This old rhyme should set the key to Patrol activities. As the knights went out to seek adventure, so should your Patrol.

Exploring can be done wherever you live. City or country – there are areas near by that you haven’t seen. Sure you have probably driven past them but you haven’t really explored them.

Do a historical exploration of sections of the city. Hunt up old landmarks and maps and follow up the development of the city. The same can be done in the country, as well as exploring trails and woods.

Exploring is not necessarily getting from point ‘A’ to point ‘B’ by the quickest method. Imagine that your Patrol is an army patrol scouting the enemy. Get some friends to co-operate and try to scout a given area without being seen. You will see many things you haven’t seen before.

Ever see an ant trail? This is the superhighway for ants. What are the ants carrying? Where are they going? Look closely and find out.

Exploring is not restricted to walking. Cycling and canoeing – with proper precautions both – will let you explore many new areas.

Whatever method you use, remember that exploring is not just travelling. It is seeing, observing and recording.

Run a competition in the Patrol on a series of explorations. Ask the Scoutmaster to get someone to judge the logs kept by members of your Patrol.

For suggestions on logs – study the suggestions in *Tenderfoot to Queen’s Scout*.



PATROL ACTIVITIES

FIRE – WITHOUT MATCHES

What happens when your canoe tips and you haven't waterproofed your matches? Cold dinner – raw meat – ugh!

As a Patrol you can experiment with various methods of fire lighting. Try a cavemen hike – no pots, no matches – and cook your dinner.

Magnifying glass – Remember, this requires strong sunlight. Some watch crystals and bottoms of broken bottles will also work. Try it out – at camp.

Fire by friction – The bow can be made from any green branch, 1" in diameter. The lace can be a boot lace (leather). Those of you who have a Bushman's Thong have one on your uniform. The spindle should be of the same material as the fireboard and octagonal in shape. The fire-making end should be round and the part that fits into the thunderbird should be pointed.

The thunderbird should fit the palm comfortably (about 2" long, 1½" wide and 1½" thick). Hole should be kept well greased. The fireboard should be of the same wood as the spindle (dead wood from elm, cedar, willow, aspen, basswood). With spindle hollow gouged in, make a V-shaped cut from the edge of the board almost to the center of the hollow. See drawing.

Fire by flint-and-steel – Set consists of: 1) Punk, the substance to catch the spark; 2) Flint or quartz; 3) Scout knife or file; 4) Tinder, such as cedar bark.

Fire may be struck in several ways. Some prefer to get close to the ground, rest the punk on top of the tinder, and strike steel against flint over it at such a place that the sparks fly into the punk. Then lift up punk and tinder and blow it into flame.

For punk, use a piece of charred dry cotton, flannel, candle or lantern wicking, or, even better, piece of cigar lighter or alcohol burner wicking.



PATROL ACTIVITIES

FIRST AID

How does your Patrol first aid kit stock up? Did you use it on your last hike and forget to refill it? An empty box is useless. Why not make one Scout responsible for keeping the first aid kit complete. Get him to work on his Ambulance Badge and be Patrol First Aider.

How prepared is your Patrol for emergencies? Who is responsible for summoning help? Who can handle traffic? Who can make the patient comfortable? Who can treat the casualty, when necessary? Plan in advance so that your Patrol functions like a well-practised team. Give each a responsibility and then do some dry runs.

Know any friends in the Emergency Measures Organization or in Civil Defence? Get them to assist you with casualty simulation. Failing this, check with your Scoutmaster. He has a book *Handbook for Troop Scouters* that gives delicious recipes for gory-looking cuts.

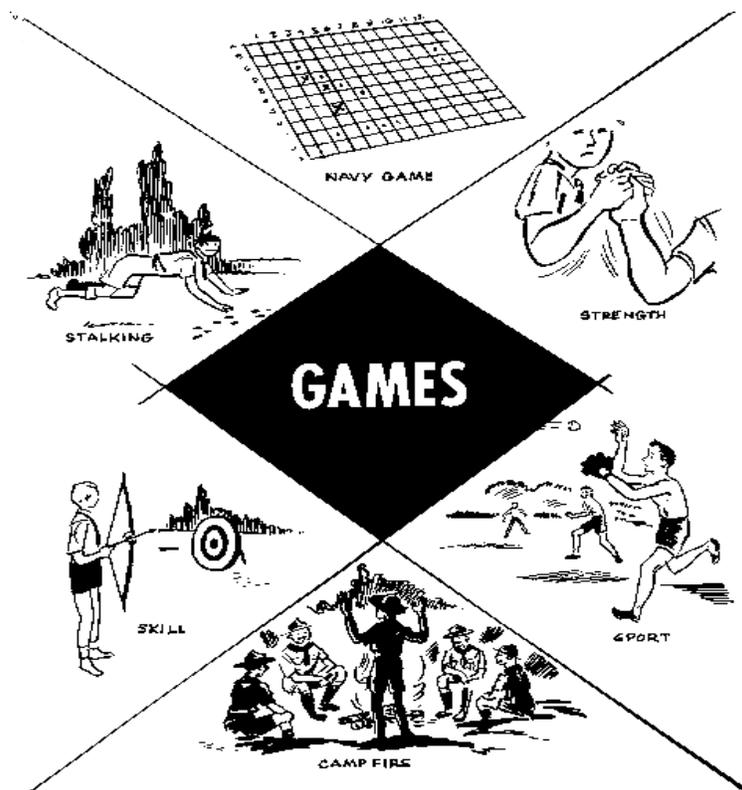
Don't warn your Patrol. Take them on a hike! Find a casualty, pre-placed of course; then watch the reactions. See how smoothly your gang functions.

How many methods of make-shift stretchers can your Patrol come up with? Plan an emergency in camp or at Patrol meetings and see. Could your Patrol carry a casualty without jarring him to pieces? How do you get him up a cliff? – practise this with a dummy, not the Patrol Second.

If you feel that your knowledge of first aid is not sufficient, check with your Scoutmaster to see if a Junior St. John's Ambulance Course can be arranged.

Don't forget to practise artificial respiration.

Remember, poor first aid can be worse than no first aid!



PATROL ACTIVITIES

GAMES

Patrol meetings and activities should be fun. Consider the use of games. Make sure that the games you choose are suitable for a Patrol. Some games that work well with a Troop won't work in a Patrol, because of the small number.

Games are played for reasons other than fun. They can be used as a means of testing strength, skill and knowledge.

Some games can be team games. Challenge other Patrols to hockey, volley ball or touch rugby. Use the Troop Leader, one of the Scouters or a parent as umpire.

Physical fitness is not something that just happens. It takes practice to be fit for Scout activities, so try games involving tests of strength, such as, Indian leg wrestling – wrist twisting – Indian arm wrestling.

Don't stop with your own Patrol; practise and challenge others.

Can your Scouts do crossword puzzles, codes or other games that require thought? Try them out.

On hikes and explorations, send one Scout out with another following. See how close he can get without being observed. Try it in the city. Most "private eyes" seem to be expert in shadowing. Are you?

Anyone in your Patrol own a bow and arrows? A 22-rifle? Get some adult help and set up a competition. You might even settle for a dart game. Loser to do the dishes.

Try games at campfires. Campfires are meant to be fun. Word games, number games, stunts – take your choice and have some fun!



PATROL ACTIVITIES

HIKES

Hiking is the art of walking. Have you tried it recently? That is, other than to pass a test?

Scouters have only so much time. So, why not take your own Patrol out. Make sure that all your Scouts know how to care for their feet and have comfortable hiking shoes or boots.

Start off with “quickie hikes”. Head out a short distance. Practise fire lighting and cooking and get back in time to enjoy mom’s cooking.

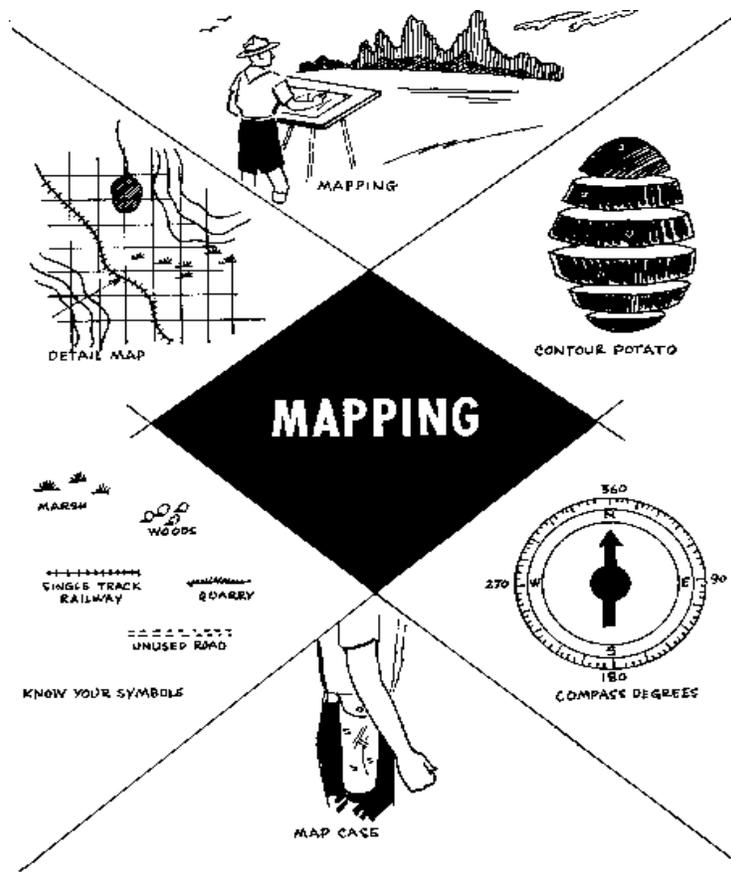
Any “shutter-bugs” in the Patrol? Get them to take their cameras and see how many animals and birds they can photograph. Takes patience, practice and an ability to stalk. Think you can do it? Try it and see!

What about a mystery hike? Get your Scouters to set one up. Use Scout codes and sealed envelopes and be prepared for anything.

“Hobo” Harry and his Patrol have tried “tramp” hikes. No packs – no uniforms – no pots – no fancy gadgets. Simply a stick and handkerchief and whatever utensils that can be made out of tin cans and a piece of wire.

“Cat’s-eyes” Charlie tried a night hike. With instructions to proceed from their town to another 20 miles away, Charlie and his “commandos” had to hike the back roads and across country as local police and Scouters teamed up to try to catch them. Only once did they come close as Charlie led his group in to the rendezvous for breakfast.

Yes – Patrol hikes can be fun! Try them – and see!



PATROL ACTIVITIES

MAPPING

What does a map mean to your Patrol? Your Patrol should know what symbols are included on a topographical map. These should be so familiar that you can actually begin to picture the area covered by the map.

Reference lines on a map, when available, make it easy to use a topographical map. With 6-figure co-ordinates you should be able to hit a given point within a hundred yards.

Contour lines not only tell you the height of the land but what the countryside looks like. A quick glance at a map will tell you how much uphill walking there is. It could be that, if you don't read them, you'll end up climbing a cliff and not going for a hike. It has happened before.

To understand contours better try this trick with your Patrol. Equipment: one large-size, knobby potato; one pan of water and one sharp knife. Dip the potato one inch in the water. Slice the potato at the water line. Continue this at one inch intervals until all the potato is in one-inch slices. Lay the pieces on the table and you will see contour lines. Stack them on top of each other and you will see, from the side view, how lines far apart are a gradual slope; while lines close together are steep.

Try plane-table mapping. This is well explained in *Tender foot to Queen's Scout*.

Remember that you need a compass to orient a map. Study deviation and declination and learn to orient your map. That is, to lay it out so that north on the map points to true north.

Make yourself a map case from acetate, cardboard, plastic and mastic tape. This keeps a map clean and will help keep the Patrol budget in the black.



PATROL ACTIVITIES

MEETINGS

Take a look at your Patrol. They elected you Patrol Leader. Leader, not boss. They expect, and have the right to expect, that you will lead them to enjoyable activities in Scouting.

Don't think that this must be your job alone. Each member of your Patrol has something important to offer, whether he is a Tenderfoot or First Class Scout.

Patrols that have activities also have meetings. As stated before, activities take some planning. Thus, the reason for meetings. Some activities also require training. At Patrol meetings you can help each other get new knowledge to enjoy new activities.

Don't rely on discipline (army style) to run your meeting. It wouldn't work. Do rely on active participation by every member of the Patrol.

This is where your role as a Patrol Leader really becomes a real test. Enthuse them with your enthusiasm, fire their imagination with your imagination, laugh with them and not at them and use their ideas.

The sign of a good Patrol is not how stiff they can stand during prolonged inspections – but how well they can work together and how well they know their respective jobs.

A noisy, happy Patrol is a Patrol that is doing things. Is yours this type?

Scouting was designed to be fun – a game with adventure-some activities, with work and play, shared by all members of the Patrol.

Your Patrol will enjoy their meetings if they have action, adventure and achievement. Look to your Scouters for help. But don't rely solely on them. Find out what your Patrol wants. Use your imagination in presenting a programme and tie activities to reality.

It is much better to learn knots to build a lifeguard tower for camp, than to build a signal tower in the bush where you couldn't see more than twenty feet if you tried.



PATROL ACTIVITIES

ORIENTEERING

This is a big word for a lot of fun! Know how to read a map? Use a compass? How fast can you travel across country?

Orienteering includes all three of the above. This is a very popular sport in the Scandinavian countries. Their Scouts have become experts in orienteering. How about your Patrol?

Equipment needed is a topographical map and a compass that can be read in degrees. A Silva compass is easily handled.

Be able to visualize a piece of ground when you read a map. This is especially important in orienteering. You must be able to determine whether it is quicker to go around a cliff or over it.

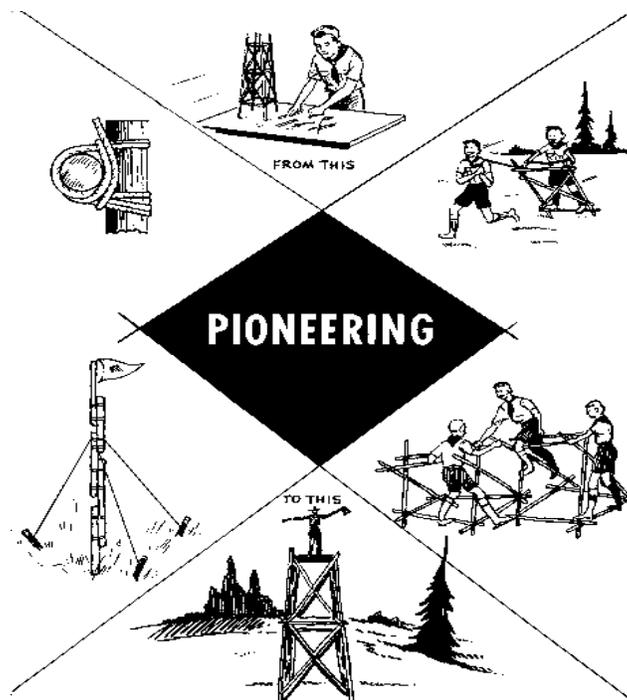
Practise taking bearings with a compass. Be able to pick out prominent objects on said bearing and run to them. Take a further sight on the same bearing.

Formal orienteering runs usually have checkpoints. They are identified by a red and white diagonal sign. Usually they are located in a spot that can be easily identified – the sharp bay in a lake, a high piece of ground, a crossroad.

The object of orienteering is to get around a prescribed course in the shortest possible time, having checked in at all, control points and having the person in charge sign your card and mark the time of arrival.

Remember, the object is not to go in a straight line – it is to get around the course in as short a time as possible. Six teams could use six different routes to get from point 'A' to point 'B' – the winner is the one who is able to read a map, visualize the terrain, plot a route quickly, use his compass and legs to get him there.

This is no sport for sissies. It requires real Scouting. See if your Patrol can do it – challenge others!



PATROL ACTIVITIES

PIONEERING

Many Troops leave pioneering until they get to camp. This is like checking a spare tire after you have a flat.

One of the essentials of pioneering is a sound knowledge of lashing. Make sure that every member of the Patrol can tie them all. Make a Patrol lashing board.

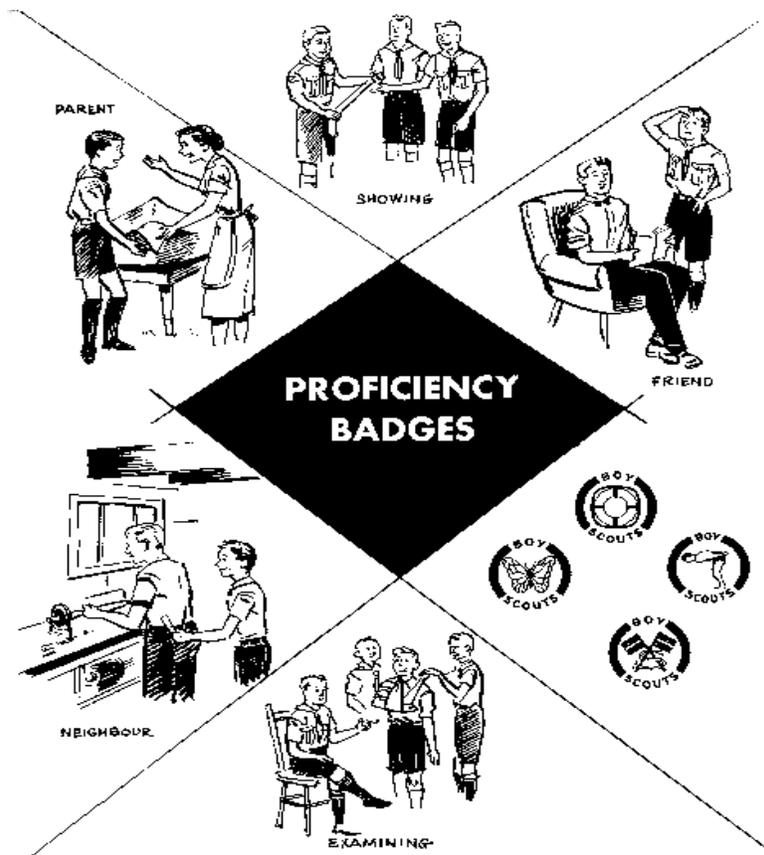
Try running a Patrol competition on model making. Use small branches and string and use the correct lashings.

For a variation, divide the Patrol into two groups and make a chariot. Hold a race – 2 or 3 men pulling and one riding. This is guaranteed to test any lashing. The winner is not necessarily the quickest team but the one who gets there with a complete chariot.

Do you have trouble finding a spot to hoist a flag in your Troop hall? Try making the “woven” flag pole for a meeting. Do it in a time-elapsd race over a few weeks with each Patrol taking its turn. Leave it up for the meeting, and take it apart after.

Pioneering can be practised indoors but it really makes sense outdoors. Try picking camp sites that require some engineering ability to get to them. There are a wide variety of bridges that can be built. Don't just rely on monkey-bridges. Leave that for the Monkey Patrol. Try one, two, or three-span bridges and drawbridges. How about a “transporter”.

Pioneering, in its original sense, was not building items to tear them down. Rather, it was an effort on the part of our ancestors to provide themselves with comforts, conveniences and shelter using a minimum of equipment and a maximum of ingenuity.



PATROL ACTIVITIES

PROFICIENCY BADGES

Ever hear of do-it-yourself kits? To a degree that is what the Founder, Baden-Powell, had in mind when he established proficiency badges.

It was never intended that anyone Scout would earn all the badges available. That would defeat the very purpose of having proficiency badges.

For those Scouts who have interests or hobbies and wish to expand their knowledge of them, we have proficiency badges. They cover a wide range of subjects so that all Scouts, no matter what their interest, can work on these badges.

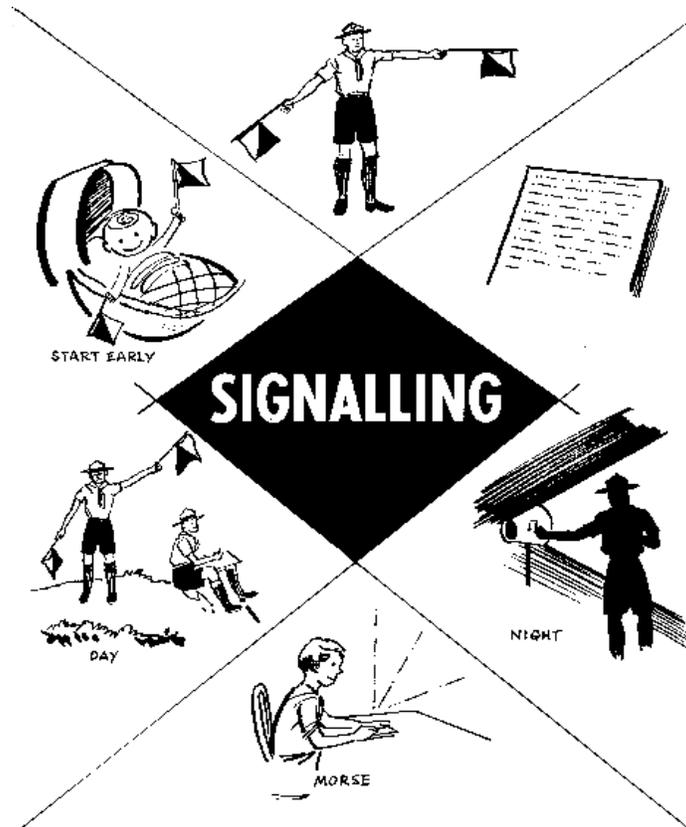
Encourage members of your Patrol to work on proficiency badges. Help them by getting a copy of the *Proficiency Badge Reference Book*.

Once a Scout has decided on the subject, he has a set of basic requirements to guide him in his work. Encourage your Scouts to use friends, members of the Patrol, parents or neighbours to help them with the subject they have chosen. Keep in mind that the requirements listed should be the basic knowledge. Don't be afraid to go further – it can be fun.

When you or a member of your Patrol feel that you are ready to pass a badge, contact your Scoutmaster to arrange for an examination.

Badges are important – but don't be a “badge-hound”. Try some from the various categories: hobbies, vocations, service, Scoutcraft.

To start, you should pick one that you are familiar with – then start out into the unknown. There are many people who will help you. Be a “Scout” in every sense of the word.



PATROL ACTIVITIES

SIGNALLING

We usually think of signalling in terms of semaphore and morse. However, most of us use signals every day of our lives to communicate with each other.

Ever rub your stomach, smile and roll your eyes as your mother puts a luscious looking pie on the table. Without a word, you signalled your pleasure.

Umpires and referees continually use signals. Y'er out! Stri-i-ike! Clipping! Off side! You can add to the list I'm sure. Those of us who are interested in sports can read these signs quickly without waiting for someone to interpret them.

Semaphore and morse are not as difficult as they seem. It is lack of use and practice that makes it difficult.

Start your training in signalling in your Patrol as soon as a new recruit joins. Put notices about activities up in semaphore or morse.

Make your own semaphore flags. Experiment with different colours to see which show the farthest. Try some of the new reds and oranges to see how they show up.

Have members of the Patrol build their own shutter lamp for sending code at night. Sure you can use a flashlight, but, some have a tendency to stick at the wrong times. A simple lever can give you better control for your dots and dashes.

Split your Patrol on hikes and send instruction messages by semaphore or morse.

Don't just stop with learning the alphabet. Increase your speed and ability. Know any amateur radio operators? Join them for an evening; participate in "Jamboree-on-the-Air".

Signalling can be fun. It's like playing ball, you have to practise before you can enjoy it. How is your team doing?



PATROL ACTIVITIES

SPORTS

These can be, and should be, part of your Patrol activities. How many members of your Patrol belong to organized teams? Hockey? Baseball? Football? More important, how many don't?

Every Scout should be encouraged to play games. These can help you develop muscles, agility, strength and co-ordination.

In the spring – challenge another Patrol to a game of baseball. So, you haven't got a complete team – round up some friends.

How about tennis? Try a competition to see who is the Patrol champion.

Ever played water polo? Try it at camp.

Got a couple of brawny members – even a few with extra weight? Use them on your tug-of-war team. This will give all a chance to really dig in.

What about skiing, tobogganing, sledding and all those other winter sports. Use skis and snowshoes on winter hikes. Try using toboggans to carry your gear. After lunch you can use them for runs.

What about building a ski jump? It may not be Olympic size – but it can be fun.

It only takes six for hockey. A full Patrol of eight allows for spares. Who's the best hockey team in your Troop? Run a Patrol series and find out.

Ever tried curling or bowling? The object is to send the stone or ball and not yourself.

Why not challenge your dads to a game. Losers to buy the winners a soda. Hmm – on second thought, check the budget first.

Remember the Scout Law when you play sports. Try your best to win! Don't be a poor sport if you lose!



PATROL ACTIVITIES

WATER SAFETY

Scout – land, sea or air. At some stage in your Scout activities you will be in or on the water, (even if it is taking a bath).

As a Patrol Leader there are certain obligations that go hand in hand with the job. One is to be sure that no unnecessary risks are taken.

Water can provide us with many forms of recreation and entertainment. But, it can also be dangerous as any Scout, who has ever had a real opportunity of testing his knowledge of artificial respiration knows.

Certain water safety regulations are laid down for boating, swimming, water skiing, etc. If your Patrol is going to be near water, know these regulations.

Swimming in known areas with a member of the Patrol in charge can be fun. Horseplay has no place in water activities. Use the buddy system. Never swim alone or in the dark.

If members of your Patrol cannot swim, they should only be allowed in shallow areas under supervision.

How well do you like the members of your Patrol? Enough to try to save their lives? This you do when you see that they observe the rules of safety.

If you don't have your Rescuer's Badge or can't swim, who can take charge of water activities? Make sure that he fully understands the safety rules and that the Patrol understands that during these periods, he is in charge.

P.S. If you have read this far – fine!

If you have thought about the ideas expressed – good!

If you have met with your Patrol and put the ideas into practice – brother, you are doing Scouting!

Keep it up!

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