

The Patrol Books No. 12

# THE PATROL YEAR

IDEAS FOR TWO PATROL  
MEETINGS A MONTH

by  
DELTA

*Published by*  
THE BOY SCOUTS ASSOCIATION  
25, Buckingham Palace Road  
London, S.W.1

Published, 1951  
Second edition, 1953

*Printed by C. Tinling & Co. Ltd., Liverpool, London and Prescot.*

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Thanks to Dennis Trimble for providing this booklet.



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 21<sup>st</sup> century. For reasons of historical accuracy they have been preserved in their original form.

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TO THE P.L.

We will imagine you are a new P.L. – or perhaps you have a new Patrol. It is September: summer coming to a close, the nights drawing in and autumn term beginning. In this little book there follow twenty-four Patrol Meetings – not for you to follow blindly, because much depends on what you and your Patrol are like, where you meet, when you meet, how far you've advanced in Scouting and so on. But if you let your imagination work on the ideas put forward, selecting some, changing others, your Patrol Meetings will benefit and so, therefore, will your Patrol and your Troop.

We're imagining (for our part) that you as P.L. are able to persuade your Patrol to meet once a fortnight. If the meetings are fun enough and interesting enough your Patrol will probably want more! Sometimes you may be able to persuade Mum to let your Patrol meet at home – if tea can be included before the Patrol Meeting that helps a lot (a Saturday is probably the best day for this). Sometimes you'll meet in the streets or a park as the earliest Scouts used to do. Sometimes you'll all manage to get bikes or bus fares and get out into the country. But as long as you're together doing something you're holding a Patrol Meeting! So begin!

## TO THE MEMBERS OF THE PATROL

A Patrol Meeting is simply a meeting of the Patrol – and as a member of the Patrol nothing that can possibly be helped should prevent you from attending it. You may not have a posh den: you may have to meet in an alley – it doesn't matter. Whatever Patrol colours you wear, your job is to back up the Patrol in all it does. The Patrol Meetings may not be very good but they'll be much better if everybody always attends them and does his bit to make them good. The Patrol Leader isn't a sort of school prefect bossing his Patrol about. He's a fellow who's going to try and lead you to become efficient Scouts in every sense of the word. Leading is important – so is following.

The ideas in this book are to help you all to have better Patrol Meetings and the book is meant for *all* Scouts and not just Patrol Leaders. Because *every* Scout must help to make the meetings of the Patrol (which he should be proud to belong to) a success.

### Patrol Meeting (1).

(September: indoors)

The P.L. sees that he has a record of addresses (and telephone numbers) of all the Patrol – and the dates of their birthdays. (It's a happy idea for the rest of the Patrol to send a card to a chap when his birthday comes along.)

A Patrol Scribe is appointed to take charge of the Patrol Log Book. (He won't necessarily write everything in it – this can be shared and anyone can contribute photographs or cut-out pictures or drawings.) You may also want to appoint a keeper of the Patrol equipment and a keeper of the Patrol purse!

The Patrol chooses a motto. But remember you must live up to it.

The P.L. (*or* the best naturalist in the Patrol) gives a talk about the Patrol totem, and if possible passes round some photographs of the particular bird or animal.

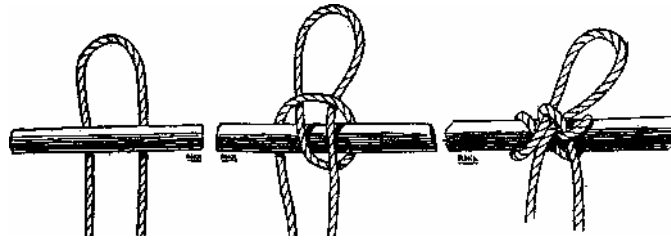
The Patrol practise drawing their totem in outline so that every member can sign himself properly.



A Patrol record card is drawn up, with the names down the left hand side and then columns for Second and First Class Tests and if there's room a few columns for proficiency badges. (This is most important, for every Scout should know what progress he's making. You can't stand still in Scouting: if you don't go forward you begin to go back! And this record should be filled in at most meetings – which helps the P.L. to keep a check on any Scout who's a bit slow. There's no reason why every Scout shouldn't have a personal proficiency card in his pocket, too. He can buy one from a Scout Shop, or draw one up for himself on a postcard.)

With all this necessary Patrol organisation, you won't have time for much instruction but see that every chap can tie the Highwayman's Hitch. It's the knot Dick Turpin used, to tie up Black Bess. However Bess pulled at *her* end she couldn't get free, but if he was warned the Bow Street Runners were on his track, Dick could pull the other end (the one *not* tied to Bess) and his horse was free at

once. Scouts use it if they want to climb from a tree or a loft (etc.) by rope and wish to pull down the rope after them. But don't climb down on Dick's part!



It's nice to end with a game. Try: *Jenkin's Kim*.

Best played round a table of some sort. Every Scout has a small object (from his pocket or that he's brought ready) in each hand. At the word 'show' all hands are put on the table, backs downward so that all the objects can be seen. After about a minute the P.L. calls 'away' and all the fists are clenched or put under the table. Then the P.L. (or whoever else he asks to start the game) says to anyone of his Patrol (say Peter) "What has David (say) got in his left hand?" (or right hand if you like). If Peter gives the correct answer he asks someone else the next question. If he gives an incorrect answer, David shows what *was* in his left hand and then *he* is allowed to ask the next question.

You can play this till it's time to go home.

(Many Patrols like to end their meetings with a simple prayer. They may have a little Patrol prayer of their own, or the P.L., or perhaps each Scout in turn, meeting by meeting, will begin with something like this: 'Let us ask God's blessing on our Patrol and our Troop and on Scouts everywhere; on our homes and our friends; on . . . who is ill.' There may be other thoughts he will want to mention – camp, perhaps, or his church. He will then say, perhaps, 'Let us thank God for our Scouting and all the many blessings we enjoy.' Then he will say 'Remembering what I have said let us say the Lord's Prayer together.')

## Patrol Meeting (2).

(October: indoors)

Now the first thing to do this evening is to talk over together what Scouting you're going to *teach yourselves* at your Patrol Meetings. Of course, you'll get some instruction at Troop Meetings and sometimes one meets Scouts who expect their Scouters to do all the teaching. But the earliest Scouts hadn't any Scouters – or if they had the Scouters didn't know much more than the Scouts! But they both had *Scouting for Boys* and just with this they somehow puzzled out the knots and learnt semaphore and a bit of First Aid and how to camp and so on. And most of you know a little about something. The fellow who has passed his Second Class First Aid can instruct the chaps who haven't. The Second Class knots and lashings *can* be learnt from a book and you can spend an evening getting proficient and speedy at knots and lashings. You can talk over the Highway Code together. You don't need a den to practise semaphore: the earliest Scouts probably tied a handkerchief to a stick and signalled from one end of a street to another. The great thing is for the Patrol to have a target: everybody is going to be Second Class within six months, say, or when you've got that, everybody's going to have the Camper Badge this year!

A half hour is probably enough. For the rest of the meeting here are half a dozen ideas for you to choose from: –

1) Try and tie the Highwayman's Hitch in the dark – either outside on a fence or inside with the lamps out. (Then try one or two other knots in the dark too.) Test if they're correct by using a torch.

2) Find the Plough and Pole Star. (*See last page.*)

3) Have some compass practice. Let North be thought of as twelve o'clock. Then the leader of the game (who needn't be the P.L. but should be the fellow who's best at compass work) calls out a direction like 'West' and points to one of the players who says where W. would be on the face of a clock – 'quarter to.' 'S.E.?' – '22½ minutes past' and so on.

4) Let each chap ask one "Pathfinder" question so that later in the year you might like to do the Guide Badge together – this sort of thing:

- a) Which is the quickest way from here to the station?
- b) Where is the nearest doctor's?
- c) What is Skip's phone number?
- d) In what street are there a grocer's, a chemist's and a butcher's next door to one another?

(Of course I've just made up these questions to give you the idea.)

5) Let each chap memorise a simple message and take it to someone (a Mum or Dad perhaps) at least a mile away. The ability to carry a message accurately may one day mean the saving of lives as it did in the last war.

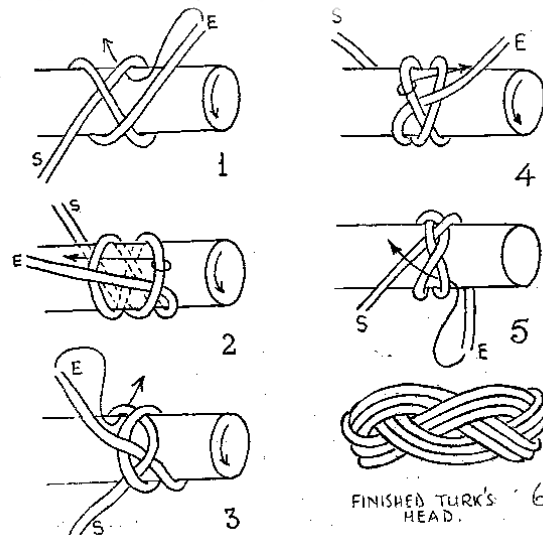
6) Match box fight! Two of the Patrol stand facing each other, left hands behind backs, right hands outstretched. A match box is laid on the back of each right hand. The game is to knock your opponent's match box off with your right hand or arm without letting your own fall to the ground. The winner takes on another member of the Patrol till the Patrol champion is discovered!

**Patrol Meeting (3).**

(October: indoors)

Instruction as decided upon by the "Patrol in Council" at the last meeting.

(By the way, if as a Patrol you can't instruct each other in a particular subject why not invite someone to come to the instructional part of your meeting – a Senior Scout or Rover Scout or a brother who knows the subject you want. *You must be ambitious* and go out for what you want.)



Why not send out a "Patrol" Christmas card. Talk over a design – perhaps the fellow who's best at drawing can do a simple design you can trace and colour. Choose some pleasant and sincere

words of greeting. But about now is the time to begin. Have you a Patrol woggle? It's a good idea. You can make woggles from all sorts of materials – wood, plastics, leather, cord. Why not make a three-strand Turk's Head, say, with scarlet cord as shown on the previous page?

**Patrol Meeting (4).**

(November: out-of-doors)

This means probably a Saturday morning or afternoon, and it may be a hike or a ramble or a bike ride out to a camp site not too far away where you can light a fire and make a damper or a twist. Here are five things you can bring into this meeting: –

1. Recognising trees by their winter shapes or by their twigs and buds. Try and spot an oak, a beech, a Lombardy poplar, a silver birch, a larch, an elm, an ash, a willow.
2. Look for a wild animal track (near a pond or stream, perhaps) and make a plaster cast. [See *Patrol Book 5*]
3. Half of the Patrol go ahead – give them fifteen minutes start – and lay a trail for about half a mile for you to follow. Make a note of all the signs you see and go over the trail together afterwards.
4. How many birds can you recognise? Write them down! Robin? Rook? Blackbird? Thrush? Woodpigeon? Wood pecker? Chaffinch? Go as silently as you can and watch out for birds: remember their colouring, size, way they fly, etc., and look them up in a bird book as soon as you can. (A bird book is worth having on your shelf: ask for one for Christmas!)
5. Take a map (1 inch Ordnance Survey) of your district with you and try and 'set' it. This means that you must so arrange your map that the representations of features on the map correspond with the actual features themselves. You can set your map:
  - a) By compass. Place the compass over the Magnetic North line and rotate the map until the needle of the compass coincides with this line.
  - b) Without the compass. First locate your position on the map and then find some prominent distant object which is marked on the map. Join up these points by a straight line and then rotate the map until the line points to the distant object. If you are on a straight road or near a straight stretch of railway line, the problem is an easy one.

**Patrol Meeting (5).**

(November: indoors)

Just to vary things, begin with a game or two: these are for two Scouts at a time: –

(1) *Crow's Tug of War.*

You'll need a piece of rope 7 or 8 feet long. You face each other in the "full knee bend position," each holding one end of the rope. You can only move by "crow hops" on both feet. At the word "Go" you start your tug of war, trying to confuse your pal (and to retain your balance) by your hops. The one who pulls over the other wins. (Try hopping *towards* your opponent sometimes!)

(2) *Rocking Touch.*

The two of you stand facing each other a bit more than arm's length apart and with feet astride. You try to touch each other on the body without being touched yourself, and without moving your feet except to rock forward and backward on toes and heels. Touches on hand and arm don't count: the one who first scores six touches wins. Then peg away at your Scout

instruction for the sooner you are all Second Class, the sooner you can go all out for some Proficiency Badges.

After this your Patrol could become a Patrol in Council to discuss the Patrol Christmas Good Turn. Let each chap give his ideas, e.g. collecting wood as a gift to old people; giving a little entertainment at the local hospital; visiting with a little present a handicapped boy (whether he's a Scout or not) in the neighbourhood; doing some shopping for someone old or ill; helping your church in some special way.

**Patrol Meeting (6).**

(December: indoors)

Make final plans for your Christmas Good Turn. Make up a Patrol yell for the next Troop Camp Fire or sing-song.

Have a Patrol championship: speed knots. You need seven pieces of knotting cord or rope, a staff (which is held by two of the Patrol not doing the test) and a watch with a second hand to time with. Of course if you have (or can borrow) a stop watch, all the better. At the word 'Go' and with someone timing him, one of the Patrol ties the Tenderfoot knots as hard as he can go: reef, sheepshank, bowline round his own waist, sheetbend (two pieces of cord), clove hitch and round turn and two half hitches on the staff. When he finishes, take his time – and enter it in the log book if you like. Every member of the Patrol has a turn and the best time wins.

Of course, any evening any Scout can try and beat his own time *and* the record if he can.

You ought also to have a Patrol code, so that you can send a "secret" message which shall be known only to your gang. Here are three examples as a help to you: –

1. *The Sliding Scale Alphabet* has the advantage that the key to it is one letter, and this letter can be constantly changed, e.g. it could be the first letter of the day of the week on which you are using it. If "T" is the key letter, write down the alphabet beginning at T and below it the alphabet beginning at A:

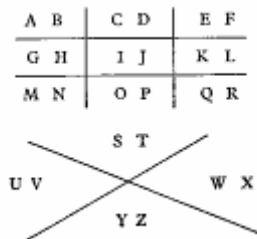
T	U	V	W	X	Y	Z	A	B	C	D	E	F
A	B	C	D	E	F	G	H	I	J	K	L	M
G	H	I	J	K	L	M	N	O	P	Q	R	S
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Your message "Swim tomorrow before breakfast" would then become:

LPBFM HFHK2 HPUXY HKXTJK XTDYT LM798

You notice you divide your message into groups of five letters and insert 2 when a letter is doubled and other numbers to make up an odd group. The weakness of this cipher is that it is very easily solved.

2. *Frame Cipher.*



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Use just the framework for each letter, adding a dot inside for the *second* of each pair of letters.

Then this message, "Meet my house six Thursday plan cycle exploration," would become:

7777 7A 377V7L 706 737F7W7J7A  
7777 7A7U7C7L 747E7777777777

3. *Simple Keyword Cipher.* Choose your keyword, e.g. Panther. Now add in alphabetical order any letters not in the keyword and put the alphabet beneath to get your code:

P	A	N	T	H	E	R	B	C	D	E	G	I
A	B	C	D	E	F	G	H	I	J	K	L	M
J	K	L	M	O	Q	S	U	V	W	X	Y	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

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**Patrol Meeting (7).**

(December: indoors)

A Christmas 'binge.' Every chap contributes some tuck – cakes, a trifle, biscuits, etc.

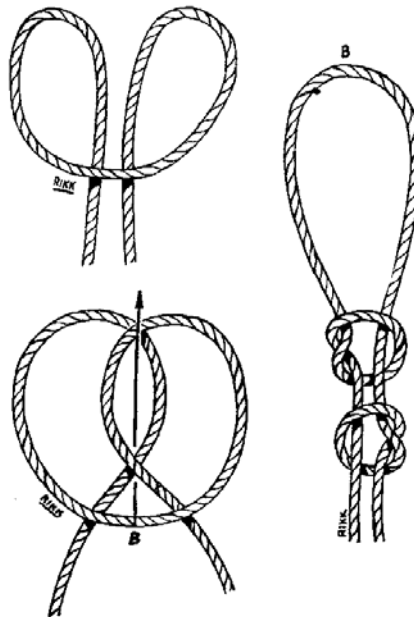
If it can be held at one of your homes and each chap brings along one of the games, etc., which he was given for Christmas, you should have a smashing Patrol Meeting! But the details can be left to you!

**Patrol Meeting (8).**

(January: indoors)

Patrol New Year resolutions! (enter them in the Log Book). Begin well with some really hard work at your instruction.

It's time, too, the Patrol knew another 'extra' knot: let's make it the Middleman's. (*See below.*)





Uses: –

- 1) In climbing when climbers have to be roped together. First and last can use a bowline but others use Middle man's.
- 2) For making loops in a rope, e.g. for going over posts of a camp kitchen, or for an improvised boxing ring.

Finish with a game: – Spread open a 1 inch Ordnance Survey map so that all can see it. One of you calls out something that can be found on the map (e.g. a church with a tower, a cutting, a 200 foot contour line, etc.) and the first to find an example has next turn.

By the way, how quickly could your Patrol mobilise (i.e. get together for action) if it were necessary – to help with a fire or an accident or for some special reason Skip wanted you – it might be to appear on a B.B.C. programme at the last minute?

Talk it over and see by telephoning or getting in touch by bicycles, etc., the best way to do it. Then one evening, without warning, try it out!

### **Patrol Meeting (9).**

(January: outdoors)

It is a good idea for the Patrol all to work for a Proficiency Badge together. (Even those who haven't yet reached Second Class can work for a badge and I dare say even pass it, but they can't actually receive it or wear it until they have become Second Class Scouts.) A suitable one is the Guide, which leads on to the Senior Scout Pathfinder Badge. Look up the requirements in the *Scout's Book of Rules* which every Patrol should have in its Patrol box.

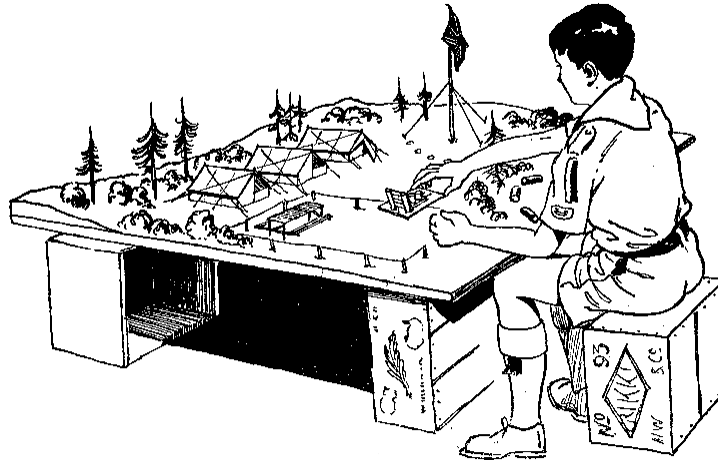
Walking or cycling around together you can soon learn the requirements for this badge which is a very useful one. Here are a few hints: –

- 1) Whatever street or road you walk along, learn in what direction it runs; worm out all the short cuts; try out the quickest way to get from one place to another and know all the alternative routes.
- 2) Know where the main industries and the factories are, and the local landmarks, the public buildings, the post offices, the hospitals, the police stations, the railway stations, the churches, the chapels, the schools.
- 3) Know where the roads out of your town lead to and where the cross-roads and "roundabouts" are; know your bus routes.
- 4) Know where the chemists are and where the doctors live; know the telephone boxes and the hydrants.
- 5) If you live in the country know all the footpaths and tracks and the names of the fields, and make yourself familiar with the crop each field is growing.
- 6) Cultivate a memory for small details; it will always be valuable whatever life you may have to lead.
- 7) When you are exploring *look back frequently* and particularly at every corner; pick out, too, distinctive landmarks or anything that appeals to your eye and memory: you must know the way back as well as the way forward.

### **Patrol Meeting (10).**

(February: indoors)

Why not get your Patrol all busy on making a model camp?



It not only teaches you a great deal about the layout of a camp but it makes a nice display piece for a Parents' Night or a Handicraft Competition and it's a swell hobby anyway.

Your camp scene could portray four tents and a flag pole, a kitchen with an altar fire or some other type of camp fire, gadgets such as a dresser, etc., a proper wood store, a washing place, a larder, a dining table with a shelter, and so on.

Here are three good rules to obey:

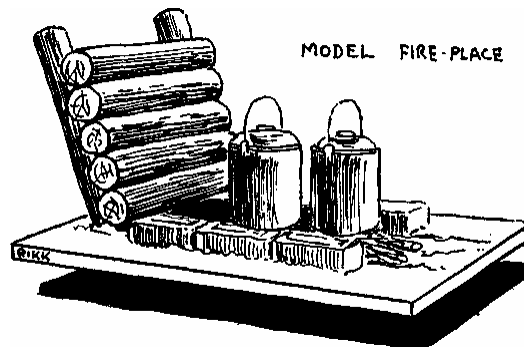
- 1) Keep to a scale – say 1 inch to a foot if you have room enough.
- 2) Be careful with details: see that it is correct and get in as much detail as you can.
- 3) Eventually fasten everything down to a base with glue so that you could turn the model upside down.

As to materials, use your imagination: scraps of muslin, old handkerchiefs, twigs, milk bottle tops, match boxes, balsa wood, cotton, grass, etc., can all be used. You'll need some airplane model cement, too. The drawings in this book will help you.

**Patrol Meeting (11).**

(February: indoors)

Instruction and testing.



Personal measurements: chaps at your age grow quickly, and every six months or so you should check up on your personal measurements which every Scout should know as a help to

estimations and as part of his “be prepared” attitude to life. So this evening have a tape measurement or two and some rulers handy and let each chap bring up-to-date:

Height.  
Height (to eye level).  
Outstretched arms.  
Elbow to wrist.  
Knee to ground.  
Feet with his shoes on.  
Span (from tip of thumb to tip of index finger).  
Tip of thumb to first joint.  
(and any others you think might be useful.)

Let’s finish with a game. It’s called “*Shipwreck*”:

P.L. lies on back with piece of cord in his hands. The rest of the Patrol choose one of the Tenderfoot knots which he must tie in 20 seconds. One of the Patrol stands at his head with a mug quarter-full (say!) of water. If the knot isn’t tied when “time’s up” is called, the P.L. gets the water over his head. Then draw lots for the next one to take the P.L.’s place and be “shipwrecked.”

### **Patrol Meeting (12).**

(March: indoors)

Soon the Easter holidays will be around and you’ll be able to have an all-day Patrol hike. Now is a good time to get a map (1-inch Ordnance Survey) and decide on the route you’re going to take. Skip will advise you as to the distance but don’t overdo it: on the other hand be fairly ambitious. Try and plan your hike so you get away from main roads and follow the tracks and field paths. Take a bus or train out and choose a hike which will bring you round at the end of the afternoon to another bus stop or station where, tired but we hope contented, you can ride home!

One pack is probably better than six, with every chap taking his turn at carrying it. In it you will put your food, such cooking utensils as you need (if you’re going to cook a meal), and a small first-aid outfit. If you’re going somewhere where you know you can make a fire, don’t forget your matches. (By the way you can waterproof matches by dipping the tips in melted paraffin wax or by covering them with a coat of nail-polish.)

When you’re hiking, keep away from toffees and ‘pop’: they only make you thirsty. Every Scout should have a pencil and notebook to make a note of anything interesting seen. If you can sketch a little, and everyone can sketch a little if he tries, try sketching a bridge or a church or a gate you may come across.

Stop for a five-minute rest every half-hour – not longer than five minutes.

If you are on a main road, don’t sprawl all over the place: walk in Patrol line.

Take any litter home with you. Leave no trace: imagine you are in enemy country and no one must know you’ve been there spying!

### **Patrol Meeting (13).**

(March: outdoors and indoors)


(You may have to get a grown-up friend, or brother or a Scouter, etc., to help you with the first part of this.)

1. Prepare some instructions in the Patrol code so that each Scout goes to a certain place (Skip's home, or a Scout H.Q. which you've previously agreed) where he is to pick up two articles and bring them to the Patrol meeting place and put them on the table.

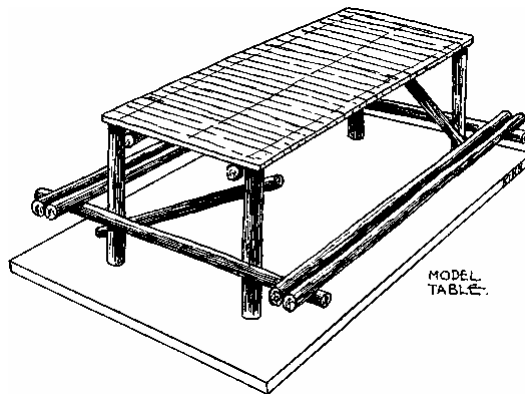
2. Practise getting over a wall with the help of staves.

a) For low wall. Two Scouts face one another about 18 inches apart and hold a staff between them. No. 3 steps on to staff.

b) For a higher wall. Two Scouts face as before. In their hands away from the wall they have one staff; on their shoulders nearest the wall, another held on by their hands. No. 3 steps first on to one staff, then on the other.

c) For a still higher wall. Four Scouts stand close together and hold a staff with their arms down at full stretch between them  No. 5 steps on and steadies himself against wall. Then: ready, up! And all four Scouts lift the staff up and right above their heads with arms straight so that No. 5 can clamber on to wall.

3. *A Kim's Game:* – Cover over the articles which all the fellows collected earlier on with a coat or cloth or with newspaper. Then each Scout tries to write down all the articles (excepting those he brought back) and say who brought what.



LASHINGS NOT SHOWN FOR SAKE OF CLARITY

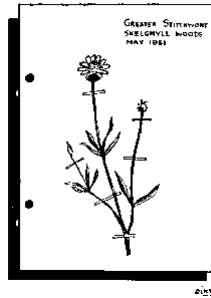
**Patrol Meeting (14).**

(April: outdoors)

This is probably in the Easter holidays when you can have that all-day hike you planned a week or two back.

Follow your progress on the map and walk at a good steady pace. Keep your eyes open, especially for birds and buds breaking into leaf and wild flowers. How many wild flowers can you recognise by the way? Go on – write them down now. Daisy? Dandelion? What else? – and yet there are hundreds of lovely English flowers in field and wood and ditch and by the sides of streams and if you know something about them it makes life so much more interesting and exciting. So on this hike, why not start making a Patrol wild flower collection? Pick one of each you see. When pressed they will make a pleasant entry for a handicraft show or for decorating your den (if you have one) or as a gift to the Troop to help other Scouts to recognise the flowers of the wild.

You should mount your pressed flowers on white sheets of paper as shown in the drawing.



To press them, cut newspapers to the size of the paper on which you intend to mount them. Arrange the first flowers on top of four sheets, then cover it with four more. Then another flower, more sheets of newspaper and so on. Place the pile between two wooden boards and tighten it by putting a couple of belts round them. Leave them for a few days before mounting them.

By the way, whenever you're in the country remember: –

Do not trespass.

Guard against all risk of Fire.

Fasten all gates.

Keep Dogs under proper control.

Keep to the Paths across Farm Land.

Avoid damaging Fences, Hedges and Walls.

Leave no Litter.

Safeguard Water Supplies.

Protect Wild Life, Wild Plants and Trees.

Go carefully on Country Roads.

Respect the Life of the Countryside.

### Patrol Meeting (15).

(April: outdoors)

Try one of these: –

#### (1) *The Numbers Game.*

The P.L. chooses a place about a mile away. The members of the Patrol draw lots (1, 2, 3, 4, 5, 6, etc.). No. 1 goes off and the others follow at one minute intervals. The object is to get to the destination as quickly as possible *but* if a higher number meets a lower number (“meets” can mean be within 10 yards of each other if you like) both must stop and the higher number may choose which road he will then take and the other Scout is in honour bound to go in another direction and find some other way of getting to the meeting place. This is good practice in pathfinding and in tracking and shadowing. (When you've all reached the meeting place you'll probably feel like having an orangeade or something!)

#### (2) *The Shadow Game.*

You'll need the help of an adult friend who will do his best to be a desperate spy escaping from your Patrol who are M.I.5 agents. Your Patrol tries to shadow him without being spotted

and to discover his ultimate destination which he must reach an hour after starting. You must agree with him his starting point; you must be prepared to spend a few pennies on his fare if necessary; some of your Patrol but not all could be on bicycles. 'See and not be seen' should be the idea.

**Patrol Meeting (16).**

(May: indoors)

Preparation for your Patrol camp:

Has every chap got his full kit?

Have you got all your equipment?

Have you remembered matches, candle, salt?

Do they all know meeting place and how to get to the camp site in case something at the last prevents their meeting to time?

Have you planned a programme together so that you do some Scouting practices as well as the camping?

Does every chap know how to make his bed? Tie a slip reef?

Have you decided who will do what – and in what order when you arrive?

(But this isn't a book on camping: you had better study *The Patrol Goes to Camp*, No 5 in this series.)

**Patrol Meeting (17).**

(May: outdoors)

Patrol Camp. (See *The Patrol Goes to Camp*, No. 5 in this series of books.)

**Patrol Meeting (18).**

(June: outdoors)

Why not meet at the local baths for swimming practice? This is as much Scouting as all the rest and just as much a Patrol Meeting. But spend at least half the time teaching any chap who's not very good or can't swim at all, or improving your own swimming or diving.

(If none of you can swim, consult Skip and ask him to find your Patrol a Swimming Instructor. To help in this way is what Scouters are for! It may be worth your while to join a local swimming club, and Baths Superintendents are almost invariably *very* helpful to Scouts.)

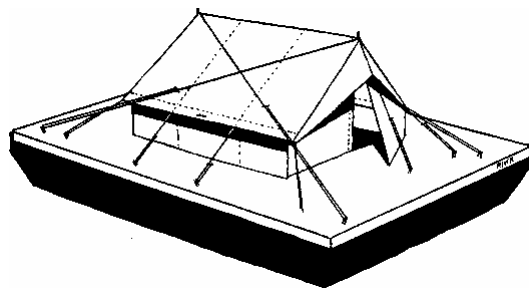
There's no reason why after serious training you shouldn't have some fun so try: –

Duck-diving.

Honeypots.

Tag: one of you becomes *He* and chases the others (in and out of the bath) until he tags someone who becomes *He* in his turn.

Follow the leader: this is really for a Patrol of good swimmers. It is played in the usual way, follow the leader wherever he goes and doing whatever he does – in and out of the water, diving, floating, using particular strokes and so on.



MODEL TENT.

**Patrol Meetings (19) and (20).**

(June and July: outdoors)

Swimming *or*  
Guide Badge *or*  
Outdoor Estimation *or*  
*Query Hunt.*

You will have to get Skip or a grown-up friend to co-operate and prepare this for you. Your Patrol will receive a list of “queries” which you have to answer or find. Here are examples of questions which *have* been used in the past and the sort of thing you could expect: –

What is the direction of the wind at 7.30 p.m.? What is the number of the policeman on duty at such and such a place at 8 o'clock?

Stolen Austin 8 Black Saloon Registration No. LMC699. If you see a parked car answering to this description, write down the name of the street where it is parked. On what building can you find a lion carved? Where is the St. John Ambulance H.Q.? What is the length, width and height (estimated) of the Methodist Chapel?

Get the autograph of a postman.  
Discover the date of the next full moon.  
What time is lighting up time tonight?  
Obtain the signature of the driver of a fire engine.  
Make a sketch of a leaf of the tree in the garden of No. \*,. . . Street.

Etc.

It can be an entertaining Patrol Meeting!

**Patrol Meeting (21).**

(July: indoors)

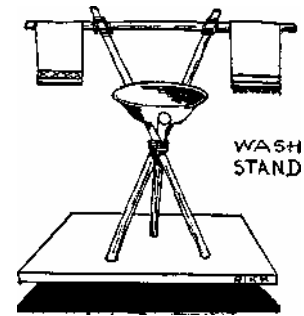
This will be concerned with summer camp.

Check Patrol box and pack.  
Check Patrol equipment.

See if any of your Patrol have any difficulties about their personal equipment. Last minute thoughts:

matches  
candles  
sisal  
mirror  
shoe polish

map  
length of cord  
mending materials  
cleaning materials  
spare blanket pins  
spare enamel mug  
prayer book.  
Go and have a swim!



**Patrol Meeting (22).**

(August: outdoors)

How's your flower collection?  
your swimming?  
your Guide Badge?

Or how about getting the Patrol interested in another Proficiency Badge, say the Woodcraftsman?

This is the chance to go out for a day's rambling with this badge in mind. (Look it up in *The Scouts Book of Rules*.)

Here is the way to make impressions of leaves which is one of the badge's requirements: –

*Smoke print.* Rub a little vaseline evenly on a piece of paper. Soot over candle flame. Place leaf under side down on sooted surface. Place paper on top and rub with finger ends. Move leaf to clean paper, place paper on top of it and rub again from centre of leaf outwards. Remove paper and leaf. *Spatter print.* Fasten leaf on paper with pins. Dip tooth brush in ink, pull bristles toward you with ringers or nail, and let them snap back. This throws a fine spatter of ink on to the paper around the leaf. Continue until even spatter is made. Dry. *Printer's Ink print.* Spread out printer's ink on glass plate with rubber roller. Continue as under Smoke Print. *Blue print.* Place leaf on sensitive blue print paper, cover with glass. Expose to bright sunlight till blue around the edges. Wash in running water 2 to 3 minutes. Dry between dry paper under pressure. Special background effect with wire netting, cheese cloth, etc. *Photographic print.* Same process as making blue prints. Expose to light for twenty minutes.

**Patrol Meeting (23).**

(August: outdoors)

This *ought* to be another Patrol camp – perhaps the last of the season. If you can't manage that have a pleasant day out together, e.g.

1. Go fishing.
2. Visit a Zoo.
3. Try and get a day's fruit-picking.
4. Visit an I.H.Q. (or other) camp site and cook a meal.
5. Have a day's cycling tour which you've planned before hand on the map.
6. Carry on with your Woodcraftsman's Badge.
7. If you're near London have lunch at I.H.Q., and see B.-P.'s Room. If you live in another part of the country, visit some famous National Trust property or famous spot.
8. How are your bird spotting, flower collection and tree recognition getting on?



**Patrol Meeting (24).**

(September: indoors)

The year has come round again and soon another series of Patrol Meetings will have begun. I hope this little book will have given you enough hints as to how to go ahead in the coming year. The First Class Badge should be your target – and Scout's Cords for everybody. If the fast help the slow and the weak help the strong there's no reason why that target shouldn't be achieved.

So for this meeting let the Patrol go into Council and talk over what you mean to do from now until Christmas, e.g. Why not clear up the Observation and Pioneering sections of the First Class Badge and practise away your Signalling which always takes a long time?

Why not ask Skip to arrange Courses for the First Aid and Firefighter badges which will take you most of the way with some other First Class requirements. And use part of your meetings revising the stuff you learn on these courses.

Why not... Oh we're on the last page – I'll have to leave it to you.

I think the Patrol has earned a fish and chips supper!

