

THE SCOUTER'S BOOKS – No. 21

A SCOUTMASTER'S NOTEBOOK II

BY
KERRY DIX

(A Scoutmaster's Notebook I, continued)

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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.

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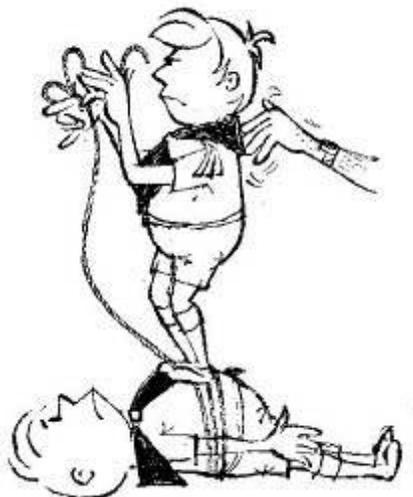


76. **EVADING THE CUSTOMS.** Each traveller has three matches, which must be placed on the person in such a manner that just the head is visible. The travellers line up, as for inspection, and the Customs now walk up the front of the line, and down the back – no stopping or having a second glance; Scouter needed here as Umpire. After the inspection the Customs add up their spoils, and teams change over.

77. **GAME.** Relay with an equal number of Scouts in each team. Draw a wide river in chalk on the floor. P/L and 2nd have a stave each, and place them on their shoulders like an elevated stretcher. Each in turn is taken over the river, hanging on to the stretcher in any way possible – by his teeth if he likes.

78. **ESTIMATION.** Scouter provides a small spring balance, a tape measure, a watch and a bucket of sand. Skip orders No. 1 of each Patrol to put 1 lb. of sand on a sheet of newspaper. No. 2 to cut off a piece of string 11 ins. long, No. 3 to place 2 oz. sand on to a sheet of newspaper, No. 4 to open his mouth for 30 seconds. No. 5 to estimate the weight of this parcel, No. 6 to estimate the length of this rope, and No. 7 to estimate the length of the hall. Give suitable marks for each project, deducting so much for each error.

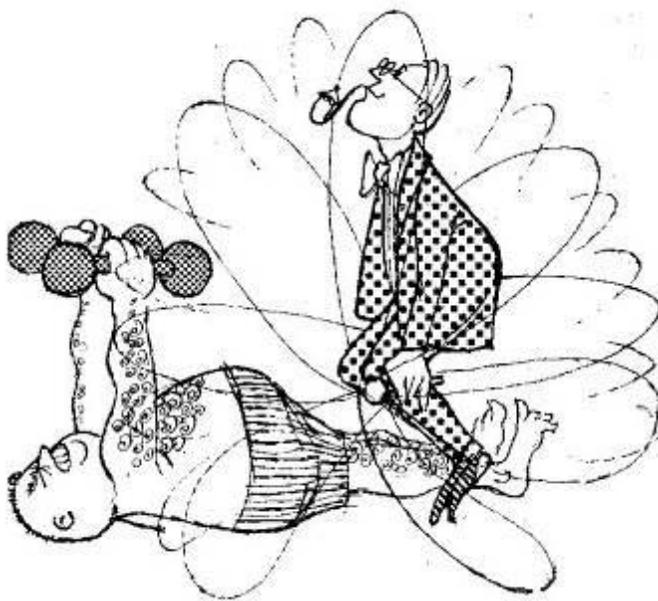
79. **TRACKING.** Expect you have all seen diagrams Of the “Whiffle-Poof”; it’s a strong log about 10 ins. long and 3 ins. hi diameter, with nails hammered in all over, so each sticks out about one-eighth of an inch. A rope is tied to it, and when dragged along the ground it makes a grand trail. Get each Patrol to make one. Send P/L out, and fifteen minutes later send out Patrol to track flown their Patrol Leader.



*Good practice for tying
Sheepshank out of four loops*

80. **KNOTTING** Scouts stand in pairs, and on signal try and tie a Sheepshank in their half of rope, and at the same tune, try and prevent their partner from tying his sheepshank.

81. **STALKING.** Using two “active” parents. Patrol to be hidden near Parent’s house, and at a pre-arranged, time each parent, leaving their different houses, take a fairly difficult route, and finally meet each other at an arranged spot. Patrols to stalk them unobserved. Can include a walk through a busy shopping centre and perhaps visit a store, leaving by their back entrance. Also if the parents did a little shopping, it would be good Kim’s practice to see if Patrols could produce the shopping list at the end of the tour. Patrols not in uniform.



82. KLONDYKE.

1st PATROL: Eight yards diameter circle. In centre, one yard apart place two jam-jars, one containing a lighted candle. Give Patrol ample sisal. Instructions: "Working from outside the circle, reverse the position of the two Jam-jars in relation to each other. If the light goes out, you are out as well". The method is to make a running noose in one end of a length of sisal and attach other lengths to it so that the loop can be opened or closed at will. The jar with the lighted candle need not be moved at all.

2nd PATROL: Fix up a crossbar eight feet off the ground. Have a base line 30 feet away. Supply ample sisal, two mallet heads or other weights. Instructions: "Working from behind the base line, throw a line over the crossbar, and then draw it back under the crossbar". Method: fix a weight to the middle of the long sisal line and throw it over the crossbar, keeping the free ends of the line as far apart as possible so that the weight hangs from the crossbar in an open V. Another weighted line should then be thrown through the V. The double line can then be drawn back to the base line. (This is a very useful method to regain the end of a rope when thrown over a branch of a tree hanging over a ravine).

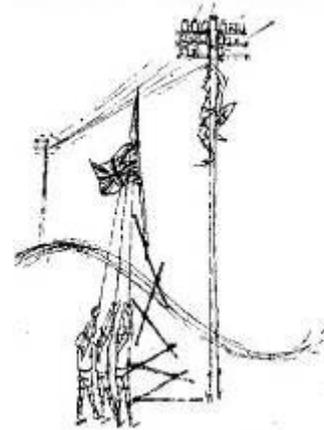
3rd PATROL: Arrange a "ravine" about 12 feet across, with half the Patrol each side. In the centre of the "ravine" have two billies without handles, one containing water. Supply staves and lashings. Instructions: "Working from both sides of the channel, pour water from one billy into the other and back again without spilling a single drop". Method: Sheerlash the staves together, making a bar extending the width of the channel. Make a second bar and sheerlash it to the first about four feet from one end to make a pair of giant tongs. These tongs can then be supported on both sides of the channel while they are used to grip the billies.

4th PATROL: A single block, a movable object of any sort, an anchorage such as a tree or a pipe, and two ropes are required. Instructions: "With the equipment provided show how you would use the blocks and ropes to the best advantage to move the (movable object) towards the tree – or pipe". The method is to secure the block to the movable object, and not to the anchorage.

5th PATROL: Supply two objects of known weight. Scout staves and sisal. Instructions: "One of these objects weighs X pounds. Construct an apparatus to find the weight of the other". Method: Construct a simple balance by placing one staff on another in the form of a letter T, and hang the known weight a certain number of inches from the fulcrum. Hang the other weight on the other side until they balance, simple Maths will provide the answer.

6th PATROL: A Scout staff is driven into the ground in the centre of a 24 feet diameter sisal circle. Give the Patrol a light rope at least 60 feet long. Instructions: "Working throughout from outside the circle put a rolling hitch for a downward strain on the post". Method: One Scout holds the standing part of the rope, while the second walks round the circle with the free end, twice, passing the rope under the standing part. At the second time round the Scout holding the standing part retains a bight of the free end, and on the third circuit the free end is passed over the standing part and down through the bight, which is then drawn in until it grips the post.

7th PATROL: Provide eight staves, sixteen lashings and twelve 30 foot length of sisal. On the word "Go" Patrol starts erecting a flagpole. The staves are fastened together with sheerlashings, and the resulting pole is raised by means of three sisal guys held by three Scouts. Holding the pole in this position, a third staff is inserted at the bottom and sheerlashed to the pole. The guys are let out and the pole is thus raised the height of a staff. This process is then repeated until all the staves have been used – or the pole has collapsed. At every other staff it is necessary to add another set of guys, held by the same three Scouts.



83. WIDE GAME. Patrols are given instructions to meet at a certain house. On reporting there, each P/L is handed a 1 inch O.S. map of the area and an envelope. Patrols are called Blue gang, Green gang, Red gang, etc. P/L of Blue gang opens envelope to find "You are leader of Blue gang, read this to the rest of your gang – When famous millionaire, Mr. Goldbrick, died, he left no will. Instead, he left a six-worded message. After writing the message in blue ink on a white card, he tore it into six pieces, and placed each piece into match boxes. The six match boxes are scattered over a certain area. Also in this envelope are clues to the whereabouts of the six match boxes. When you find a match box, take out the card with the *blue* writing on it. If there are other cards in the box, please leave them where they are, as you will spoil the game for the other teams if they are moved. Carefully leave the box where you find it. If there is nothing else in the box, bring it back with you".

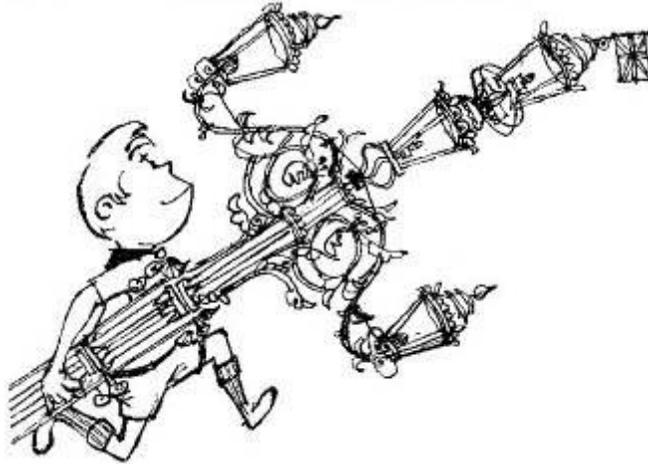
Each Patrol has a different colour to avoid confusion, i.e., if there were two Patrols, Red gang and Blue gang, there would be two cards in each match box, one with blue writing, and one with red. The message told the Patrol to telephone UPL 1111, and when the first Patrol rang they were told that the treasure was in the kitchen at Scout Headquarters.

84. STUNT. Draw two chalk lines across the length of the hall, one six feet from the wall, and the other twelve inches from the other wall. Have Patrols spaced out along the six foot area. Opposite each Patrol in the twelve inch area – place a saucer with a candle, to represent a lighthouse. The centre area is the sea; the Patrols are on the cliffs and have to light the candle, by means of staves lashed together, rather like a fishing line. A "safety" match is fixed to the end of the staves, and is lit by rubbing against the far wall. If your wall is not rough enough to set light to the match, fix an empty matchbox on a hook or window catch.

85. GAME. Stretch a rope across the hall about two feet from the floor. All starting from one side, half the Troop try to get under the rope to the "safe" area. The rest of the Troop try and stop them. Lets off plenty of surplus energy.

86. **WET GAME.** Relay formation. At the end of the hall opposite each Patrol place an empty jam-jar. In the middle of the hall place a bucket full of water. Each Patrol has a spoon of identical size. No. 1 rushes to bucket and scoops a spoonful of H₂O, pours it into jar, and rushes back to give No. 2 the spoon, who repeats performance. Three times round, and then measure the water in the jar to find the winner.

87. **MAPPING AND COMPASS.** Place a lantern about half a mile from the Patrol, at night, and provide a map with the position of the light marked on it. Using a compass ask each Patrol for a sketch map showing how to reach, the light. At this point extinguish the light, remove map, and send Patrols out, using their sketch map only to find the light. Bring it back to H.Q.



88. **WIDE GAME** for a very dark night. Team of Scientists are stuck in the centre of a thickly wooded copse, and individually have to reach safety at ————. The rest of the Troop are Cannibals and are hungry for a tasty Scientist.

89. **STUNT.** Using a cycle or a human horse. Give each rider a parcel containing three or four articles of clothing which must be donned while on the move.

90. **KIM'S GAME.** Cut from a magazine twenty-four pictures of Dogs. To each picture add a slip of paper bearing the name of the Dog, i.e., Fido, Bruce, etc. Pin the pictures to the wall and allow the Scouts to examine them for two minutes. Now remove the name slips and challenge each individual Scout to write down the correct name of each Dog. Number them 1 to 24 and have these numbers written on the margin of each paper before start.

91. **STUNT.** Obtain some paint manufacturers colour cards, and giving one to each pair of Scouts, challenge them to find an example from nature to match each colour exactly. Can use flowers, leaves, berries, stones, fungus, etc., etc.

92. **TREASURE HUNT.** Skip draws a sketch map of the area in which he has hidden the treasure, one carbon copy for each Patrol. Not forgetting to indicate North, and the scale. Draw a circle round the map, and add letters, each one different, spaced around the edge, rather like the numbers around a clock. Skip should make sure when writing in these letters that when a line is drawn across the map joining two letters, followed by another line joining another two letters, the resulting intersection will give an accurate cross bearing on the spot where the treasure is buried. Now give out the sketch maps to the Patrols. Skipper has also to think up four clues, the answer to each one being one of the letters around the map. "P" for example may be – This letter, in the plural, goes well with roast duck. "B" might be – If this letter attacks you, ammonia is the antidote. You can easily introduce a journey into the finding of the clues and thus, when the Patrol

joins the first and second letters together, then the third and fourth, the position of the treasure will be found at the intersection.

93. **GAME.** One Scout is "it" and has to guard a ball in a little clearing. He counts up to 50 while the rest of the Troop hide. He then shouts "I'm coming". He must travel very cautiously as when he spots another chap he must call out his name and dash back to touch the ball with his feet before the chap who is spotted can reach it. If the latter chap beats "it" to the ball then he is allowed to hide again; if not he becomes a prisoner. He can be released by another player getting to the ball and giving it a hefty kick. When this occurs the chap who should be guarding the ball must retrieve and replace it before he can begin to do his attacking again. If a wrong name is called, the chap spotted in error calls out "wrong name" and dives deeper into the undergrowth.

94. **STUNT.** While the P/Ls are receiving their training, each Patrol, with the 2nd in charge, are to construct a stretcher, and in turn the Patrol is to carry each member around the hall on it. If it falls to bits, repair it.

95. **STUNT.** Find by direct measurement the speed of sound over a distance of 400 yards.

96. **FLAG RAIDING** with a difference. Three or more Patrols start from a central position. Each takes their flag in a different direction, i.e., N.W., S.W., S.E., etc., for a distance according to the thickness of the under growth, about 200 yards. Once the flag is at the Patrol's base, the P/L appoints part of his Patrol to defend it, and part to go out capturing other flags. Captured flags should be returned to the Patrol's base, and can be recaptured by its owner at any time. If a flag is captured all the Patrol can trail the attackers with the aim of capturing their flag as well as recapturing their own flag. Have a time limit. No "lives".

97. **RELAY.** P/L, 20 yards in front of his Patrol, heaves a line again and again until it touches his 2nd. The 2nd then ties a bowline around himself and P/L hauls him to safety. No. 2 now heaves the line until it touches No. 3. and so on.

98. **NEW RECRUITS.** Hold a games evening with a Camp Fire, or Bun Fight, and tell each Scout the week before that his admission "ticket" is to bring along a boy of Scout age who is not in the movement. You organize such a thundering good evening that without saying a word about recruiting, the guests simply tumble over themselves to join your Troop. Each Scout brings enough food and drink for himself and his guest.



99. **STUNT.** Challenge Patrols to get the most different objects into a matchbox. Minimum should be 100. State size of matchbox to be used!

100. STUNT. Challenge each Patrol to invent a five minute stunt under the heading "Be Prepared", and stage it in front of the Troop. Each Scout of the Patrol to have a part.

101. HANDBALL. Have two teams numbered, tallest on right, and shortest on left. Place a chair each end of hall as goalposts, indicating to each team which is their chair. Use a balloon as the ball. Call out three numbers, and the three chaps from each team, using hands only, try to hit their chair with the balloon to score a goal.

102. MAPPING. Cut an inch square from the centre of a postcard, and attach it to a map. While P/L sits at a table with pencil and paper, each of his Patrol in turn examine a portion of the square inch map that is visible and runs back to P/L to describe the details.

103. PIONEERING. Peg out a 14 foot radius sisal circle, to represent a lake full of poisonous eels. Using a 12 foot spar, 30 foot rope, three tent pegs, pennant, a mallet, and four lengths of sisal 36 ft., 18 ft., 18 ft. and 3 ft. and not touching edge or inside of circle, in 18 minutes erect a flagpole at centre of lake, and *then* hoist Patrol pennant.

104. MAPPING. Provide each Scout with a sheet of squared paper with Grid Reference numbers at top and sides. Also a compass, ruler, pencil and projector. Give five Grid References in order, and ask Scouts to draw route, showing compass directions and distances. Decide on scale beforehand; no maps to be used.

105. NATURE. Take a piece of daylight printing paper, lay it on a sheet of glass; lay a leaf flat on top, and place another sheet of glass on top of that. Leave in the sunshine for about five minutes, then "fix" printing paper. Best collection of leaf prints gets the Patrol Challenge Trophy.

106. MAPPING. Give each Scout a sheet of paper with a cross drawn on it. Give scale. Now read out a ship's course, avoiding sandbanks, etc., etc., i.e. 50 miles W., 30 miles N.W., and so on. Beforehand mark the end of the route with a cross in lemon juice, so when warned Patrol can see if they have drawn the route correctly.

107. HIKE. T/L goes on a short hike, writing down his route, but missing out many details. Patrols later carry out hike and nil in the gaps. Be careful to see that essential instructions are not left out. Example: "Take the S.E. lane from the Church — yards to a two step stile on the right. Then follow footpath, passing a — foot high dead beech tree until a — foot wide river is reached, etc."

108. MAPPING. Give each Patrol an O.S. map, and ask the following questions: What is the compass bearing from — to — ? If you go 10 miles N.N.B. from — Church, what do you reach? What is the bearing of — Post Office from the bridge over the railway? If you go in a straight line — miles from Grid Ref. — in a direction of — degrees, what do you come to? Follow compass bearing — degrees from door of H.Q for — paces, estimate height of object found there, proceed — paces bearing — degrees and render First Aid, etc. etc. How long would you take to go from Grid Ref. — to Grid Ref. — at 4 miles per hour? From top of hill at Grid Ref. — looking S.W., what prominent landmark would you see? If distance was no object, what route would you take to go from A to B so most of your journey was downhill? (uphill). You are at Long. — Lat. — , and meet a cyclist who has lost his way, and wishes to go to —. What instructions would you give him?

109. STUNT. Give every Scout a large sheet of newspaper, and challenge him to tear out the silhouette of an animal – so that it can be recognised by the others.

110. STUNT. Describe to your Troop a horrible journey of an escaped slave running through the woods and marshes to freedom. Divide the hall floor into three sections with lines of chalk. The two end portions are dry land, the centre is deep swamp. Patrols set off from the dry land, crossing the swamp by means of two, or three, logs. Depending on the size of the log,

each Scout, or better still each Patrol, pushes out a log, stands on it, maneuvers the other log(s) into position, stands on the next one, and repeats the process until all are safely across. Any Scout who touches the swamp, even by the tip of a shoe, is considered to be sucked under.



111. AFTERNOON STUNTS. Each Patrol passing from one project to the next with a definite time limit set for each.

1. Cross a stream in eight minutes, having an aerial runway gear already fixed to the far bank.
2. Make as high a signalling tower as you can, using sisal and scout staves. The height to be measured from the heels of a Scout who, unsupported, signals SOS.
3. Make a bivouac from two groundsheets, two staves and sisal.
4. All standing on a groundsheet of the correct size for the tent, and at no time taking feet off it; erect a Patrol tent, with all pegs in their correct position.
5. Make a rope ladder, or a hen-run ladder.
6. Lay a trail that your Patrol can follow, but which the Judge cannot see how it is done.
7. Estimate height of tree by two methods.
8. Assemble this block and tackle, and use it to pull this large log up the bank (or over the branch).
9. Ask teams to carry out these projects, giving marks for the correct knot used in each case: –
 - A. Lift a bucket full of water to a window, or over a branch of a tree. (Barrel Sling).
 - B. Attach flag to hauling rope. (Bowline, Sheet Bend).
 - C. Fasten guy rope to tent peg, without runner. (Round turn and two half hitches).
 - D. Lift a plank with four billies placed on it. (Scaffold Hitch).
 - E. Lift a man by an endless rope. (Bowline on bight or Fireman's chair knot).
 - F. Lift a 100 lbs. weight when only 8 inches of rope appears through a hole in the floor. (Marline Hitch).
 - G. Climb to a bough and let yourself down, bringing the rope with you afterwards (Highwayman's Hitch).
 - H. Move a car over a log, given a short length of rope attached to the car. (Rolling Hitch, Man-harness).
 - I. Roll a log of wood up and over this wall. (Parbuckle).

112. GAME. Select one Scout from each Patrol to be a "Rustler" and send him to another Patrol. Using two ropes they have one minute to tie him up, being careful not to tie any of the rope above his shoulders. The first "Rustler" to free himself earns his Patrol a point.

113. CAMPER BADGE. Scouter reads out one or two hike menus, making several errors in the contents of the meals and the manner of preparing them. Patrols go to Patrol Corners and make a list of both the errors, and the correct ways of preparing the meals successfully.

114. MAPPING. Ask each Scout to draw a sketch map that would enable an intelligent Eskimo who cannot speak a word of English, to find his way from the Railway Station to Troop H.Q.

115. KIM'S GAME. Hang a sheet from a bar placed across the centre of the H.Q., on one side of which have a light, and on the other side have the Troop sitting down. Hold up 20 or so objects between the light and the sheet so each casts a strong shadow on the sheet. When the selection has been shown, Scouts write down as many as they have recognised, and also the outline of any others they can remember. Objects used should be fairly large.

116. CAMP FIRE SONGS. Patrols standing in a large circle. Scouter points to one Patrol who must immediately burst into song, and continue singing until the Scouter points to another Patrol, when they at once take over. Once a song has been used, it must not be repeated. If a Patrol has not started singing by the time the Scouter has counted "three," a forfeit could be arranged.



117. KIM'S GAME. Put together four or five small collections of closely related objects, such as six lengths of coloured wool, and one of silk; or six examples of fruit with one vegetable. Scouts think they are being shown a normal Kim's Game until they have examined all the collections – then ask them to write down the ODD article in each collection.

118. STUNT. Give each Patrol 44½ feet of sisal, two 3½ feet garden canes, six drawing pins and a ruler or measuring tape. With these objects construct the skeleton of a hike tent – length exactly 6 feet; width 4 feet; height 3½ feet; one 5 feet guy at each end, and no walls. The string must not be cut. There should be about 3 inches of string over – no more.

119. MAPPING. Give each Patrol an O.S. map. Call out various objects or places, such as Guildford Post Office. Give a point to the Patrol who first calls out the correct Grid Reference

number. If you wish to use this idea when Patrol Leader training, ask for the correct Long, and Lat.

120. GAME. A football is placed in the middle of the hall, and one Scout from each Patrol is blindfolded, each starting from different positions but all equi-distant from the ball, crawls forward to find the ball. His aim is then to return to his Patrol with it. Each Scout must crawl on his stomach the whole time, unless the Scouter prefers them to be on all fours. If a Scout finds the ball, the others can try to take it from him by any means possible until the ball reaches a base. A struggle may result. Should the ball be returned to the wrong base, the owner of that base wins. Some prefer this game to be played in dead silence, while others allow Patrols to shout advice and directions to their representative.

121. OBSERVATION. Scouter reads a story, and beforehand informs Patrols that it is possible that a few errors may be in the manuscript. If anyone spots a mistake he must stand up, and if correct scores a point for his Patrol. If wrong he loses a point. Umpire needed. Sample story: –

One spring evening John, a Scout, was out tracking on a lonely stretch of seashore when he was pounced upon by pirates who dragged him, struggling, to their cave. The Pirate Chief had poor Jim (1) dragged before him and demanded to know his name, so that he could hold him to ransom. Although he was mercilessly beaten by the smugglers (2) he refused to give either his name or his address, but remembering his seventh Scout Law, he just smiled and whistled (3).

John was only a Tenderfoot, but he was determined to escape. He was a mass of bruises from the ill-treatment he had received, but as he was studying to pass his Ambulance Badge (4) he was able, after a fashion, to treat himself. John sat on the floor of the hut (5) for hours trying to think out a plan of escape, but he was too closely guarded. After a while he stopped his restless pacing (6) up and down the cave and fell into a troubled sleep. At last, at midnight, on a pitch dark night his chance of escape arrived. The guard fell asleep, and Jim (7) stealthily sneaked past the sentry into the open. He had been a prisoner for five days and nights (8) in the dark cave, and the brilliant light of the full moon (9) gave him great pleasure. The November (10) night was bitterly cold – now you carry on yourself.

Errors: – 1 Should be John. 2 Should be Pirates. 3 8th Scout Law. 4 Only a Tenderfoot, but studying for the Ambulance Badge. 5 Cave, not Hut. 6 He was sitting. 7 Should be John. 8 As he was captured in the morning, and it was now night, he could not have been a prisoner for five days and nights – five days and four nights would be correct. 9 It was a pitch dark night. 10 It was spring.

122. KIM'S GAME. Scouter tells a story to the Troop. While doing so he carries out several actions, such as tying up his shoe-lace, mopping his brow, doing up a button, and so on. When the story has finished. Patrols are asked to write down – in order, the list of actions.

123. GAME. Camp version of Sleeping Pirate. Tie a bucket of water up a tree in such a way that it can be tipped up by a trip rope left hanging down. The blindfolded "Sleeping Pirate" sits on the ground underneath the bucket with the trip rope hanging just in front of him. He is armed with a mug and a bucket of water. The rest of the Troop are each numbered, and stand in a large circle. When a number is called, that Scout has to stalk up to the pirate and pull the trip rope. If the pirate hears him approach, he attacks with his mug of water. If the attacker gets wet he retreats and another takes his place.

124. CAMPER BADGE. Give each Patrol a shopping list for a weekend camp; so much flour, baking powder, eggs, etc., etc. Ask each Patrol to study the list carefully and work out the menu, describing the ingredients for each meal.

125. GAME. Near each end of the hall or field, place a bucket in the centre of a 3 feet diameter circle. Two teams, each goalkeeper standing inside the circle near the bucket. The two teams stand in pairs (each consisting of one Scout from each side) in a rough semi-circle, near the edge of the boundary. Umpire starts the game by tossing a football to any pair, and the object is for each side to make as many direct hits as possible on their opponents' bucket, players rapidly passing the ball from player to player; opponents meanwhile endeavouring to intercept passes and set up attacks on their own account. Players should always keep in pairs, and must not cross the centre line – between the two buckets. They must not run with the ball, or step inside the bucket circle, nor must the goalkeepers step outside their circles. A foul, and the other team gets a free throw at the bucket from wherever the offence occurred.

126. TREASURE HUNTS or WIDE GAMES. Added excitement can be added by giving your Patrol Leaders their instructions in a sealed envelope. Inform them that "Your orders are as near the sky as the limits of this hall will permit. Carry on." Previously you have stuck the envelopes to the ceiling.

127. STALKING. A good substitute for blood for use on a trail, is made by sprinkling Venetian Red – otherwise known as "raddle" or red ochre. A little goes a long way. If organising a paper chase, instead of using paper, which is most untidy, use materials like sawdust, or flour, which dissolve quickly.

128. KIM'S GAME. Scouts work in pairs. Two similar collections of articles are prepared which only differ slightly. Thus in one collection there might be a live match, and in the other one a dead match. Screw with a flat end, and one with a round end, and so on. First Scout looks at his for a certain time, while other Scout examines his. They then get together and, by discussing with each other what they saw, produce a list of differences between the two collections

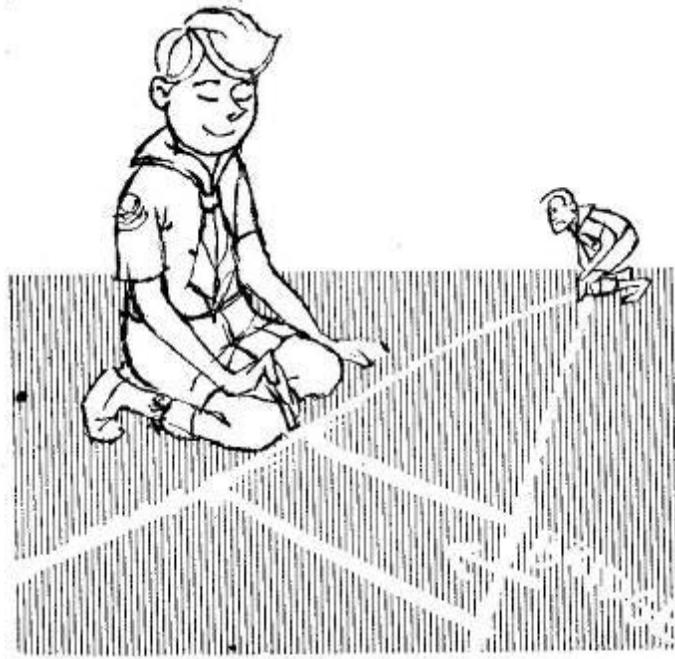
129. GENERAL KNOWLEDGE. Scouts sit in circle, one being blindfolded standing in the centre. Every Scout is named after a Country. When Scouter calls out "Dutch Scouts are camping in Scotland," the two chaps representing these countries have to change places, shaking hands to show their International Brotherhood in the centre of the circle. They should do this without being touched by the blindfolded Scout. If a Scout is caught he changes place with the Scout in the centre. Silence is essential.

130. LEAF IMPRINTS. Made with Barbola Clay are really excellent. A lump of clay is flattened out in the hand, leaf pressed into it, with its underside downwards, and the clay carefully cut around the leaf with scissors. The leaf is slowly pulled off, leaving a flat model with the veins well marked. Bend to make it look more natural, and leave in the sun for about thirty minutes to harden. Tint with one coal of water colour paint, and when dry, a coat of copal varnish will give a good finish, and will also stop the clay from disintegrating.

131. CAMP FIRE. A novel way of lighting the fire is to fix a thin taut wire from a tree at a steep angle into the middle of the fire. Attach one or more cotton reels to the wire, well greased so they run easily. To the cotton reels sling a fireball consisting of a mass of rags or gauze that have been dipped in melted paraffin wax. Be sure to practise first; if it travels too fast, the shock of hitting the fire may put it out.

132. KIM'S GAME. Prepare a story, such as a pearl being smuggled out of the country. Each Patrol represents a team of sleuths. They each have an opportunity to examine the Crook's belongings four times; at his home, at the airport, at the customs, and at his shop in the new country. In each case the objects are all containers of some sort, but only one particular container is seen in all four collections. Suitable articles are pill box, brass cartridge case, tin of boot polish, match box, cigar, tin of vaseline, golf ball, etc.

133. RELAY. Draw a river with chalk lines, banks about 6 feet apart. Patrol stands in river forming a human bridge. Last player crosses "bridge" without getting his feet wet, i.e. over the backs of his Patrol. As soon as he reaches the other side. Patrol take one step backwards, and he forms the front of the bridge, he raises his hand on arrival to start the next Scout.



134. CAMP FIRE STUNT. Scouts posted in a large circle. A Patrol race, each member of a Patrol being at least 50 yards apart. Every Scout prepares a torch of natural materials found on the spot. When ready, all the Patrol Leaders light their torches from the camp fire. Each runs to the next Scout of their Patrol who lights his torch from the P/L's. No. 2 now runs to No. 3 in his Patrol, so on. If a torch goes out, runner returns to his starting point and relights it with a match. Timekeeper times total number of minutes for the flame to travel around the circle for each Patrol. At the next Camp Fire, try to beat previous best time.

135. KNOTTING. Fix a rope taut across the hall about 5 feet from the ground. Behind it, in line with each Patrol, place a tall tin on the floor. Draw a chalk circle around the base of each tin. Relay – No. 1 has a knotting rope and a short length of cord with a small weight attached to one end. He runs to the long rope, secures his knotting rope to it with a clove hitch, then joins his cord to the knotting rope with a sheatbend, adjusting it so that the weight hangs just clear of the floor. Holding the weight, he steps back two paces and lets it go, aiming to hit the tin. When he has knocked the tin over, he replaces it in its circle, unfastens rope and cord, and hands over to No. 2.

136. RELAY. Opposite each Patrol place a short length of cord with a small bowline in one end, a tent peg, and a stick of chalk. Two players from each team race forward, No. 1 puts the peg through the loop in the cord and holds the peg upright firmly on the floor. No. 2 pulls the cord tight, holds the chalk at the cord end and draws a circle on the floor. They return to team, where No. 2, the "chalker" grabs hold of No. 3 – they race back to the cord. This time No. 2 holds the peg, and No. 3 becomes the "chalker," holding the chalk between half an inch to two inches further along the cord to draw a smaller circle within the first. This continues until each Patrol has a set of equal diminishing circles on the floor. There are many stunts to use these circles with advantage, one such being to write a score figure against each circle, rather like a quoits board; Patrols slide a metal plate along the floor to see which can gain the highest number of points.

137. TRANSPORT RELAY MEDLEY. Call out "Trains" and whole team link up, hand on belt, and run the course together. "Steam roller," and team runs as a rigger scrum, four in front, then three, then two, each row hanging on the belts of the row in front. "Donkey" – as Horse and Rider. "Bicycle," sets of three, arms linked. "Plane," all linked in a row. "Boat," linked in a row, but with alternate Scouts running backwards. "Jet Plane," Scout sitting on shoulders of rider, arms outstretched. "Airman," three handed injured man carry. "Bronco," horse walking on hands and feet (not knees), and rider gripping horse with knees.

138. TREASURE HUNT. Give Patrols a word, such as "Scout," and challenge them to find an article starting with each letter of the word. First Patrol in corner with row of items is the winner.

139. PATROL LEADERSHIP. Ask each Patrol Leader in turn to inform the Troop, from memory, at what stage each member of his Patrol has reached in his Badge tests.

140. STUNT. Challenge each Patrol to produce a gadget which would enable them to measure one minute of time.

141. COOKING. "Angel Egg." Place a small billy inside a larger containing hot water. Place in the small billy a tablespoon of evaporated milk and a lump of butter the size of a walnut. While this is slowly heating, separate the yolk and white of one egg. Beat the white until stiff, and add a little salt and pepper. Add this to the milk and butter. After a couple of minutes add the yolk. Cook until it is ready.

142. SHORTHAND. Read a letter at normal dictation speed – the Patrol which can read it back mostly correct wins. Warn Patrols first that they can reproduce it any method they wish, i.e., write it down as they hear it, or all try and remember it en masse, write it afterwards, or have a rota so a different Scout writes each sentence.

143. TREES. Patrols stand in a circle, in centre of which place about ten logs, each from a different tree and approx. 14 ins. long and 1½ ins diam. Number each team. Scouter calls out "Cherry 4" and all those bearing the number 4 rush out, the first to hold aloft the cherry log scoring a point for his Patrol.

144. DROP RUGGER. Two teams of 5 or 6 in each stand at opposite ends of the hall facing the wall. Dead silence while Scouter drops some small object, such as a paper clip or a halfpenny. Immediately the sound of it being dropped is heard, both teams turn round and rush for it, each Scout with the aim of making a "touch down" in his goal, a chalk circle each end of the hall.

Variation 1 Team whose member has successfully placed object in their goal has to take object to the other end of hall, and place object in other goal; the other team of course, trying to capture it and give it to the Scouter.

Variation 2 Use a larger object such as a football or a wet mop without handle.

145. KIM'S GAME. Troop in horseshoe. In turn each Scout calls out the name of an object. As each object is named Scouter adds to a story. The objects may be Woggle, Table, H.Q., Flagpole, Glass of water, Gold tooth, etc. In which case the story joining the items together could be "Four legs of a table each have a woggle tied around them — on the table is a model of your H.Q. — with a flagpole — on which is balanced a glass of water — and in the glass, on going to bed the Scouter places his false gold tooth, etc."

Later during the meeting each Scout writes a list of the objects in order. You will find that nearly every Scout gets them all correct. This is also an excellent way of memorising, even lists of numbers; just make a story of words rhyming with each number, i.e. 1, 3, 5, 7, Bun, Bee, Hive, Heaven. The more improbable the story, the easier it will be remembered. A Rover played this game six years ago can still recite the objects learnt, Grandfather Clock, Ox's tail.

Elephant, Rice Pudding, Corsets, Snow, Onion, Damsel in distress. Cruiser, — see if you can make up a story with these — with no long pauses for thinking.

146. GAME. Two equal teams. Place a sturdy box in the centre and draw a chalk circle on the floor about eight feet radius. "Inner" team, standing inside the circle try and stop the "outer" team from hitting the box with a large ball. "Inner" team also supply one Scout with a bat, or piece of wood, standing on the box as goalkeeper. If "inner" team get the ball, they try and hit any of the "outer" team below the knee. If hit, the victim joins the "inner" team. If the "outer" team manages to hit the box, the goalkeeper joins the "outer" team; the bat being handed to another player from the "inner" team.

Goalkeepers must change over smartly, as the game does not stop. This is a very fast game, and is just as easily played out of doors. After a certain time limit, the team with the most members is the winner; it is very exciting to continue playing until all players are in one team.

147. KINGBALL. All players wear berets, except one – who has the ball. He tries to hit anyone, retrieving the ball each time. When he succeeds in hitting a victim, the latter also removes his beret, and both Scouts try to hit anyone with a beret. The game ends when there is only one player left still wearing a beret. Played in a hall, field or even thick woods.

148. WATER FUN. Two parallel forms about three feet apart; then place two chairs facing each other outside the forms. A Scout sits on each chair, blindfolded armed with Quix containers full of water, or buckets of water and a mug. You line rest of the chaps as if each is going to silently creep between forms with the aim of getting through without getting wet. The two blindfolded Scouts, thinking they are aiming at the "trackers" chuck their water – over each other. Naturally choose two Scouts who like getting wet, very entertaining for everyone!

149. TORCH GAME. In thickly wooded country at dusk, place a flag and a lantern in the centre of a circle, radius forty long paces.

Inside the circle, up trees where possible, your Seniors – or half the Troop, each armed with a torch, conceal themselves. They must all be perfectly silent.

The rest of the Troop, starting spread out evenly outside the circle, with dark clothes and bare skin covered up, have stealthily to creep up to the flag without being spotted by a torch beam. Immediately the flag is touched the outer team has won.

Everyone must be quiet all the time, and torches only switched on when a suspicious noise is heard.

Scouters will find that boys tend to group together and talk to hide their nervousness – try and encourage each boy to keep at least ten feet from each other.

As your Troop get proficient at this tracking game, choose more difficult sites which include dead wood or dry leaves on the ground, or a small river to be crossed.

150. TARZAN. Cross length of hall keeping given height off ground (4' or 5' or 6' say) and not using walls or ceiling.



THE END