

The New "Gilcraft" Series.— Number Three

OUTDOOR GAMES FOR SCOUTS

Edited by

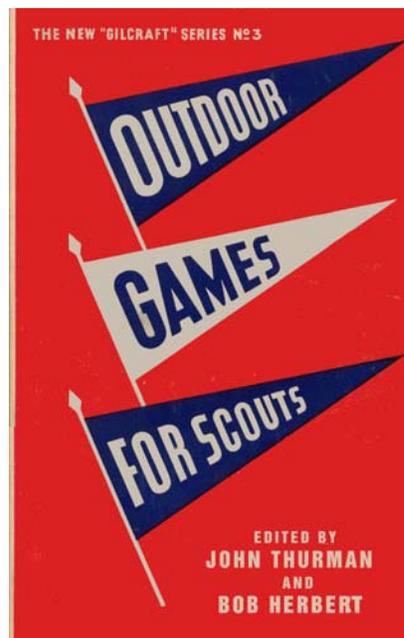
JOHN THURMAN

Camp Chief, Gilwell Park

And

BOB HERBERT

Field Commissioner



This Canadian Sea Scouts Homeport electronic edition is based on the 1952 New Gilcraft Series N^o 3 edition.

Many thanks to those Canadian Scouters who assisted in the production of this 2005 e-edition.

CONTENTS

| CHAPTER | PAGE |
|--|------|
| I. TEAM GAMES | 5 |
| II ... OBSERVATION AND SENSE-TRAINING GAMES | 11 |
| III.. WIDE GAMES | 18 |
| IV... STREET GAMES..... | 27 |
| V.... NIGHT GAMES..... | 36 |
| VI.. ALL SORTS AND CONDITIONS OF GAMES..... | 45 |

The Gilcraft books were written by members of the 1st Gilwell Park Scout Group, i.e., Scouters who hold the Wood Badge. The contents were approved by the Camp Chief of Gilwell and the General Editor of the Association.



OUTDOOR GAMES

FOR SCOUTS

FOREWORD

The Gilcraft book of Scout Games contained pretty well all the games that had ever appeared in *The Scouter* or on Training Courses. Those of you who have seen *Indoor Games for Scouts* will know that I discarded all that were complex or difficult or unplayable, as some were. Those that seemed meant to be played out-of-doors I put aside and sent to the Camp Chief at Gilwell Park. I also added all those series of outdoor games which have appeared in *The Scouter* under my editorship, and the best of the games from the old *Gilcraft Wide Games* which was never a very satisfactory book.

The Camp Chief has added all those games he has played at Gilwell Park since he became Camp Chief, and together with his collaborator, Bob Herbert, he has arranged this collection of games.

So in these two books you now have, I think we can say without being accused of immodesty, two volumes of very varied, very excellent games which should inspire you to additional variations to fit your own circumstances.

Rex Hazlewood.

Introduction

This book is a companion to the Gilcraft *Indoor Games Book*.

It is as well to remind ourselves that Scouting at its best leads us out of doors. Over and over again, B.-P., our Founder, warned us against the dangers of "Parlour Scouting" and urged us to be players and not merely watchers.

To find an exact line of demarcation between "Indoor" and "Outdoor" games is neither necessary nor possible, but we can at least affirm that most so-called "Indoor Games" can be played outdoor, and many are better fun thus played.

Although this book is divided into sections they must not be regarded as watertight compartments. For example, most of the camp games can be played just as well at any other time where there are facilities. Indeed, many of the games can be adapted for indoor use.

Valuable as this book should prove, the best games book of them all should be the one you personally build for yourself. Whenever you see or play a new game, make a note of it; take the best from this book and from the many other games books and gradually you will build up sufficient material to cover all your requirements—a good complete but never finished book.

It is essential that we try to play our outdoor games suitably attired. Nobody can enjoy a game of football dressed in long trousers, jacket and waistcoat. Whenever possible encourage your Scouts to wear the dress suitable to the game. Scouts like to do the job properly. If they are playing cricket, with a little help and encouragement they will be able to turn out in flannels. For the normal camp games, gym shoes, shorts and a singlet is the ideal kit. If it is at all possible shower-baths should be available after all games and the Scout should be encouraged to make a complete change of clothing. Once there is a tradition established in these matters Scouts will take a pride in their physical development.

Games must be enjoyable if they are to benefit the players; discipline there must be but fun and laughter are essential ingredients of the playing of games.

When night games, wide games, straight games, etc., are played, especially when using disguises, it is desirable that the police and other interested parties should be notified.

“Helping other people at all times” does include not making a nuisance of ourselves to the public. It is in this matter of courtesy that the Scouter must needs keep other peoples’ point of view alongside his own.

Variety remains one of the spices of living and so variety in the games we offer to Scouts is essential for it will add to their enjoyment and offer real training in resourcefulness and adaptability. Favourite games there are and they will remain, and right it is that they should, but the Troop (an actual one) that had played British Bulldog exclusively for eighteen solid and rather bitter months was in some danger of getting a one-track approach to games and was hardly offering its Scouts a fair pick in the lucky dip of life.



CHAPTER I

Team Games

Most of the games in this section are for two sides or teams. Where ages and physical development are too wide apart the quickest and easiest method is to line up the Troop, tallest on the right and shortest on the left; number—odd numbers form one side and evens the other. Sometimes the marrying of two Patrols achieves the best result.

Some of the major field games should be considered, for example, Basket Ball, Football, both Association and Rugger, Hockey and Cricket, etc. But it is not necessary for these to be described here.

Most team games require two particular conditions for their success, the one a fair, firm and intelligent referee or umpire, the other a clearly defined playing area. Those idealists who proclaim that because “A Scout’s honour is to be trusted” referees and all such are redundant are begging the question. Most players of organised games are good sports and not without personal honour, yet it is fair to claim that without referees and umpires none of us would ever have been “offside,” still less “L.B.W.” The plain fact is that a sound referee adds greatly to the enjoyment of the game from the players’ point of view, and not least of a Scouter’s duties is to know absolutely the rules of each and every game his Scouts are likely to play.

As to “marking out the ground,” sufficient to say that it should be done clearly and beyond dispute, that it should be adapted to the number of players taking part and, indeed, to their age.

Such matters, too, as fixing time limits before the game begins are important. Limits which once fixed should be as inexorable as to make those Laws of Medes and Persians seem like shilly-shallying.

These things do matter, for without order in our games there is no pleasure, purpose or profit, and because we are Scouts what we attempt should be done both properly and well.

1. Hurley Burley

Ground, with goal at each end, is divided into two equal parts. Players form two teams, even numbers. Object of game is to get ball through opponents’ goal. Players may kick and handle the ball, but must pass if touched when holding the ball.

2. Nuts and Raisins

Two teams; one team tries to pass a football about among its own members, the others trying to intercept. A point is scored for five clear undropped consecutive passes; no tackling, only interception is allowed. The first player to touch a dropped ball may pick it up unmolested. Team with most points in (say) eight minutes, wins.

This is a very skilful and exciting game.

3. Pitchball

Rope or mark off a pitch about 12 to 15 yards square. Teams of eight, each fielding in turn. Fielding side stand two to each side of the square, armed with a tennis ball. Batting side enters square one by one, armed with a cricket stump or mallet handle, or other suitably sized stick. Fielders have to throw the tennis ball at the batsman, and go on throwing it until they hit him. Every time they miss him, i.e. the ball enters the square without hitting him, he gets one point; if he hits it with his bat, he gets two; *if* he knocks it

back out of the square the way it came, he gets three, and a really lusty swipe gets four. Batsman (but not side) is out if "caught," as in cricket. Fielders must not enter square; if they do, the batsman scores one point. He cannot be out to a throw from a "trespassing" fielder. If the ball goes "dead" inside the square, any fielder may recover it, but he must return outside before throwing. Two, three or four innings each, and the side which scores the most points wins.

Variation. Use two balls.

4. Ring the Peg

Old horseshoes provide a good outdoor game. Favourite relaxation with cowboys on round-ups. A tent peg is placed in the ground about 20 feet away. Each player with three shoes tries to "ring" the peg. Single points are scored by the shoes which are nearest to the peg when the throws are measured at the end of the round. When a shoe lands against the peg but doesn't encircle it, the throw scores three, while a clear "ring" counts five. First player scoring one hundred points wins the game, which can also be played with teams, two opposing players throwing alternately with three shoes each, same shoes then being used by the next two opposing players.

5. Deck Tennis

Played over a net about 5 feet high by throwing a rope ring from side to side. One team each side of net; any player dropping the ring falls out. Team lasting longest wins. Thrower of a shot falling outside a marked base-line falls out.

6. Rounders

Two teams; one batting, others fielding. Batters queue up behind home base. Four other bases are arranged at corners of hexagon with sides up to 30 yards according to space and numbers. Bowler stands 15 feet from batter. Ball served must be pitched between knee and shoulder of batter. Three are allowed, but batter must run for any he hits. If he can run round all four bases without being hit he scores a rounder; but if he is hit between bases he is out. He can be brought back by any rounder scored by his team. Only one batter can be at a base at one time. If any more, all but last arrival are out. Ball is dead as soon as in bowler's hands, and no batter can then move from a base until next batter starts running from home base. A full catch puts all batters out. As rules vary considerably they should be agreed beforehand. (This is essential in any team game.)

7. Squaw

Two teams of any size, played on a small football ground. Each player has a short stick. A goal is scored by throwing or carrying the "squaw" (two small balls of tightly rolled leather joined by about 5 inches of cord) with the stick through the goal. No rules but a very sensible referee who is sole judge of fair play. The "squaw" may not be touched with the hand.

This is a fast and exciting game.

8. Stool-ball

Equipment can be improvised. Two wickets are made by fixing board about 1 foot square on a post between 4 and 5 feet high. Bat is like a ping-pong bat, about 8 inches across. Wickets are 16 yards apart; bowling crease 10 yards in front of each. Batters send in two batsmen. Bowling is by one bowler standing at crease in front of batsmen; ten balls to an over. Batsmen is out if ball hits board (the post and back do not count), or if caught or run out. No stumping. To be run out, ball must hit wicket, or if a fielder with ball in hand touches wicket before batsman.

9. Hit the Board

Two sides equal numbers. One in and one fielding. The side in, stand by board about 2 feet square and one at a time, as in rounders, hit the ball as far as they can with hand. If caught by fielders, striker is out. If fielded after touching ground, fielder stands still and has a free throw at board which, if hit, gets striker out. Fielding side score two. If he misses, other side score one. If ball goes over boundary, fielder throws from where it passed the line. Boundary line according to skill of players and size of ground available. Innings go on until all side is out. Board can be fixed on pole, or laid flat on ground.

10. Change Hockey

A football and four stumps (or improvised substitute) are all the equipment required. Teams line up on either side of the pitch with the ball and stumps at the centre. On the word "Go" the first two of each team run forward, pick up a stump each and try to knock the ball across the opponents' line—or into a goal if desired—to score a goal. At the command "change" by the umpire, those playing drop their stumps and the next pair from each team take their place.

11. Wheelbarrow Ground Ball

A football and stumps to make a goal are required. The teams, in pairs, make up wheelbarrows. These wheelbarrows form up in the usual way for football and the game proceeds. Only the barrow man may hit the ball—with one of his hands—and by passing, etc., the teams attempt to score goals. The ball must be kept on the ground. Don't play this for too long and change barrow and wheeler frequently.

12. Trap Ball

Two teams; one fielding, one batting. A flat stone is required for a base, a tennis ball, and a stick of handy size which can be wielded with one hand. The batters in turn bounce the ball on the stone and try to hit it with the stick. If the ball is hit it is fielded by one of the other side, and batter places his stick on the stone and gives a number to the holder of the ball, who stays in the place where he fielded it. For example, if the batter gives "Two," the fielder throws the ball, trying to place it within two "stick" lengths from the base. If he does so, then the batter is out; if not, then the batter scores two and continues to bat until out. The batter may also be out by failing to hit the ball twice in succession. A catch puts out the whole team. Batters may say any number they wish up to six or even "hit the base," no score being counted for this. The team scoring the most points wins.

13. Two-ball Football

A rag form of football played on an ordinary ground but with two balls. The off-side rule is entirely ignored, both balls are kept in play, and a referee is appointed to follow the play of each ball. If both balls go through the same goal at the same time, two goals are scored.

14. Over the Net

A ground about the size of a tennis-court is required, with a net or rope stretched across the middle, 6 or 7 feet from the ground. Teams of six play with a football. The object of the game is to hit the ball over the net so that the opposing side cannot prevent it from falling on the ground. The ball may be held, but not carried; it may not be thrown, but be held in one hand and hit with the other. Players between the net and the ball may hit it on towards or over the net, but may not hold the ball. No one may touch the net. To start the ball into play, the server hits off from the corner. All fouls, ball on ground, and "outs" give the opposing side service; no scoring is possible except by those serving. This is an excellent game for after tea-time in camp.

15. "A Horse, a Horse"

Form two teams, each with an equal number of pairs of "horse and rider." Remaining Scouts on each side are unhorsed riders. Riders armed with short sticks.

The "ball" is a short heavy club or billet of wood. "Goals" are scored by striking (not throwing) it against a suitable tree or post at the opposite end of the pitch. No boundaries are necessary, but a halfway line for the "kick-off."

Any fair tackle is allowed, of ball, rider or horse, but only mounted riders may tackle.

Unhorsed riders follow the ball and try to grab any horse who is momentarily riderless. Horses must go where their riders wish, regardless of which side they started on. There is no limit to the number of times a rider may remount.

A rider must dismount to pick up ball off ground, and must remount before proceeding. Horses may not touch the ball.

Can be played either in or outdoors according to circumstances.

16. American Cricket

Rules as for ordinary cricket with these exceptions:

- (1) The wickets need not be full 22 yards apart.
- (2) Bowling must be with tennis ball, under-arm, FULL PITCH. Anything that bounces between the wickets is a no-ball. This means that game can be played on any open ground, without prepared surface.
- (3) There is one bowler at each end of pitch and the ball is bowled from whichever end the ball happens to be, i.e. there are no set overs.

You can play the game with any numbers and with any old piece of wood for a bat.

17. Bucket Cricket

No. 1 of batting team takes his place on an upturned bucket in centre of circle (18 feet radius), with a bat 18 inches long. Other teams by throwing under-arm from outside circle try to hit bucket with ball. Teams bat in turn. If batter hits ball—two runs; if ball is not hit but misses bucket—one run. If ball hits bucket, is caught full pitch, or batter falls off bucket, he is out. Team with most runs wins.

18. Balloon and Ball Football

Each team lines up on its own goal line, a balloon or football bladder is put in the centre. Each team tries, by throwing tennis balls, to drive the balloon over the other goal-line. The balloon may only be propelled by a thrown ball, not a ball held in the hand, and never by any part of the person. Each time the balloon goes over the line a goal is scored.

Variation. Players may stretch out or leave their places to obtain tennis balls but may only throw when kneeling on both knees behind their own goal-line.

19. Attack and Defence

A ground about 60 yards long with a half-way line. One team at each end guarding a number of objects (one for each member of the team). Each team tries to capture its opponents' treasure and defend its own. A player can only be caught when out of his own half and not when he is returning with a capture. Prisoners are put behind their captors' base and must be released before any more objects can be taken. Only one prisoner or object can be released or taken at a time. Team with most objects and fewest men prisoners wins.

20. Aunt Sally

Two skittles or clubs are stood up one at each end of a line about 40 feet long. Troop divided into two teams, A and B. One Scout from A guards that team's skittle, and one from B the other. Scouts are paired off, one A with one B, and take up any convenient position in room or field. The object is to knock over the other team's skittle with a ball. Scouter starts game by bouncing ball in middle. Scout getting ball tries to pass it to another Scout in his team in a more favourable position. Ball must be thrown, not hit, except by guard who can hit the ball away, but not kick it. No pairs should be within 5 or 6 feet of skittle. If numbers allow, two balls and two guards add to the fun.

21. Ankle Football

Rules are the same as in ordinary Association football except that players must keep hold of their ankles with their hands. Try playing it with a balloon on a windy day! Goals should be close together.

22. Handball

Rather like football—played, as its name implies, with the hands. Goals about 8 feet wide. Sides to suit occasion, but six—goalie, two backs, and three forwards—has been found most successful. No corners or off-side. Ball may only be played with one hand at

a time, except by goalie, who can stop or fist out with two, but must not hold. Any other means of propelling or stopping the ball, e.g. feet, forbidden. No obstructing opponents, or holding the ball in any way. Instead of the usual "kick-off" the ball is placed in the centre, and the teams line up on own goal-lines and see who can get there first when the whistle blows. This is a very strenuous game and five minutes each way will generally be found quite long enough.

23. End Ball

Half of each team stand at each end of the ground (18 yards by 26 yards); they are the "catchers." The other halves stand in half of the ground remote from their own catchers. The object of these is to throw a football a fair catch to their own catchers without it being touched by the other throwers. Catchers may not move out of a space 1 yard by the width of the ground. No thrower may move with the ball; he may throw it to another of his own throwers if in a bad position. Team making most catches wins.

24. Four-Goal Football

Four goals arranged at points of cross, two or more footballs. One scorer at each goal. Four teams — object, playing normal soccer rules (except for offside), to score as many goals as possible in any goal except your own. Winners are team with fewest goals against.

25. Non-Stop Cricket

Two concentric circles—one 20 feet diameter, one 10 feet diameter. Log in centre as wicket. Baseball bat or cricket stump as bat; tennis ball. Fielding side all outside larger circle—all are bowlers from circle perimeter. Ball must pitch inside inner circle. As soon as a player is out (caught or bowled) next man in, and if he is bowled out before he's in, he's out ! Runs scored from log to edge of circle and back. Any number on each side. A good, firm, unexcitable umpire is essential.



CHAPTER II

Observation and Sense-training Games

Some Scouters seem to have the idea that any game which contains a training content is necessarily less fun than a game which has very little training value. It is important to remember that Scouting is a Movement for training boys and not a Movement merely for entertaining them. It is clear from the Founder's writings and from all that he said to us that it was his intention that we should train Scouts and that the playing of games was one of our training methods. All this presupposes that any game we play should have a purpose and that the fun is there for good measure and is not the principal motive.

The importance of this particular section of the book lies in the fact that, unless we make a conscious effort to develop the natural senses of our Scouts, all other activities of Scouting become difficult and, on occasion, impossible.

In the wider sphere there is no question whatever that the man who has his senses acutely developed is in a position to benefit more from all that life has to offer and, through being able to benefit, is able to make a more important contribution. This is not the place to go into great detail, but it is as well to remind ourselves that such activities as Knotting, Mapping, First Aid, Pioneering, Estimation, Reporting, etc., are only carried out effectively if Scouts have been trained to be observant. To take one example; it is no uncommon thing to see Scouts struggling earnestly and manfully to tie a knot correctly, but without much hope because they do not really know at what they are aiming, and if only they had a mental picture of the finished knot they are seeking to produce they would be able to work much better towards an accurate completion.

All this amounts to saying that, whether indoors or outdoors, sense-training games should occur pretty frequently in our programmes because they do improve the quality of all our Scouting, and they do, above all, build up that alertness of mind which is the hallmark of the trained Scout.

One other aspect of the matter needs mentioning. We have prided ourselves for over forty years on our willingness to render service to the public in a vast variety of ways, and yet it is manifestly impossible to render service unless we are trained, first of all, to carry it out and, secondly, to be sufficiently alert to observe the need for service.

Practically all the games that follow are what one might call basic, in that it should be possible with a little ingenuity and imagination to build an infinite variety of games that grow out of the root of the basic game. There is always a danger, in presenting sense-training games, of falling into the error of training the memory (which is a good thing in itself) and misleading ourselves and our Scouts to the idea that we are training them to use observation. Some years ago there was an unusual Scouter; unusual in that he was orderly above normal, and in his Troop Headquarters could be found carefully labelled boxes and drawers for almost every conceivable activity in which the Troop took part. Amongst these drawers was one which bore the caption "Kim's Game," and in it was the usual assortment of miscellaneous objects. In course of time his Troop, so he believed, became quite incredibly good at "Kim's Game" and it was rare for any boy to score less than twenty-one marks out of a possible twenty-four. What the Scouter failed to realise was that the contents of his carefully labelled drawer had become part of the tradition of the Troop. His Scouts would have scored just as many marks had he merely announced "Kim's Game" and not bothered to open the drawer. This, of course, is a classic example of the error. It was a splendid piece of memory training, but when these same Scouts were faced with a different assortment of articles the results left a great deal to be desired. All this adds up to saying that in any form of Kim's Game, dealing with any of the senses, there is a need to vary the situation and the articles.

Finally, sense-training must be progressive if it is to have any effect. We must begin with simple things and gradually, almost imperceptibly, lead our Scouts on to complicated and more difficult things.

26. Unknown Country

EACH Patrol is sent out on a different hike of about 3 to 5 miles and does a log similar to that for the First Class journey; but they must bear in mind that it is unknown country. This means that No NAMES of places, etc. can be used or Nat. Grid references; road signs, etc. are ignored. They are told their log should give enough information for others to be able to follow their route and know where they can camp. For the S.M.'s information only they hand in a tracing of journey on 1-inch or 2-½-inch map.

Later each Patrol attempts to follow the logs of the others; their log showing with what success. S.M. checks with his tracing.

Winning Patrol is that whose log was most easily followed and gave most information about the country.

27. Long Distance Kim's Game

For this game a number of articles should be arranged against a background 50 or 60 yards away — for example, a stuffed bird perched on a branch, a Cub cap hanging on a bush, an axe masked in a log, a coil of rope wound round a tree trunk. The degree of difficulty can be made progressively greater. In the early stages of the game the articles should be of contrasting colour to that of the background and should be red, blue and yellow, etc. As the Scouts become more efficient they can not only learn to pick out something from a familiar background but will be learning at the same time the use of camouflage. For the Sea Scout, a variety of the game consists in having the articles arranged on some stretch of beach or on the side of a river, the Scouts going past in their boat and spotting as they go.

28. Vertical Kim's Game

Select a suitable tree about 50 feet high with many stout branches. Suspend about two dozen articles ranging from a mallet to a fine pair of antlers; some should blend with the background, e.g. a Cub cap, and others should be more obvious. Scouts study the tree for six minutes either from the tree itself or from the ground. Allow four minutes for descending the tree and compiling the necessary list.

29. Kim on the Run

A number of fair-sized objects, the initial letters of which spell the name of a town, are collected by the S.M. and put into a box or a sack. He then tells the Scouts that he is going to wander about within a defined area of woodland, holding up these objects one by one, for (say) one minute each. The boys have to stalk him and remember the objects they see until the end of the game. Patrols are then given paper and pencil to write the objects down, then to take the initial letters of them, and so discover the town. The objects need not necessarily be held up in the correct order. Any boy seen by the S.M. during his wanderings has a point deducted, and is sent back to base to begin again.

Patrols receive three points for each object they get correct, plus a bonus of ten for solving the town.

30. Camouflage

There is nothing original about camouflage, but very few Scouts practise either the art of camouflage themselves or that of detecting the camouflage of others; observation comes into both these practices. While the rest of the Troop is occupied in the H.Q., take one Patrol out of doors and, while you stand on a base-line beyond the limits of which you must not move, place the individual Scouts in positions from which they can see you and in which they are at least partly visible to you, though protected by natural camouflage from being obvious.

EXAMPLES:

No. 1 can be up a leafless tree which is silhouetted against a bright sky, with his arms and legs conforming to the natural curves of the branches;

No. 2 can be lying in a hedge, with his face clearly visible though in shadow, the light colour of his face being dark compared with an old sheet of newspaper which is lying a few yards farther down the hedge and which distracts the observer's eye;

No. 3 can be standing upright and almost fully visible in a sparse clump of bushes, bare arms behind his back, knees covered by stocking-tops, face almost completely covered by scarf, with dappled sunlight and shadow falling on him through the bushes;

No. 4 can be lying in a pile of logs, his hair and eyes just visible beyond the end of one log, perhaps a shoe visible at the other end, and the back of his shirt just visible above one of the logs but conforming to the general colour and alignment;

No. 5 can be lying along the farther slope of the roof of a low building, with his head (and possibly hand) just visible round the side of a chimney-stack;

No. 6 can be lying in long grass or weeds, where it is fairly easy to choose a lighting and colour scheme in which he is visible but hard to spot.

When all are placed (and it isn't really difficult to choose a set of surroundings fairly similar to the ones suggested) tell them to "freeze" and to watch the base-line. The rest of the Troop are then led (with their arms linked and their eyes shut) to the base-line, where they are told they are being watched by six Scouts, all of whom are at least partly visible. The observers must remain within the limits of the base-line, and on opening their eyes they should individually and in silence try to see how many of the six they can spot. After a short interval, call out to each of the six in turn, telling him to move slightly, and note how many of the observers have spotted him. If they have been at all skillfully placed, it will take a very good Scout indeed to spot six out of six at the first attempt.

31. Pin Point

Select a panoramic photograph, or picture postcard, of country unfamiliar to the Scouts, say, of a view near your Camp. Provide them with the requisite map, including the scene. Indicate to them the exact position from which the photograph was taken. Ask them either to pin-point on the map two or three features on the photograph or to point out the exact place on the photograph of selected points on the map.

This requires a very close examination and reasoning if the scene is sufficiently rugged. It is valuable training in visualising the solid reality from two plane surfaces, a training in observation that is becoming more and more valuable in these days of diagrams, blueprints and the use of visual aids.

32. Kim's Rounders

Divide into two teams. Half policemen, half robbers. Twenty-four articles, large and small, are set out on the ground as for Kim's game. The policemen observe the articles for one or two minutes; they then sit some way away with their backs to the articles. One policeman and one robber come forward; the policeman stands with his back to the articles and the robber steals one of them. When the robber says "Go," he starts running around a circular course (as for "Rounders"). On the word "Go" also the policeman turns round and when he can name the correct object stolen he can intercept and "tag" the robber. Only completed "rounders" count. Each man has his turn and then the sides change over. It is surprising how, when large objects are stolen, the policemen often fail to see what is gone.

The side with the most "rounders" wins. Referee (S.M.) needed.

33. Players and Spectators

Patrols compete in pairs. One Patrol Leader is handed a postcard containing an "incident" which he must tackle with his Scouts, while the rival Patrol prowls round at a radius of 20 yards or so, trying by observation and deduction to discover the nature of the problem with which the first Patrol is faced. After ten minutes or so, the roles of "player" and "spectator" are reversed. Each Patrol Leader then writes down on a second postcard his own idea of the instructions issued to his rival. The cards are read out and the Scouter-observer sums up and awards points.

"Incidents" might be:

- (1) "Out in the Sahara Desert with your Patrol, one member has been overcome by thirst and heat, and after a brief period of sun-madness, during which he wounds one member of the Patrol with a knife, he lapses into a coma. Rig up a shelter to protect him from the sun while a stretcher is improvised. Shade must be provided while the stretcher-party are on the move towards the distant oasis."
- (2) "Exploring the Amazon, you have wandered into a great area of swamp-grass through which you must force your way. The swamp-grass grows to a height of eight or nine feet, and you at last decide to turn back. But you are lost! Your sense of direction has been hopelessly confused. You decide to stay where you are and send a signal of distress to the main party on the edge of the swamp. You do this by erecting a signalling mast above the swamp-grass and sending the S.O.S. by raising and lowering a flag.

(Materials provided: Scouts' staffs, sisal, flag, small galvanised iron block, pegs and mallet.)

34. The Blind Traveller

This game can best be played by pairs of Scouts, although single Scouts can also play it. The two Scouts board a bus, and one of them then closes his eyes and keeps them closed.

The idea is that the “blind” Scout should be able to judge where the bus is at any time, and, if possible, give a running commentary on the progress of the bus, e.g. “We have just turned into Crescent Road. We have stopped opposite Maureen Avenue. We are slowing down to turn into Greenhill Road,” and so on. His companion checks his remarks, and next time they can change round.

It goes without saying, of course, that Scouts would not travel for this purpose only, when buses are likely to be crowded, and that perhaps the best occasions will be when Scouts are travelling to or from school or work, or out of town for a hike.

The main value of the game is that it may enable a Scout to be of service to the community when travelling on a foggy day, or at night, because he will have acquired a good sense of locality and will be able to tell other passengers where they are. The game requires self-control against the temptation to open the eyes, it shows the value of eyesight—and it is good fun.

35. Trilby

The following instructions—but printed in reverse by means of a typewriter carbon, are given to every Patrol when they arrive for a Troop Meeting:

WANTED

Information is required of the movements of a youth who travels about the town each night and acts in a most suspicious manner.

He usually wears a TRILBY HAT and waits until he knows that he is being followed.

Your Patrol is to trail him and keep him in sight, observing his actions that are of a suspicious nature.

DO NOT CHALLENGE HIM OR LET HIM SEE YOU
KEEP TOGETHER AS A PATROL

If you lose him, retrace your steps until you see him again. He sometimes works with a confederate.

Make a report of the route he takes and his suspicious actions.

PARTICULARS OF HIS STARTING-PLACE WILL BE GIVEN BY PHONING
371811 AND GIVING YOUR PATROL NAME. GOOD HUNTING.

36. “Where would You Expect?”

Prepare a dozen to a score of specimens of common plants, taking care to pick them without their flowers, e.g. the rosettes of leaves of daisy, dandelion and foxglove; a sprig of groundsel; seedlings of beech, sycamore and oak; the dry erect stems of last year’s thistles; portions of the shoots of bramble and rose. These should be readily recognised, but experience shows they are not! Use them as a spotting competition, or, better still, in Kim’s Game form.

The requirement can be made: “Where would you expect to find this object?”

37. Morgan's Game

Patrols go to a hoarding or shop window and look for one minute. Best report of the advertisement or shop window wins.

38. "Have You Got the Body?"

A certain gang of four or five body-snatchers are known to be operating in a given area. They may have any disguise but must wear a "burr" (one of those plant seeds that stick to you), or a piece of cotton wool in the left ear, or one black and one brown shoe-lace. The Troop looks for them. They award a point to any Scout saying to them, "Have you got the body?" They will probably have a rendezvous near the churchyard at a given time.

39. Agitators

The police descriptions of three or four well-known agitators are distributed. They are known to be arriving at the local station between X and X +½ hours. Patrols will take up unobtrusive positions to watch exits and will follow the agitators till they reach their homes. Reports to be turned in to the local police station

Variation: Agitator carrying a well-marked suitcase will arrive by train—the suit-case to be followed and a report made of each place where it changes hands.

40. "A Dog's Life "or "Follow Your Nose"

Patrol A and Patrol B divide equally into "dogs" and "masters." The masters in Patrol A take charge of the dogs in Patrol B and vice versa. The dogs are then blindfolded and led round the town to various shops and places which have distinctive smells (shopkeepers previously asked to co-operate). E.g. a boot repairer, a grocer, a draper, a wine shop, a cycle shop, a telephone box and a public lavatory.

The dogs have to name the places they are taken to (2 points each), and on returning to H.Q. draw a sketch map of the itinerary (5 points).

41. The Buttonhole Game

All Scouts are instructed to make a list during the coming week of all buttonhole badges which they can see and identify. The list should be under various headings, e.g. (a) Scout badges, (b) other youth organisation badges, (c) adult organisation badges, e.g. Rotary, Toc H, etc., (d) Service badges, (e) advertising badges. Points are awarded according to the number listed, but the method of scoring ought to be varied in each locality by factors like population, etc., rare badges in the district being given higher scores. As a check and to encourage real observation, each Scout should be warned that when he brings in his list he will be required to draw as accurately as possible one badge in his list selected by his S.M.

The game could, in more populated areas, be played while engaged in some other occupation on a Saturday afternoon. Opportunity should also be taken to draw attention to the importance of Scouts wearing their own buttonhole badge.

42. Tinker, Tailor, etc.

A given section of road is selected on which there is a reasonable number of passers-by. Game should be played at night, and road should only be lit by ordinary street lamps, brightly lit shops being avoided. S.M. takes up his position at one end and as an interesting person passes him he gives an agreed signal. Patrols are instructed to observe these people and submit report which must include description and results of their deduction as to his or her occupation. Disposition of Patrol is left entirely to P.L. Could be played in daylight, given suitable cover.

43. The Eccentric Windows

Arrange with a number of local shopkeepers to whom you will have explained the game and the training behind it (twelve to twenty-four if possible) to exhibit in their window one article which they normally would not sell, e.g. a packet of garden seeds shown in a tobacconist's window. Scouts are given locality in which to observe and a time limit, they then report back and submit a list of the shops concerned, together with the name of the articles seen. One mark awarded for each correct article and one mark deducted for each incorrect article. Very often a large article will escape the attention of even the most careful observer.



CHAPTER III

Wide Games

Wide Game is a term that has come into use in Scouting, but too few Scouters understand the meaning of it or apply it. The term indicates various types of games that are played by a number exceeding one Patrol over a sufficiently wide area of ground, or even water for that matter. Such games can be of a fairly simple nature, such as an easy trail or treasure hunt, or of a somewhat complicated nature, involving a good deal of previous preparation and large numbers of Scouts from different Troops.

In the early days of Scouting such games were more commonly known as Field Days, a term which has a military significance but which still indicates the idea of the game very well—a day spent in the fields and woods.

In the original edition of Scouting for Boys appear such wide games as "Scout meets Scout," "Despatch Runners" and "Lion Hunting," which were all highly popular. Aids to Scouting, written by B.-P. shortly before the South African War and used to train boys as well as soldiers before he wrote Scouting for Boys, contained the game called "Flag Raiding," which appears in later editions of Scouting for Boys, and has proved itself in various forms, probably the most popular Wide Game of them all.

If a Wide Game is to be successful it must be understood by all. Discuss the game in the Court of Honour and make sure that the Patrol Leaders know exactly what is expected of them. It is a good plan to take the Patrol Leaders over the ground on which the game is to be played.

Keep the games as simple as possible; if two sides are to meet in opposition then make certain that they do.

Have a means of starting the game off and a signal to mark the finish, the firing of a rocket, gas rattles, etc.

Probably the best method of "lives" is for each Scout to tie a piece of wool above the elbow, a different colour for each team. "Dead" Scouts can get a fresh life from an umpire, on payment of a forfeit, e.g. answering a question on one of the Scout tests or by tying a knot, etc.

At the conclusion of the game the umpires award marks for number of lives captured, for achievement of jobs, etc., and declare the winner. The umpire might well give a short summary of the result and point out faults in stalking, etc., and give praise where due.

The final proceedings could be tea and a Camp Fire.

44. S-Boats

The Cuckoos, Owls and 'Peckers assemble at appointed spot on a dark night. The game is to be played over cleared woodland through which a path runs. Twenty yards to the north of the path stand four trees at intervals, on each of which a lantern is hung. Between the trees stretches a cord on which seven cannon crackers are tied. The lanterns mark the mouth of the "harbour" "across which a" boom" (the cord) hangs.

The Owls become "coastal motor-boats" whose duty it is to cruise silently up and down the appointed "channel" (the path). The Cuckoos and 'Peckers become "steam pinnaces," and sail south out to sea to their starting-point. Each pinnacle has on board three matches in a match-box.

Upon the signal for the outbreak of hostilities the “pinnaces” make for the shore as silently as the “seaweed” (dry leaves) and “rocks” (tree stumps) will allow! When they reach the neighbourhood of the “channel” they are liable to attack by the “motor-boats” and, if touched, must give up the match-box and the matches. Once over the channel they are in water too shallow for the “motor-boats” to follow them, and can make for the “harbour boom” unharmed. They cruise along the “boom” until they find a “mine” (cannon cracker), which they explode at the expense of one match. They return unharmed to the starting-point.

Note.—The details of the game and of the method of scoring can be varied according to the different sites on which the game may be played. As actually played on the site described, both “motor-boats” and “pinnaces” sustained a considerable number of scratches to their “paint work” and the iodine brush had to be freely applied. When played by younger boys, an open fire would be preferable. Limits of time—half an hour.

45. Smugglers’ Treasure

The members of one Patrol are the Smugglers, who are trying to dispose of their goods to the Pedlars (Patrol 2), whilst the Coastguards (Patrol 3) attempt to prevent them. The goods can be in the form of coloured counters, each colour representing a different value. The Smugglers and Pedlars start at positions about a quarter of a mile apart and work inwards to meet each other, while the Coastguards start from a position somewhere midway between the two, and try to prevent the exchange of goods taking place. If a Smuggler or a Pedlar is caught with a counter on him, he must surrender it to his captor. He may then remain in the game for the purpose of sidetracking the Coastguards and warning his own men of danger. When a Pedlar receives a counter he must take it back to the S.M. at his base before collecting any more. At the end of the game the side in possession of the greater value of counters is the winner. Counters still in the hands of the Smugglers do not score for either side.

46. XYZ Game

Required: For each Patrol an X object, a number of Y cards and a number of Z objects.

Each P.L. is told the area of the game and the time he must report to one of several umpires scattered about the area. This time is reckoned as zero hour for the game to commence. He is given by an umpire an envelope containing the object X, which qualifies his Patrol to take part in the game, and several cards, Y, which will be carried by members of the Patrol.

Each Patrol has three objectives

- (1) To obtain as many Y cards as possible by searching Scouts from other Patrols in the area. The Y card can be hidden anywhere on the Scout’s person, but he must submit to search by any other Scout who touches him on the back and gives the password (the name of the X object). The searched Scout must give up to his searcher all Y cards found on him. (It is obviously to the advantage of the searcher to scam as quickly as possible!)
- (2) To report on any suspicious characters seen within “an area within the area” between certain hours. This gives practice in accurate observation and reporting,

and helps to bring together all the competing Patrols and thus adds to the excitement.

- (3) After a given time to obtain as many objects, Z, as possible from a given hedge or ditch or wall or garden, etc. These should be camouflaged but not hidden. If there are a number of patrols they must find and report to an umpire wearing a blue flower or something before searching for objects, Z. (This again brings the Patrols together as the game draws to an end.)

The P.L.s are told the time for the game to end and then are given a few minutes to report back to Headquarters to hand in reports, objects X, Y and Z and, if possible, to have a grand tea together to finish off an exciting afternoon.

47. The Query Hunt

Each Patrol Leader is told to report to a certain umpire on an arranged more or less circular route which all Patrols, starting from various umpires, will follow. One umpire (lay members, Scouters, Rovers, etc.) for every three Patrols and five-minute intervals in starting off each Patrol on its hunt along the route should be sufficient.

The P.L. receives his instructions which include a rough sketch map of the route his Patrol must follow. Along the route there are about twenty occasions when he must look for, or estimate, or sketch something, or discover some information, or overcome some slight obstacle. These questions must depend on the district, but here is the sort of thing

What is the time on the Town Hall clock when you arrive? Find out who winds it up.

There are a number of headmasters who live near the route. Discover one and get his autograph.

What number bus passes along Street, and what is its destination?

Obtain the signature of the driver of the first fire engine for duty at the Central Station and of the Sergeant on duty at the Police Station in Street.

What is the score at half-time in the match v. (the local game)?

These sketch maps are places within the area. Identify them as you go along and mark in road names.

Somewhere on your route either make a plaster cast or cook a damper.

Make a sketch of the leaf of a tree in the garden of No. 17 ——— Road. (Is this house on the phone?)

Say how you found the answer.

If you see a Scouter with anything wrong with his uniform give him the password "Gunga Din"—and *then* watch him for one minute (e.g. the Scouter could throw away a matchbox containing a brief message in Morse).

Note any water hydrants you see *en route*.

What is the height of St. Michael's Church?

What time does the last train for leave the station to-night?

Find a bus ticket with the number adding up to 21.

Ring up 555-2440 (D.C.'s number, e.g. D.C. gives points for ability and courtesy).

When you get to the Recreation Ground gate go 70 yards N.E., 25 yards S.S.E., 50 yards due E., 100 yards S.E., 150 yards W.S.W. Where are you now?

Look out for any evidences of the town's historical associations, etc.

This game, which is a grand outing for all Patrols in a district, is good fun and can be fine publicity for the Movement. It needs a couple of Scouters, or better still, a bunch of Senior Scouts to spend an evening or two preparing it—they'll get a lot of fun and a fine game will be their reward.

48. Treasure Seekers

The original explorers had left caches of food on their return journey after hiding the treasure. They had also left caches of food on the outgoing journey as they did not know that their party would return together. The explorers had to come back without the treasure as they lost their leader who alone knew its whereabouts. He had left a map at his home.

The Game.—Two rival parties, each with a copy of the map, set out to get the treasure. Both these parties can divide and half of each go by the two separate ways, thus each stalking and waylaying the rival party. This is primarily a stalking game and stalking should begin at once. Each member of the game carries a handkerchief as his life, and this may be taken by the opposite side. If he loses his life, he goes to the "hospital," which is neutral ground (the hospital is shown on the map), and signals his name from there (international signalling is a convenient form), and this is replied to from the base by the umpires. Each individual is given a separate code name. This is signalled back to him by the umpire. This he signs beside his own surname in the "hospital," and this entitles him to take a new "life." On losing his life a second time an individual becomes a prisoner, when he may no longer take active part in the game, but merely try to warn his friends of lurking danger. Each member of both sides must visit two at least of the three food caches on the outgoing and return journeys, otherwise he has died of starvation. This is shown by each member signing his name on a sheet in the food cache. The caches are not marked on the map, but are visible from the route shown if this route is followed. Everyone tries to go the whole route in the end, though some may ambush the other side to begin with.

No fighting is allowed inside the hospital boundary.

Only one person may signal at a time.

Everyone who has not correctly read his code name is penalised.

Points.—One for each name at each cache ; 2 for each captured handkerchief; 5 for each prisoner; 20 for the treasure ; 10 points lost if the code name is wrongly read.

49. Interception

Three parties are formed, one (raiders) greater than either of the others, but less than both together. The two smaller parties are sent to bases known to each other, but unknown to the raiders. The two plan to join forces, all plans to be made by means of despatch-runners, and each despatch to be sent by duplicate runners. False messages and codes allowed. After an interval—about forty-five minutes—the bases set out to join forces. Meanwhile the raiders have sent out Scouts to obtain information as to the position of the

bases and, by capturing despatch runners, to discover their plans for joining forces. From information obtained, they try to intercept the joining of the bases. They may not attack either party until it has left its base. No “mobbing” of despatch-runners is allowed, but it is permissible in the final attack. (“Mobbing” means the attacking of one by two or more. “No mobbing” implies that only one may attack one at a time.) A despatch runner “killed” is searched while he counts 60 slowly. A raider killed by a despatch-runner lets the runner go and, after counting 60 slowly, comes into action again. Cleverness is required on the part of Leaders in using Scouts and, what is more difficult, in reassembling them for the final attack.

50. Prisoners’ Base

Four bases at points of a 40-yard square; two teams in diagonally opposite bases. Each player has three small cards, one of which is given up to a captor. Each team tries to get as many cards as it can; prisoners go to the base to the right of their captors and can be released. A player is safe in his own base. Team with most cards at end wins ; unreleased prisoners’ cards count to their captors.

51. Secret Camps

The Patrols go out for a one-night Camp within a half-mile radius (or a little more) from an agreed spot. Time limits are fixed, but the details can be worked out. The main ideas are (a) to discover opponents’ sites, (b) kill off (by an agreed “lives” system) any of the members (an agreed number of reserve lives are necessary), (c) capture any agreed articles of equipment, etc., by stealth and cunning. (This could be made a tough and resourceful enterprise.)

52. Cycle Treasure Hunt

Object .—To follow route, observing the rules of the road; to collect treasure named on instruction sheet.

Preparation .—Course of three to four miles marked out with arrows or Scout signs and to include field paths, rough country, cross-roads, and T-junctions; cyclist repairing “puncture “; umpires.

Unit .—(a) Individual members of a Troop, and/or (b) Patrols of the same Troop or Association, and/or (c) Troops of the Association.

Suggested Treasure (according to season of the year): Foxglove (2 pts.), sheep’s wool (2 pts.), ashen keys (2 pts.), honeysuckle (2 pts.), feather (2 pts.), hazel catkins (2 pts.), longest worm (2 pts.), largest snail (2 pts.), stone weighing 2 ozs. (2 pts.), tadpoles (1 pt. each), etc.

Additional points awarded by Umpires :—Correct approach to cross-roads (5 pts.), correct approach to T-junction (5 pts.), offer of help to mender of puncture” (5 pts.), road worthiness of cycle (10 pts.).

Umpires’ points are prepared “tokens” awarded on the spot to cyclists deserving them.

Winner is the Unit to collect most points.

53. Trails

Red ochre.—As for paper-chase but less messy. Red ochre = blood of fugitive.

Natural—Normal track aided by signs made from natural means, e.g. oak leaf on thorn, etc.

Wool.—Using different colours.

Whiffle-poof—Light log spiked with 4-inch nails, dragged to leave a trail, etc.

54. Martian Flag-raiding

Martian Scouts play flag-raiding just like humans, but Martians are three-legged monsters with four arms. They usually have two life-lines (on their outside arms) and bases about 100 yards apart, otherwise they use the same rules as we do.

55. "The Black Death"

The Troop is divided into two sides, "Diseases" and "Antidotes." The S.M. (or, if the S.M. is a little rheumatically, a Senior Scout!) starts off in well-wooded country, accompanied by the Antidotes. A few minutes later the Diseases set out from a pre-arranged base and attempt to get through to the S.M. and lay him low with all kinds of obnoxious complaints—measles, yellow fever, housemaid's knee, etc. ! These complaints are printed on slips of paper and issued one at a time by the leader of the Diseases to the members of his side. The Antidotes surround the S.M. wherever he goes and attempt to prevent the Diseases reaching him. All catching, however, must be done out of the S.M.'s sight. The S.M. does all he can to help the Antidotes, such as leading the Diseases into ambushes, and so on. A captured Disease surrenders his slip of paper to his captor, and then tries again. In addition, on one slip of paper "The Black Death" is printed. For this dread disease there is no antidote, so should an Antidote catch the boy bearing this slip, he himself becomes a Disease, and transfers to the other side. In this way the Antidotes may be decreased in numbers indefinitely, but as a counteraction one of the Antidotes is appointed "Penicillin," and any Disease caught by Penicillin becomes an Antidote. The "Black Death" does not try to get through, but concentrates on luring the Antidotes into catching him. If "Penicillin" and "Black Death" meet, nothing happens, except that they can warn members of their sides about each other.

56. The Mysterious Colonel

The President of France is trying to get someone to form a Cabinet. He has asked in turn the leaders of the Radical and Democratic parties to attempt this, but neither of them feel at liberty to do so owing to the fact that the notorious Colonel de la Rogue is still at large. It is known that he is being sheltered by a notorious scoundrel, Baron Milhaud, but his whereabouts is still a mystery. On entering his previous residence the police find him flown, but having left behind him the body of the famous French detective, Monsieur Gastronomie. In his hand were found the contents of packet A, which, it is suspected, may lead to the hide-out of the notorious Colonel.

Owing to the possession by the aforementioned Colonel of certain information regarding the financial policy of the two political parties, it is deemed wise not to hand him over to the police. Instead of this a certain American gentleman, who has a private yacht (the

California) in the neighbourhood, is willing to dispose of him. The whereabouts of the yacht is as yet uncertain, but it is probable that the contents of packet B may do much to elucidate this mystery.

The Radicals will be represented by the Owls and Wolves, the Democrats by the Rams and Stags. Each of them has copies of packets A and B leading to the mysterious Colonel and the yacht *California*. (A is in some sort of code, B contains “sailing directions” which give the position of the *California* at different times.) It is thus very important that they find both.

The game is competitive in the strictest sense of the word and lives will be won. At the beginning each person is given one life which he may put on when he likes; when this is broken he can only get a new life from Baron Milhaud (the S.M.’s name slightly disguised). No one may fight without a life, and the notorious Colonel (a lay figure about the size of a ventriloquist’s dummy) must be surrendered should the person carrying him have his life broken. The winner is the party that gets the Colonel to the *California*.

57. The Air Raid

(A game for about five Patrols of Air Scouts and five Patrols of Scouts.)

A target area is chosen containing a cross-road. The Air Scout crews fly over, taking reconnaissance photos. The time for this is thirty minutes—the Air Scouts are allowed cycles. A Patrol of five parachutists is dropped and establishes an underground H.Q.; this is done by placing a small pennant on some building in the area as inconspicuously as possible but so that it can be seen on careful inspection. The parachutists adopt any disguise they like but must wear a life-line on the left arm. The Boy Scouts then arrive. The five P.L.s are wearing (1) heather in the hat, (2) armband on left arm, (3) armband on right arm, (4) bandage on left leg, (5) bandage on right leg. They hunt for parachutists and try to kill them, and also look for underground headquarters.

After thirty minutes the air-raid warning is given, and Boy Scouts establish A.A. posts (ambushes) on each of the four roads leading to the cross-road. After ten minutes the Air Scouts attack on cycles, one bomber crew (Patrol) on each road. One Air Scout in each crew is the bomb and wears an armband. The A.A. gunners have a supply of paper bombs. Any air crew hit by a bomb must bail out (dismount) and is taken to the A.A. post captain. He is then searched for the R.A.F. secret code, which is hidden so that it can be found without moving shirt or shorts. If it is not found on one minute’s searching he has won (and shows the A.A. captain where it was hidden to verify compliance with the above rule). The A.A. captain gives him a life and thirty seconds’ start, and he tries to get to the cross-road. He may be killed *en route* by having his life broken. The parachutist’s job has been to evade capture and at the same time identify which P.L. had which of the five distinguishing marks.

The score should balance out like this:

For Air Scouts

| | |
|---|--------|
| Underground H.Q. not discovered | 5 |
| A.A. P.L.s identified | 3 each |
| Bomb reaches cross | 5 each |
| Bailed-out crew reaches cross | 2 each |
| Member of air crew reaching cross unhit | 1 each |

For Boy Scouts

| | |
|--|---------|
| Underground H.Q. found | 5 |
| Parachutists captured. | 3 each |
| Bomb destroyed (by a hit with paper ball)..... | .5 each |
| Secret code captured | 2 each |
| Air crew hit | 1 each |

The A.A. can't be killed. If possible there should be an umpire at each ambush to decide on hits with the paper balls. If they are well chalked it helps.

58. Light that Lamp

The story behind this game (which is excellent for a Saturday afternoon game, or you can add it to your ideas book for next year's Camps) is that a lighthouse-keeper, one stormy night, discovers that he has run out of fuel for his lamp, so he sends an urgent radio message to shore, asking for a fresh supply. It is too rough to take this by boat, so it is sent over by aerial railway. With luck, it arrives just in time to prevent a ship foundering on the rocks.

Before the game starts, the aerial railways are erected—one for each Patrol. These are made by stretching lengths of rope between trees, or better still, from the top of a slope to the bottom. On each rope a bucket is slung by the handle, and lines of sisal cord are attached by which to pull it along. We are now ready to begin. One end of the rope is the lighthouse and the other is the top of the cliffs. The space between is the sea and must not be crossed. The P.L.s are the lighthouse keepers, and the rest the coastguards. The scheme now is for each P.L. to light a fire, but all fuel for this fire, plus paper and matches, must be sent across to him in the bucket. It is a race between the lighthouse-keepers to see who can get his lamp burning within a given time (say fifteen minutes). At the end of that period a ship (the S.M.) arrives, and ten points are awarded for each lamp that he sees lit. The buckets are, of course, sent backwards and forwards continually to keep up the supply of fuel till the ship arrives, and much excitement and amusement is caused especially when the sticks fall out half-way across.

If the angle of the rope is steep enough, a push should suffice to send the bucket down, but if done on the level, between two trees, a double line will naturally be necessary for hauling it each way.

59. "Sabotage"

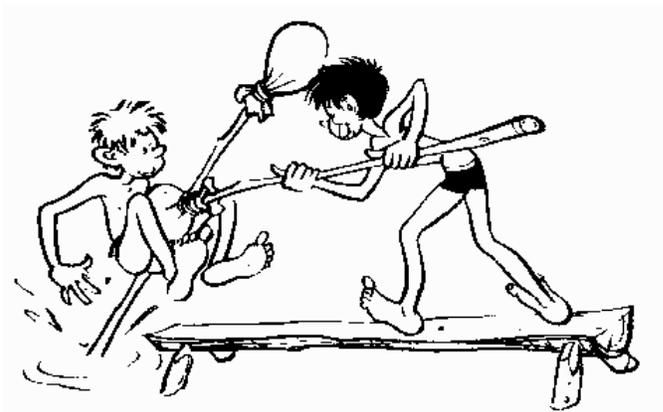
First of all a line, consisting of about 300 yards of uninsulated wire, is erected through some woods. The height of this line should vary, at times suspended high in the tree tops, but for the most part worming its way through the undergrowth, only a few feet from the ground. A telephone is then attached to each end, using an "earth" return. If you cannot obtain (or afford) ex-army instruments (which are sometimes on the market), a simple telephone may be made by using ordinary wireless headphones and a 9-volt battery. One lead from the 'phones is connected to the plus terminal of the battery and the other to the line: the minus terminal is then connected to the earth. Our line is now ready to carry messages, and we can begin our game of "Sabotage," which is played as follows: Let us suppose that four Patrols are taking part. One Patrol are the British, one the Americans, and two a party of international crooks. The British supply one boy to act as the Prime Minister, and he operates one 'phone, while a boy from the Americans acts as President,

and operates the other. A list of some thirty secret “code” words has previously been prepared, and it is the job of the Prime Minister to transmit these (one at a time) at two-minute intervals throughout the game. The President, on receiving them, writes them down in order on a prepared sheet of paper. So far so good. But the international crooks are determined that these code words shall not get through, and they set out from a pre-arranged base to sabotage the line and render conversation impossible. This is done by “earthing” the line and thus causing a short-circuit. The earthing apparatus consists of a length of wire with a paper-clip on one end for clipping on to the line and a metal skewer on the other for plunging into the ground. The line is guarded by the British and Americans, and if a crook is caught he must be brought to one of these bases and his captor is awarded a point.

The prisoner is then given “twenty” to go off and try again. If a crook succeeds in earthing the line, this may stop communication. The English and Americans must then examine the wire until the earthing apparatus is discovered. For every code word which is thus silenced, two points are awarded to the crooks. It may be found, especially in dry weather, that it is necessary to earth the line in as many as half a dozen places at once before speech is rendered entirely inaudible, and it is therefore advisable to have a quantity of spare earthing apparatus ready to hand out to crooks who succeed in getting through. Earthing apparatus found by the English and Americans must be brought straight back to base. As an additional excitement, one crook can be made a “tapper.” Instead of earthing apparatus, he is given a pair of headphones (fitted with clip and skewer) and his job is to “tap the line” and eavesdrop on the conversations. For every code word he overhears by this method, he is awarded five points. This game is not at all complicated once the rules have been made clear.

60. Spies among Us

Two sides start from points about 500 yards apart. Each boy is given half of a message written on a slip of paper. The object of the game is for the members of one side to meet those of the other and find somebody with the missing half of their particular message. Before comparing notes, however, a sign is given to each boy to prove that he is willing to “risk” the exchange—” risk,” because on each side there is a spy. Instead of having a half message on their slips of paper they have merely the word “Spy.” Thus, if after agreeing to compare notes a boy gets caught by a spy on the opposite side, he must give up his slip of paper to that deceiver and return to a prearranged base without giving away the name of the boy to others. The first pair to reach the base with a message that makes sense are the winners.



CHAPTER IV

Street Games

“It is impossible for us to get out to do our Scouting; our Headquarters is in the centre of a city !” One hears this so often, but the Scouter of a country Troop dreams of the adventures to be had in the streets of a big city.

Following are a few street games and there are many more to be found by adaption, invention and observation.

Don't forget the Highway Code!

It is as well to remind ourselves of the need not to be a nuisance to members of the public. This must mean obtaining permission from the necessary Authority before using any area, e.g. a market square which may well be quite free of people during a summer evening and yet it is only right to obtain permission from the Authority concerned before playing a game over it.

Opportunities will vary tremendously from city to city; some are delightfully designed for our purpose with escalators, subways and the like, whilst others may seem more mundane, but the plain fact is that all towns and cities have streets and, whilst this type of the out-of doors is essentially different to the woods and fields, it is certainly better than being confined to a church hall or schoolroom.

Not least of the considerations is that this type of game will give our Scouts a real knowledge of the locality in which they live and, whether or not they are going on to get the Pathfinders Badge, it is a poor Scout who cannot direct a stranger about the streets of his own town.

Street games provide a good opportunity for bringing into Scouting members of Group Committees and the like, and they can all play some part as thinly-disguised anarchists or foreign strangers. The more we bring Committee members into touch with real Scouting, experience shows that the better do they attend to our affairs at Committee meetings.

61. Monopoly for Pathfinders

The Troop is assembled in a room with a blackboard on which the S.M. will keep a tally of Patrol property. At the word “Go” pairs of Scouts of the same Patrol run to any of the sites advertised for sale, and when they find a site not already seized they claim it. One Scout remains on guard and the other returns to the S.M. to register his claim and receive a small piece of chalk. With this he returns to the site, and after drawing his Patrol sign outside the front door of the property, preferably on the pavement, the pair move on to find another site, which is to be claimed and registered similarly.

If a Patrol gains all the sites in a “trick,” the value of these sites is doubled.

The Patrol having acquired the greatest capital assets at the time fixed for the end of the game wins.

Price List

£150 each A Bishop, a Judge, etc.

£125 each Doctors

£110 each Specified Shops

£100 each Town Crier, City Surveyor, Coroner, Fuel Overseer, Clerk to Magistrates
£90 each Electricity Showrooms, Gas Company Showrooms, Waterworks
£60 each Police Station, Ministry of Labour, Newspaper Office
£50 Cathedral
£45 each Churches and Chapels
£40 each Railway Station, Bus Station
£35 each Factory, Brewery
£30 each Stationers, Drapers, Butchers, Grocers
£25 each D.C.'s house, A.D.C.'s house
£10 each Cinemas
£5 each Public-houses

Each Scouter must work out with the Court of Honour his own scale of values.

62. A Bomb on the Town Hall Steps

Challenge the Troop that they would not be able to put an attaché case on the Town Hall steps without S.M. noticing it.

63. Blindfolded Prisoners

Patrols are guided round a short route, and on return to Headquarters each Scout draws a rough sketch of the journey.

64. Express Delivery

Patrols are supplied with a set of envelopes which are identical but with a different address for each Scout. The name of the recipient, house, street, etc., should be represented by morse, semaphore, or better still, by picture symbols. The object of the game is for each Scout on receiving his envelope to decipher the address, and when he has accomplished this he will mark the envelope with his Patrol sign, deliver as quickly as possible, but before placing in letter-box mark time of delivery. It is obvious that the co-operation of some Scout friends is necessary, the envelopes being subsequently collected, the winners being the Patrol having delivered their post in the quickest time.

65. Secret Message

As representing members of the Underground Movement, Patrols are given different addresses where they will call to collect their secret message. As it is suspected that there is a traitor in each party, individual Scouts are only given certain words of the message which are mixed as far as possible. The words must be memorised until the Scouts return to Headquarters, the winners being the Patrol first to decipher their message, and deliver it correctly to the S.M. To make the game more difficult the suspected traitor can be given false words which do not form part of the original message, and in addition on leaving Headquarters each Patrol may receive certain code words which must be given at the address before the message is delivered.

66. Convoy

Convoys represented by Patrols are sent to follow a circular journey along which at intervals are small articles representing mines and submarines which have to be spotted. These obviously must be placed so that they can be readily observed, and not hidden in impossible places. On completing the journey the leaders submit a report of the mines and submarines seen, and their approximate position. Every mine or submarine missed represents respectively a damaged ship or sinking for which half and one mark are deducted. The mines and submarines can be represented by cotton reels or any suitable article of similar size. In some districts it might be advisable to give some approximate idea of the danger zones.

67. Post Cards

One Patrol is despatched to a point approximately one mile away from the Headquarters with three post cards, each addressed to one of the three remaining Patrol Leaders. Their instructions are that they are to endeavour to post the cards in any post box within a defined area round the Headquarters. The defending Patrols simply have to stop them.

The P.L. of the attacking Patrol distributes the cards as he thinks fit, and any disguise and method of transport is permitted. As an incentive to the defending P.L.s leave the post cards unstamped. A variation is for the attacking Patrol to 'phone any prearranged number from any call-box in the area.

68. Shadowing

The Patrols shadow a Scouter through the streets of a town for twenty minutes. Scouter times route to reach a bus stop just as a bus moves out, hoping that the Scouts will either miss the bus or have no money, but see what happens.

69. Challenge from another Scout Troop

Give three bags of white powder to the neighbouring S.M., whose Troop would win if they could get near enough to throw the bombs on to the walls of own Headquarters.

70. Challenge

The cordon-breaking type of game is always popular. This can be in the form of a straight game, but it is usually better to introduce it in some special way, e.g. as a challenge from a P.L. to the Troop, pinned upon the notice board a week in advance, and stating that he will try and get from A to B without being stopped, or by wrapping the instruction round a stone and "delivering" it to the Troop via a skylight or window at some quiet time.

For the following two games you must decide on an "area of operations," limited by certain streets and landmarks, and a time limit: this latter may be marked by sending off a rocket, at which the game ends and Scouts return to Headquarters.

71. Highway Robbery

Each Patrol has £20, in the shape of metal discs or something equally applicable. The whole Patrol has to go out into the “Great Unknown” carrying the money with them. The Patrol Leader may split the money up among his Patrol as he thinks fit. Each boy has to wear a number pinned to his uniform but covered by his coat so that he can show it on demand (like a police badge).

The last used number must be 8 and the first used must be 1. For example, if there are only 5 boys in the Patrol they could use, say, 1, 2, 4, 5, 8, but they must use 1 and 8. They must not let the other Patrols know who has which numbers.

On meeting a Scout from another Patrol, the Scout challenges him and numbers are shown. The lowest number forfeits the gold he is carrying to the other fellow. If a Scout is challenged and is carrying his own gold and some he has won, and he loses, he must hand over all the gold in his possession. The only number which can beat 8 is 1, so No. 1 is not only powerful but also very vulnerable as all the other numbers except 8 can beat him. The idea is for Scouts to find out who is who and circulate it round their own Patrol so that they will know whom they can challenge and beat and those they must avoid.

72. A Bomb to Blow the Cobwebs Away

Each Scout must have paper and a pencil to collect the autograph of any other Scout he meets: no duplications. One Scout is carrying a bomb (an alarm clock set to go off at a certain time) which is liable to go off at any moment. The Scout who is carrying the bomb may present it to any other Scout who gives him in exchange his sheet of autographs. If a Scout is seen and hailed by the bomb-carrier, he is honour bound to take the bomb, handing over his list of autographs. He then hunts for another Scout to pass the bomb on in exchange for a list of autographs.

It is better for Scouts to move about alone or at the most in pairs. Each Scout must report to any one of four places (some distance apart) every five minutes and never twice running at the same place: this keeps them all moving. Marks are awarded as follows: the total number of autographs gained in the Patrol divided by the number of boys operating in that patrol.

The boy who has the bomb when it “explodes” must immediately return to Headquarters and report to Skipper.

73. Besieged

The Troop Headquarters is a besieged camp and the Troop is divided equally into besiegers and besieged. Each of the besieged is given a task: he must go out, pass through the enemy lines, go to a distant telephone box, obtain by telephone a message from a still more distant ally, and bring the message back to Headquarters. An accomplice is needed to sit at the other end of the telephone and give the messages. There is scope for the originality of the S.M. in concocting messages which will exercise the memory and appeal to the sense of humour. The bearer should not write the message down—though as a variation this might be done, and then, if captured, his captor must search him for the message.

At the beginning of the game the besiegers will take up their stations outside the Troop Headquarters.

Each will receive a slip of paper on which is written:

“Follow Jimmy,” “Follow Jack,” etc., so that each of the opposite side when he sets out on his journey will have a shadower. Care should be taken to pair off boys about equal in size. Instructions are given to the besieger not to attack his opposite number until he starts on the return journey, and it is as well to make the message carriers give some sign (such as removing their neckerchief) when they are returning. Any method of capture can be used so long as it is clearly understood by everybody. If the message carrier is captured he must give up his message, and his captor then has the task of getting it to his own Headquarters. The original message carrier can, however, obtain first aid by touching the nearest doorknob, and then attack his opponent again. If his attack succeeds the message is considered to have been destroyed. No attacks can be made within 100 yards of the Headquarters, as this area is considered to be defended by guns—this makes it necessary for the besiegers to follow their opponents.

The besieged do not know who will be following them; the besiegers do not know the destination of the ones they have to follow.

A time limit should be fixed, and points can be given for the number of messages brought in correctly.

This game has several good points—it provides practice in the use of the telephone and in message carrying; *it* is easy to arrange; boys can be matched against each other evenly; it is just as suitable for a small Troop as a large Troop; it provides plenty of fun.

74. Artist's Pathfinder

A number of drawings are made of things to be observed in the immediate neighbourhood of H.Q., and Patrols are sent out to identify them with a given time limit. The things must not be too obvious—quotations from notices, trade signs, gargoyles, or other decorations of houses, hydrants, motor signs, names of houses, unusual trees, etc., bench marks.

75. Secret Trail

Two Patrols are sent out to follow a circular route in opposite directions. The one back first wins. This can be done on bicycles if preferred. The clues are written on a sheet of paper in the form of disguised names of streets, public-houses, mapping, conventional signs, compass directions, etc. All the streets on the route must be included in some form. Patrols must describe their route on return.

76. Pathfinder Enquiry

Patrols are given a time limit in which to collect answers to various questions about the neighbourhood, buildings of historical interest, heights of towers, dates of dated buildings, numbers of bus routes, distances to neighbouring towns. A rough sketch may be asked for, and the use of telephone box included, if a friend is available to answer the calls. Points are set opposite the questions graduated in accordance with their difficulty.

77. The Kidnapped Scouter

The Scouter is taken away by half the Scouts and hidden. They then proceed to prevent the other half from recapturing him, but must not remain within a certain distance. The Scouter remains in hiding until discovered and then moves as directed by the Scout who finds him. He may be captured and recaptured during the course of the game. The side in possession of the Scouter at a given time limit wins. "Lives" may be introduced, though any system of "killing" is liable to abuse by over-zealous players. If there is a park with winding paths and shrubberies, it adds to the success of this game.

78. Secret Ops

This is a pursuit game, the "bare bones" of which are as follows:

There are twice as many pursuers as runners. At the start all are at H.Q. and the pursuers only are issued with some kind of life: meanwhile the runners are deciding on their destination, which must be more than a mile from H.Q. The exact position of this secret but conspicuous destination, if approved by the umpire, is written down and sealed in an envelope which is handed to the chief pursuer or to the second umpire who will accompany him with spare "lives."

At H hour the runners emerge from H.Q. and must move out of the immediate vicinity, e.g. 5 lamp-posts in any direction. The umpire watches them out and then allows the pursuers out of H.Q.

The object of the runners is to get all their party to the secret destination by H hour plus thirty minutes, without the pursuers following them in.

The pursuers' aim is to keep contact (in spite of the risk of being made casualties) well enough to pounce on the secret rendezvous, which they must do between H plus thirty minutes and H plus thirty-two minutes. During this period—indicated by the umpire raising a flag—the runners must stay put and cannot bump off the pursuers as they come in.

The pursuers are allowed to open their sealed envelope at H plus twenty-eight minutes, so that if they are really near and are well organised they have a chance to get in.

The pursuers win if the runners do not all get there in time; or if they themselves follow in with more than half their number.

The runners win if they all get in, followed by less than half the pursuers.

Story: One possible setting is for the runners to be armed bandits making a getaway from unarmed police. The bandits' rendezvous turns out to be an airfield where they have chartered a 'plane. The timely arrival of the police in force reveals the intending travellers to be wanted men and there is no take-off, but if one bandit misses the 'plane the gang's plans are discovered and they are caught on the other side. When the envelope is opened it is found to contain a radio message from a police patrol.

Details of time and distance may not suit every locality, but the game as described has been played repeatedly with success.

79. Quest

Each Patrol is required to obtain as many as possible of the following:

1. The D.C.'s birthday. Day and month only!
2. Proof that you have seen and spoken with the L.A. Secretary this evening.
3. A policeman's autograph.
4. The Christian name of the lady cashier at the local cinema.
5. The title and time of showing of the feature film at the local cinema.
6. A holly leaf.
7. An exact pint of rain water.
8. A ginger hair.
9. A cancelled tram or bus ticket with serial number containing two sevens.
10. A 1945 penny.
11. The time of the next high tide at —.
12. The date of the next full moon.
13. An empty 20-Player's carton.
14. The time the last train leaves the station to-night.
15. The bus fare between — and
16. The name of the person living at — Street.
17. Lighting-up time to-night.
18. A soldier's cap badge.
19. A safety match.
20. The inscription on the name plate of the doctor living nearest to your Troop room.

Instructions should be varied according to your locality.

80. Street Attack

Suitable for district where houses are grouped with evens one side of the road and odds on opposite side. Dark evenings preferable. Divide Troop into two sides, odds and evens. Odd team to get to the odd side of a street some distance away with a message for a certain odd-numbered house. Prevented by evens who can only attack when the odds are on the even side of a street or in the road. Route can be restricted at first but as local knowledge increases give free choice of route. Arrange method of killing (paper arm-band) and for renewal of life. Fix time limit. Weave a yarn round the game.

81. Cycle Kim's Game

Scouter takes small party (three or four), ride for five or ten minutes round side streets. Return and write down names of streets in correct order. Later give description of people, shops, signs, etc., in various streets.

82. Secret Service

Everyone to come to Troop Meeting in some disguise except for a couple from each Patrol, who are to station themselves where they will not be seen, and not within fifty yards of Headquarters. They are to try and recognise the other Scouts and later give details of disguises.

83. Moving Jewels

One team to have number of jewels (beans) to move from one place to another. Other team to prevent them. Must yield to search if caught. Or four Patrols having different starts and destinations, each against other. Opportunity for Patrol planning, ingenuity and “selling the dummy,” etc.

84. Running the Gauntlet

Here is an observation game suitable for a Local Association Scout Week. It takes the form of a combined Wide Game in which every Troop in the district can take part. It teaches every Scout a little more about the art of keeping his eyes and ears open; one has only to read Scouting for Boys over again to realise the emphasis B.-P. placed on training in observation.

It serves still another purpose. The Association will be in the local public eye for a whole afternoon; the best type of publicity for Scouting is simply that of smart, cheerful Scouts doing plain, simple honest-to-goodness Scouting. What better local “public relation” work for Scouting can there be than a successful Wide Game in the district?

This game can be organised by a D.S.M. with the assistance of two or three Troop Scouters. First of all select a suitable day. The best time is undoubtedly a Saturday afternoon in early autumn, when the main camping season is over. It is essential that a lot of “general public” should be around, and one can think of no more suitable setting than the average city suburb or town High Street on a Saturday afternoon with its shopping crowds and others just out.”

A route of, say, two or three miles is determined by the D.S.M. Some careful thought should be given to this. The route should ideally be part country, part town or suburb. One route started at a suburban station, wandered along the entire length of a typical High Street with shops, an ancient church, old buildings, garages, cinemas, and so on, then out past straggling modern houses, through a poultry farm, a fairly extensive wood, a lonely lane with thick hedgerows, another wood, a stretch of main road and to a final point—a clubhouse on a golf links.

To make certain this route is thoroughly understood by all Troop Scouters, the D.S.M. prepares a simple map on a relatively large scale, and gives a copy to every Troop taking part. The map and a brief description of the game and its simple rules should be studied by each Troop for at least a week before the game.

Now the D.S.M. makes Top Secret arrangements with a neighbouring Association to borrow some personnel who are prepared to disguise themselves and act as “the hunted” on the set route. A mixed bag of Senior Scouts, Rover Scouts and Scouts is essential. Old and young Scouters, thin and lanky types, rotund and portly, greying or bearded, young fresh-faced P.L.s, Scouts and Rover Scouts. Absolute secrecy by “the hunted” is essential if the game is to be successful. As a rough guide, depending on the size of the L.A., about thirty could form the strength of” the hunted.”

The theme of the game is that “the hunted” will appear on all or part of the set route of two or three miles between the hours of 2:45 p.m. and 5:00 p.m. on the set day. They will be in disguise.

All Troops with their Scouters gather at a central meeting-place at 2.15 p.m. Here the D.S.M. addresses them briefly on the game and what it is all about. He hands written

descriptions of the normal physical appearance of all thirty members of “the hunted” to every Troop half an hour before the game starts. These descriptions, of course, give no clues to the disguise adopted by “the hunted.” They are merely normal physical descriptions, e.g. “Man about 38, 5 feet 10 inches, 13 stone, well built. Greying hair brushed well back. Fresh complexion. Blue eyes, etc. etc.

“Boy, aged 16, 5 feet 9 inches, slim, lightly built, mop of blond, untidy hair. Prominent ears, deep scar on left ankle, etc. etc.

The Troops are told that all these thirty people will be in disguise and will make every attempt to avoid being challenged, but have strict orders not to leave the route between the times stated. A password is given. If one of “the hunted” is challenged correctly he must admit his identity and hand over a red counter. Each one of the hunted has ten counters. Obviously he will want to keep his counters, for when his ten are handed over he is out of the game. One of “the hunted” could jump on a bus on the route to avoid a challenge, for instance.

At the end of the game each Troop hands in its bag of red counters—the Troop with the highest number wins the game. It is worth making it rather a special show and having one of those tiny cups or shields for an annual competitive Scout Wide Game in the Association Scout Week.

Let the afternoon finish with tea for all, and an evening of Camp Fire and plenty of impromptu turns with each Troop making some contribution to the programme.

85. The Atom Bomb

The story: A spy has discovered the secret of the Atomic bomb, but being hotly pursued hides the formula in an old building. Later he writes the precise location of the formula around the edges of a 6-inch Ordnance map of the centre of the town, tearing the map into six pieces so that it becomes necessary to hold all six before the formula can be traced. The six pieces are then concealed in various places, the last being hidden in the cell in the town jail where he is imprisoned when eventually caught. Shot when escaping, he manages to reach friends and give them the clues to find the map fragments before he dies. The Secret Service of the other side know the friends of the spy and will try to shadow them and recover the formula for themselves.

The clues might be:

- (1) The fireman of the 3:15 train to _____ knows something, but beware of the driver.
- (2) Enquire at the G.P.O. for a letter addressed R. U. Shore.
- (3) The little bell of St. Phillips goes ding dong, ding ding dong.
- (4) There are some old barges on the canal near the bridge. One has been recently occupied.
- (5) Go to Toni’s Milk Bar and demand a No. 2 Special. Beware of the man with the limp. (Prearranged No. 2 Special was a green drink with map fragment wrapped in green oiled silk inside.)
- (6) He was made to dwell in a dungeon cell.

Senior Scouts or Committee Members must get together to prepare this type of game.

CHAPTER V

Night Games

The fun and value to be had from night games is enormous. Many a Scout has had his fear of the dark overcome through gradual training in "Night Scouting." It may be easy to make a sketch map of a strange village in broad daylight, but try it in the pitch dark and complete silence—no questions to be asked.

This section allows for full use of the Scouter's imagination :—Bank Robberies, Fifth Columnists, Rockets, etc.

Once again it is advisable to warn the police and other interested parties. The police may even cooperate with you.

Good training in Night Scouting can well be given in the daylight, using masks. These masks should not be blindfolds but should be so made that the wearer can dimly distinguish objects, so that he gets somewhere near night game conditions.

In planning night games it is always as well to consult the weather pundits and study the state of the moon. The game that can be a success on a really dark night may be quite impossible when the moon is at the full, and vice versa. It is essential to go over the ground in daylight before the game is played, so that the boundaries are known and understood and the area over which the game is played is reasonably familiar to most of those taking part, and especially the Patrol Leaders.

Good night games are grand Scouting, but experience shows that there are few forms of Scouting that can so easily flop if the planning and previous reconnaissance leave anything to be desired.

Generally speaking, a night game should be of shorter duration than an ordinary Wide Game. Forty-five to sixty minutes is about right, but it depends a great deal on the area to be used and the number taking part. All these points do need to be thought out and made clear before the game takes place. There is nothing quite so depressing for a boy as to be taking part in a game which he does not understand and in which, so far as he is concerned, nothing ever happens. Spending an hour under a hawthorn bush on a wet night may possibly be good for the soul, although that is arguable, but it is certainly not the kind of picture the average boy has of what he expects Scouting to give him. A night game, above all else, does need real action if it is to be a success.

As a Wide Game, the background story can make or mar a night game. If the story is too long or too complex no one will understand it or take any notice of it, and yet if it is not there at all the romance of Scouting suffers a jolt. In any case, a background story does need translating into terms of realism, both in the written instructions and in the action that takes place. For example, in relation to one boy the story may well be that he is the High Priest of the Hittite Fire- Worshippers and must guard a collection of idols which have been gathered together as a result of exploration in the Lower Reaches of the Amazon. That is all very well, but the Scout also needs to know that he, Bill Smith, upon pain of a severe grilling from his Patrol Leader, has to guard the area bounded by four oak trees which contains fourteen old signalling flags.

We so often fail by taking insufficient trouble before starting, and once the game starts it is quite futile to try to issue supplementary instructions or to make clear things that should have been made clear when the Troop met to plan the game.

86. Spies in Camp

Three or more Patrols needed. One Patrol, distinguished by white bands on arms, act as Spies. Each is given a piece of firewood (not as a weapon). Other Patrols are Guards. The Camp Fire is burning briskly. All Spies leave Camp and take up positions at an agreed distance from Camp.

Guards then encircle the Camp, at least 50 yards from fire. At “Go” Spies try to creep into Camp and put wood on fire; anyone who does so remains by fire. Guards can capture by taking away wood.

87. Overnight Raid

This is a simple raid. It will be described as actually played as part of an overnight scheme, but it could easily be done as a straight game.

Two Troops of six Patrols were doing overnight hike camps at points nearly a mile apart. They reached the sites in the afternoon, and while setting up Camp, etc., small parties in relays scoured the given area of 3 square miles on bikes to find their opponents. This was a Wide Game in itself with an independent force of “gremlins” to make it more difficult; but that’s another story. Each side set up a base 5 yards square in the open, the corners marked by sheets of paper pegged to the ground. In each base was a candle in a jam-jar, and a bottle tied to a stake to support a rocket.

At half an hour before H hour, lamp signals were made to each camp (with previous warning to keep a look out) giving particulars of opponents’ base just in case. Umpires, two to each camp, issued lives, in the form of a foot length of 1-inch paper gumstrip. It is put through the back of the belt and gummed to itself to form a ring. It shows up well at night.

Each Troop was divided into three parties of two Patrols each—attack wave 1, wave 2, and defenders. At H hour the candles were lit and the first rockets put in. Wave 1 was free to go. Wave 2 was free to go at H+½. At H+ 1 hour, assuming the first rocket had been let off, another is put in the bottle. (This ensured that the game didn’t peter out—an important point in Wide Games.) At H+ 1¼ hours the game ended, and at H+1½, cocoa, made by the umpires, was served—to home forces only!

Further points: (1) tents and cocoa fire are out of bounds except to dead men, who will always find an umpire warming himself there ! After due delay new lives are given; (2) the base is taboo to defenders; (3) each side has 50 yards of stout string to make triplines—to be examined by umpires before game starts: this took the place of the stockades which are sometimes built in night-raid games and make attack extremely difficult; (4) if rocket score is 1—1, the earlier wins; if 2—2, the earlier to put up second rocket wins.

88. Lighting the Beacon

This is just a raiding game to be played at night over 300 to 400 yards of rough country. At each end of the course an electric torch is tied to a tree in the centre of a well-defined area of about 50 yards radius. If the trees are fairly easy to climb the torches may be put on the higher boughs. Two umpires must take up positions on the edge of these bases so that they can see the torch if it is switched on. Each of two opposing sides endeavours to light one beacon and prevent the other side from lighting the other. Each side must be

divided equally into attack and defence, and some system of “lives” is used—bracelets of gummed paper is quite a good one, one side wearing them on the left wrist, the other the right. Defenders may not go within 50 yards of their own torch except to extinguish it when it has been lit. When an attacker has succeeded in lighting the beacon he must at once return and change places with a defender, and all defenders must confine themselves to defence until so relieved. New lives may be obtained from the umpire at the home base.

The umpires will count the number of seconds that the torch remains lit. The game is played for half an hour, and the winning side is the one that has had their beacon burning for the longest time at the least cost in lives—deduct three from the “time” score for each life lost.

89. Laying the Ghosts

Best played in Camp. The necessary information and instructions should be given on the night previous to the playing of the game, in the form of a Campfire yarn. Here is a bare outline of the yarn (place-names should be made to fit the locality of the camp and descriptive details added, ad lib):

Some three hundred years ago the young Sir Marmaduke Penman of Nibthwaite Grange fell in love with the lovely Lady Lucy Lamplight of Lowick Hall. They used to meet at the bridge above the sawmill, half-way from Lowick to Nibthwaite. (This is where the camp is situated.) Although the lady was attracted by Sir Marmaduke she preferred a more adventurous type, and compared him unfavourably with Sir Rudolph Restless of Abbot Park, who at that time was away on a voyage of exploration. At last she promised that if Sir M. would follow Sir R.’s example, she would marry him on his return. M. departed to discover new lands. Some years later he returned and, on a moonlit night, he made his way across the fields to claim his lady. By the bridge he saw two figures, and stopping in the shadow of a hedge he recognised his lady and Sir R. R. Jumping to the wrong conclusion that his lady had tired of waiting for him, he waited till Sir R. departed, followed the lady and strangled her. Later, finding that he had misjudged her, he threw himself into the river and was drowned.

And every year on the same date the ghosts of Sir Marmaduke and the lady re-enact the tragedy.

Now the local Council, thinking that visitors are deterred from visiting the place by these ghostly disturbances, have approached the Council of Psychical Research to find a remedy. They have been informed that if at the moment when the ghosts re-enact the tragedy, they can be encircled in a ring of human sympathy (symbolised by the linking of hands in a circle round the ghosts by living people) they will disappear for ever. But the ghosts are shy of living people, and if disturbed will seek some other place for their performance.

The date for the appearance of the ghosts is August __th (i.e. the next night). It is a good plan to send the Scouts to bed early the next night, and let them get up for the ghost hunt when they hear the sound of a horn which is Sir Marmaduke’s way of announcing that he is on the move. P.L.s should have a concerted plan of action, and should discuss with their Patrols how to maintain contact in the dark. The make-up and acting of the ghosts will contribute to the success of the game, and add spice to what can be good practice in silent and organised movement by night. The game has been played with success, and

one “ghost” will never forget the consternation and panic flight of one Patrol when he made an unexpected appearance in a moonlit glade.

90. Time-bomb

A time-bomb is required for this game, which can take the form of a cooking timer or an alarm clock. Two teams are chosen, one represents the saboteurs and the other the guards. The leader of the saboteurs is briefed. He has to get the time-bomb placed— under a water trough, in a culvert, drain, etc.—and is told the bomb will go off in twenty minutes from the word “Go.” (The alarm is set for twenty minutes duration.) The two teams are stationed so that they can just see each other. On the word “Go” the saboteurs move off to accomplish their task. The guards’ duty is to keep the saboteurs under observation without being seen themselves, watch for the placing of the bomb, then rush in and render it harmless. This is purely a game of stalking; there is no scrapping or taking of lives, and it has the advantage that the guards must keep out of sight, or, of course, the bomb will not be placed. A system of points can be applied, but it is not essential.

91. Guarding the Lighthouse

This game requires a tree which is fairly easy to climb and an electric torch. The torch is suspended in a tree and switched on; the game is then a question of attack and defence with defenders stationed at a reasonable distance from the tree; it can be played in silence, for stalking, or the rules can be altered to enable a rough-house to develop.

92. Arson

A game similar to the previous one except that the object of the attackers is to set fire to a pile of dry bracken, straw, paper, or similar material, placed in the middle of a field. To “kill,” the defenders have to shout the name of the attacker when they spot him: he then goes back to make another attempt. A misty night is very good for this game, but in this case the object of the attack should be rag or paper soaked in paraffin: a good blaze improves things.

93. Star Trail

Patrols sent off at intervals on a given route which brings them back to H.Q. Their object is to record every change of direction, using the stars as their compass.

94. Night Obstacle Race

A Patrol competition on a timing basis and run on the lines of an assault course. The obstacles must vary according to the terrain available and might include such things as scaling a wall, squeezing under a gate (hard luck, Tubby!); walking a scaffold pole, swinging over an obstacle on a rope; recognising from a set distance a black scale-model ‘plane; crossing a stream dry shod with the aid of a pole and length of rope, and so on, with endless variations.

95. Will o' the Wisps

Each of the members of one Patrol is provided with a torch. They are given two or three minutes (depending on Camp site and surroundings) to scatter and hide. At the end of this time the Scouter (or whoever is in charge of the game) blows a whistle or koodoo. Each torch-bearer must then flash his light in a complete circle and at the same time the other Patrols set out to locate and capture them. The torch-bearers can hide anywhere but must flash their lights in a circle whenever the whistle or koodoo sounds. It is well to have a time limit to a round of the game so that on a given signal all uncaptured torch-bearers and all searchers may return. The Patrol with most captures becomes the torch-bearers for the next round. It is well to decide on an exact definition of "capture"

96. Night Scavenger Hunt

The Troop Scavenger Hunt means always a thrilling, ingenious and hilarious evening, especially if the items are chosen with malice aforethought. A Night Scavenger Hunt in Camp might be equally successful. Some of the items might have to be "prepared," but some serious items of nature study could be included as well as those which need thought and imagination to obtain. To those who have never played this sort of game the following items may give you ideas of others, to make up about a score or two dozen: a baked potato, a pound of pebbles in a paper bag; a beggarman's knot; a white maple leaf; the signature of the village policeman (whom they will probably not know but whose co-operation you have previously obtained—don't forget to invite him to a Camp Fire afterwards as an honoured guest); one of the S.M.'s shoes (he has only two—so this item calls for incisive leadership); a member of another Patrol, kidnapped, bound and gagged; a whittled doll; a moth; five named wild flowers; a feather over 3 inches long; some items from a notice board outside the camp; something borrowed from a non-Scout, and so on. There is much more real training in leadership and followership in such a game as this than is superficially apparent.

97. The Missing Man

The Scoutmaster gives out a notice something like the following

"You have read in the papers this week about the police wanting to interview Edward Stiles. Message came through half an hour ago that he is within the area bounded by High Street, South Street, Wallace Avenue, Penhill Road, and he will not cross these roads.

"The police description is as follows: *Age*, 45—50. *Height*, 5 feet 10 inches. *Build*, stocky. *Eyes*, brown. *Complexion*, sallow. *Hair*, wavy black. No visual deformity. *Dress*, sports jacket. *Collar*, white. *Tie*, blue and white striped. *Shirt*, brown. *Trousers*, grey flannel. No *overcoat or mackintosh*. *Shoes*, brown with criss-cross laces. No *hat*.

"We shall help by searching the streets. Smith and his Second will be the 'nerve centre' at the corner of Lime Crescent and Orange Grove. Ginger and Shorty with their bicycles will act as messengers."

(Detail remainder of Scouts to go in pairs and search certain roads).

"Stiles is armed with a weapon which says, 'Go back to the Hall' — this has the effect of striking you dumb and you must return immediately. The weapon can only be used against Scouts in pairs or by themselves. It cannot be used against three or more Scouts together.

“If you spot the suspect, summon help without being seen. He is caught when a cordon is thrown round him. A cordon is formed by Scouts holding hands. Maybe three Scouts can pin him against a wall or seven or eight surround him. Neither Scouts nor suspect are allowed to touch each other.

“I will repeat the description.”

This game takes usually from twenty to thirty minutes. The object is (1) to get Scouts used to the police method of describing people; (2) training in night stalking and “Scouting” under conditions of darkness; (3) training in team-work.

The gradual forming of a silent cordon unknown to the Scout or Rover Scout playing the part of “Edward Stiles” is, apart from its training value, a most exciting time.

98. Treasure by Subtraction

In this night game a variation on the old treasure hunt theme is introduced by making the clues subtractive rather than additive. At the outset the Scouts are presented with an apparently meaningless jumble of letters, and the trail consists of a chain of clues which enable the hunt to winnow the wheat from the chaff and so make sense of nonsense.

A typical clue would read thus:

“Subtract from the following the first four lines of the last hymn sung at evensong at St. Christopher’s last Sunday—RWHINOWGOUMALDRTRLUENEV67378 ...(etc.)”

On inquiry in the right quarters, the Scouts will discover that the hymn in question was “Who would true valour see,” and the process of elimination will leave them with the instruction, “Ring Marine 67378. The password is “the name of the author of the famous play which the Founder referred to in his last message.” On ringing up this number, and satisfying the “Voice” of their bona fides, the Scouts will be guided to the second clue and told how to solve it. For instance: “Look at the highest point at the 6th H.Q. Subtract the names of the proprietors at 27 High Street, 8 The Grove, the White Shop in Pamerston Avenue...”(etc.)

The highest point, of course, is the top of the flagpole, and here the clue will be found caught in the lay of the halyard and run right up to the truck.

It will be seen that the hunt provides scope for a variety of activities as well as the exercise of memory, path-finding, and intelligence. Nor is there any reason why a little physical adventure should not be included, though this will depend largely upon the terrain.

Here a few suggestions for additional clues:

(1) A message contained in a sealed tin moored to a sinker in the middle of a duck pond or pool, from which the titles, etc., represented by the following abbreviations must be subtracted:

D.L., O.B.E., O.M., Q.V., etc.

(2) A typed notice in a shop window. Take away the name and address of the printer of the cloak-room tickets at the Marine Hotel.

(3) A message suspended from a tree. Subtract the gauge of the tramlines expressed in inches.

(4) A buried message sign-posted by the appropriate tenderfoot signs. Subtract the last line of Rupert Brooke's poem *The Soldier*.

Provided your Scouts can be depended upon not to make a nuisance of themselves, it is generally an easy matter to enlist the co-operation of outsiders in a hunt of this sort. The night-watchman at the cross-roads, the sergeant on duty at the Police Station, the commissionaire at the Regal, the warden of the Youth Club, the ticket collector at the ferry landing, the curator of the Municipal Museum, the librarian, the receptionist at the Hotel Metropole. You will, of course, avoid bothering busy people at times when they are at their busiest. On the other hand, there can be no doubt that many of the worlds' night-workers are not averse to having the tedium of their common round broken by the spasmodic arrival of keen-faced youngsters all avid for information. This may be one way in which we can share the fun of Scouting.

99. Alarm Clock

A loud-ticking alarm clock, placed on an empty metal box somewhere in a field at night, will serve as the target for Scouts to find within a stipulated time. Space them out around the perimeter and, even though they have crossed the field scores of times by daylight, very few can estimate distance accurately at night to venture on such a quest at a swinging stride. Didn't we all suffer from such delusions during the black-out? The usual progress is on all fours to commence with, and there is a reasonable chance that the Scouts will find the cutting properties of many forms of vegetation, besides the anguish of nettled or thistled skins, before they have crawled far. The rattle or burr of the exaggerated alarm, if unchecked by a successful finder, is startling enough to cause momentary creepy feelings down the spine even when it is expected. When adept, take the Scouts into the next field, and either set them loose separately or as a Patrol.

100. Prisoner

A prisoner is firmly secured by his Guardian (or Guardians) to a tree in woodland as securely as possible within a limited time (say five minutes). The Guardian then moves five to ten paces away to as comfortable a spot as he can find to watch over the captive. The umpire may well allow a few moments for the latter to express his feelings about the uncomfortableness of his position, and the tight constriction of his bonds. After the Guardian has revealed the probable fate of the prisoner if his mates do not release him within a given period (for he could not hope to unravel the knots perpetrated in the dark), silence is imposed. The umpire then releases from hiding, some convenient distance away, the prisoner's friends, one or more at a time; their task is to find their friend and release him without detection. The Guardian's means of slaying intruders can be left to choice, though a torch beam hitting the unwary fair and square is probably the best at night. Restrict the number of times the Guardian can press the switch. A cracking twig, the fall of loosened earth, a swishing branch and even deep breathing can be heard, and the critical moments come when the cordage is being loosened. The Guardian should not move from his perch and the prisoner should maintain an honest silence. As a point of honour the loosened bonds should be neatly coiled and the precincts of the dungeon left before the Guardian is made aware of the escape—if that result is attained. Scouts "killed" by the torch should return to the base and be given a new place in the queue seeking the release of their friend. Not more than three boys should be on the move at once. As the Scouts get expert, alter the conditions to make the release more difficult, e.g.

work in a more constricted area, and ultimately it can be developed into an inter-Patrol game on the lines of a single flag raid with a human flag. Good umpiring is necessary for success.

101. Fire ! Fire!

Yet another stunt proved useful in war years. The Patrol is put to bed in a rectangle of ground marked out by ropes which leave a gap on one side, say 5 feet across. The Scouts must be undressed, properly in their beds, and their goods and chattels by them. On the signal "Fire !" "or the wailing of an improvised siren, they must dress correctly before making for the exit gap, contact with the ropes meaning the roasting of the stumbler. At the end of 100 seconds the gap is narrowed by a foot, to represent fallen and burning timber, another foot at 150 seconds, and so on, until the laggards are hemmed in with blazing walls. This simple game calls for cool thinking and a good memory, especially when there is one excitable Scout in the party: he can do a lot of damage!

102. Gnomes

The Gnome's Route calls for more organisation and equipment. The Scouts are placed on a knoll which commands a wide expanse of broken country, each Scout or Patrol with pencil, map and a torch. The Gnome carries a hurricane lamp and follows a circuitous route for a mile or so. He then waves the lamp above his head in a prearranged signal to show he has reached the end of the route before putting out the lamp. The watching Scouts are expected to plot the route on the map, by no means an easy task when the ground is hilly. The game can be varied by chasing the Gnome, who should then be permitted to extinguish his lamp from time to time.

103. Light and Whistle

One Scout with a torch and whistle is given five minutes' start from a clearing in a wood or coppice. The other Scouts wait for the "Go" signal and set off to capture him. He must show his light and blow his whistle at least once every minute. No other Scout may have torch or whistle. The captor takes the place of the captured.

104. Sabotage

Each of four Patrols was given a duplicated copy of the same map of an area of broken country roughly 400 yards each way, containing two very small copses, with a stream running through it and a railway viaduct on one boundary; also an envelope containing sealed instructions. Within the shaded area on the map was a gear store where they could get most things that they wanted (except when Drake Patrol locked the door and pocketed the key), and they could ask their Scouters for anything else they wanted (Livingstone Patrol eventually asked for a sextant, and got one). The ideal time for the game, from start to finish, was found to be one and a half hours (excluding the time taken in digesting instructions and in making verbal reports afterwards). These were the instructions given to the Patrols:

Livingstone Patrol

Within the area shaded on the map:

- (1) Build a shelter of natural materials large enough to hold two Scouts.
- (2) Observe your latitude by measuring the angle of elevation of the Pole Star.
- (3) If you find anyone making a sundial, destroy it.
- (4) Do not let any other Patrol know what you are doing.
- (5) Be prepared to make verbal report on your activities at 9 p.m.

Scott Patrol

Within the area shaded on the map:

- (1) Make on the ground a camp sundial which will enable the Tenderfoot in your Patrol to call you to-morrow morning.
- (2) Find the speed of a train travelling along the viaduct.
- (3) If you find anyone lighting a fire, put it out.
- (4) Do not let any other Patrol know what you are doing.
- (5) Be prepared to make a verbal report on your activities at 9 p.m.

Grenfell Patrol

Within the area shaded on the map:

- (1) Light a fire at least 10 feet above ground, and devise a method of using it for sending morse in any direction of your choosing.
- (2) Find by direct measurement the speed of sound over a distance of at least 400 yards.
- (3) If you find anyone building a shelter, destroy it.
- (4) Do not let any other Patrol know what you are doing.
- (5) Be prepared to make verbal report on your activities at 9 p.m.

Drake Patrol

- (1) Herewith are copies of instructions given to the other three Patrols. Do anything you can to make them produce inaccurate results, or to make it difficult for them to carry out their instructions (both constructive and destructive) without letting them know that you are sabotaging them (i.e. very subtly and not by direct assault).
- (2) Be prepared to make a verbal report on your activities, after the reports given by the other Patrols at 9 p.m.



CHAPTER VI

All Sorts and Conditions of Games

Classify as we may, one is always left with an assortment of things that do not fit anywhere or else would fit everywhere. There is an attraction about the miscellaneous section and very often the most prized things end up in Sundries."

The fact that we have not been able to classify these games exactly surely adds point to the claim that Scouting is as full of variety as raspberry jam is of pips, and we should never be content merely to follow an exact pattern but should always try to be a little different, providing that in the difference is something worth while.

105. Prisoners' Escape

The Scouts are prisoners of war planning to escape. They have to build a bridge between two trees in the dark at a height of over 10 feet and get everybody across. The whole operation has to be done in silence, and therefore careful planning to the last detail has to be done in the Headquarters before starting. Select two trees near the road, and if anybody passes along the road the whole Troop has to "freeze" until the footsteps die away.

106. Crocodile Creek

Select four trees close together to represent trees growing in a creek infested with crocodiles. The Scouts have to make a bed at least 4 feet from the ground on which two Scouts could sleep out of reach of the crocodiles.

107. Obstacle Cross-country

The Scouts have to run over a course of 3 miles, in which there are six obstacles to be overcome by means of ropes and staves, e.g. a Scout with a broken leg caught in a tree, an electrified fence, a Scout caught in the railway line and an express in the distance, a homicidal maniac to be overcome and bound, a first-aid casualty, a code to be deciphered, etc.

108. Desert Island

Select three trees in line 10 yards apart. The first tree is the shore, the second tree the bulwarks of a wrecked ship in a creek, and the third tree a hatchway with the decks broken in between. The Scouts have to get into the hatchway and back to the shore. Choose the distances so that one thick rope supplied is not long enough. The Scouts have first to build a jetty into the creek, then make a monkey bridge from the jetty up to the bulwarks 10 feet high and get from the bulwarks to the hatchway along a single rope, also 10 feet high. Boys may walk from one tree to another under a penalty of two minutes to represent swimming. This operation takes one and a half hours, done in star-light.

109. Far and Near

Leader while on a walk carries a card with each player's name (for scoring purposes). He reads out a list of objects that he wants noted. Players report as they note these, and best total wins. An object once scored by a player cannot be scored again, but another example of the same may be scored by the same or any other player, e.g. match, button, patch on clothes, broken window, piebald horse, hairpin (latter to count two.)

110. Dodge Ball

Three Patrols at least, or three teams of eight. Square about 30 feet across is marked out. One team collects in centre. Other two teams line opposite sides of square, one to each side. Object is to kill by hitting with ball. Ball is first thrown to centre team. One of them tries to hit one of other two teams who can dodge anywhere *outside* the square. A catch is not a hit. Whoever gets ball then tries to hit one of centre team; the two outer teams are thus attacking centre team, which attacks both other teams. To prevent falling out of players, Scouter can keep score of hits. When player is hit, ball is thrown out to Scouter who throws it to centre team.

111. Cossack Relay

Half of each Patrol is mounted, pick-a-back, on the other half. A scarf, or other easily grasped article, is placed half-way down the course, and is surrounded by a chalk circle. The rider must pick up the object on the outward journey and replace it in the circle on the return trip. This is played as an inter-Patrol relay.

112. Motor-tyre Games

- (1) Used as hoops. Bowling with one hand over straight or crooked course.
- (2) Relay. Tyre for each team in front. Run to tyre, scramble through, and back to place to set off next man.
- (3) Short stake in front of each team 4—5 yards away; try to ring the peg three times.
Variation.—As many throws as necessary but not consecutively. Distance of pegs needs adjusting to size of boys.
- (4) Short stake in front of each team, greater distance than in (3). Object is to roll tyre with one motion towards peg so that when it falls flat it rings peg. Scores: three for ringing peg, two if tyre rests on peg, one if tyre touches peg when flat on ground.
- (5) Used as stepping-stones with second man to move them alternately round course. Start again if foot outside tyre. Second then covers course with third moving tyres.
- (6) Two teams of almost any number. Tyre used as ball. Goal scored when tyre touches wall or log, etc.
- (7) Relay. Teams in file. At good distance in front, tyre is held vertically, resting on ground, by A.S.M. or last man. Every member of team runs up and scrambles through tyre in turn.

113. Burn the String

A cord is stretched about 18 inches off ground. Each Patrol has to collect fuel, light a fire, and burn through the cord. First to do so wins, but points should be given for organisation of the job.

114. Blindfold Compass Game

The ideal “pitch” is a soccer ground, though a smaller area would do equally well. In the circle stand the P.L.s; each Patrol goes to one of the corners of the field, all Scouts being blindfolded, but not the P.L.s. The object of the game is to guide the Scouts from their corner to the opposite one, the only directions allowed being compass directions. The Patrol wins which first gets all its men at the opposite corner. If a Scout steps over the circle he is disqualified, and the P.L. is not allowed out of his circle.

115. Ships in a Fog

Each Patrol is blindfold in single file with hands on each other’s shoulders at some distance from their leader, who is not blind. Leader, by giving compass directions, tries to pilot his ship through a given harbour-mouth formed, e.g. by two trees. First team through wins.

Leader may not address his team by name but must rely on previously arranged sound or code signals.

116. Torch Target

The Troop is drawn up in line at one end of an open field. The A.S.M. (or T.L.) shines a torch from a given spot for thirty seconds or a minute. Each Scout is then asked to give his estimate of the distance of the torch, and the estimations are recorded. Each Patrol then confers, and gives a collective estimation. Points are awarded on a target basis (i.e. five points for within 5 yards, four points for within 10 yards) and the average of the total score for each Patrol is added to points gained for the collective estimation. The correct distance should, of course, be announced and the torch put on again.

117. Ill-fated Camp

Teams are sent in turn to a camp which they find in a state of wild disorder after an attack. There is a corpse, a man labelled “Broken left thigh,” tracks leading to another labelled “Severe bleeding from right wrist,” and the tracks of possible assailants. Teams then act as they think best.

118. Jungle Escape Day

This is suitable for a half or whole day expeditions. Two or more Patrols are each assigned an area of woodland in which permission has been obtained to light fires and to cut specific brushwood. Each Patrol is issued with an instruction sheet giving the story of

an airman's or a sailor's return to safety after bailing out over, or being cast up on, the shore of jungle country. They are reminded that since fellows who have been Scouts ought to be pretty good at this sort of thing, here is the very opportunity they need to practise. They will want to provide for themselves shelter, warmth, food, and defence, so points will be given for the following: a two-man shelter from natural materials, cooking fire—several designs given, set of casts of animal tracks, collecting of six leaves—each local tree is given a tropical food plant equivalent, well-cooked twist, and a map of their portion of the island showing scale and north points. More jobs could be included for larger Patrols. Instructions are issued to P.L.s well in advance so that they can make preparations. This admittedly removes much of the surprise element but is very necessary if the event is being tried for the first time. You will find there is still plenty of room for surprises. Scouts can be passed for badges if they complete on their own a job which forms an actual test.

119. Convoy Interception

This involves a more elaborate organisation and is especially suitable for Senior Scouts, though it can be run successfully as a joint affair between Senior and Junior sections of a Sea Scout Troop.

The convoy, consisting of a coxswain with a compass and a signaller, sets off on a given course at a set time from one point A, and the intercepting vessel with a similar crew sets off at the same time from point B. Compass bearings of each vessel are taken by observers at A and B at fixed times and passed by signal, with those times, to signal posts at H.Q., which should be between A and B. From these posts they are taken by runners to two plotters, who lay them off on a table by means of two arms pivoted at the centre of compass roses. The compass roses are fixed to the table at points corresponding to the observation posts A and B, so that by laying off the bearing of a vessel from each post its actual position can be marked on the table. A convoy controller and an interception controller note these positions, judge the courses being steered, and send out course alterations to their vessels by a second set of runners and signallers, the aim of the interception controller being to make contact between the vessels, and of the other controller to avoid it. The game is best played on a large tract of sand or marsh if the ships are represented by parties on foot, but it can of course be played afloat if the conditions apply. Capture in each case is by throwing a 30-foot life-line to touch any of the other crew, but coxswains must be briefed to steer only the courses signalled, unless these are taking them into real danger. Once again the need for preliminary explanations reduces the surprise element, but this still crops up.

120. Obstacle Expedition

This would be best for a Saturday afternoon. Obstacles arranged must depend on local conditions, but each Patrol starts at a different obstacle at the same time and makes a circular tour. You must, therefore, have someone in charge of each obstacle to explain the problem and to mark the Patrol efforts but NOT to interfere with the P.L.'s leadership. You must see that the obstacles are out of sight of one another, and it's as well to blow a whistle every twenty minutes when each Patrol must move on to the next obstacle. Have a pow-wow afterwards, each "judge" giving his criticisms, in a *helpful* way. A mock presentation might end the game, and the whole gang proceed to your H.Q. for a Troop tea.

These obstacles ought to be well within most Troops' powers of organisation:

Rescue one of Patrol who has climbed a tree, been seized with vertigo and become "stuck."

Patrol to get across 6-feet high electric cable, to touch which means death.

A fifteen-foot stream is marked out. On one side is an important "despatch" and the Patrol have to get it across to their side. The "stream" is unswimmable.

Half of Patrol make a bow and arrow and aim at a target: the other half make a rat-trap and demonstrate it.

Patrol blindfold to follow by touch a cord about 4 feet from ground; it should be arranged to go across a ditch or two, round trees, and through bushes and bracken. Patrol not finishing trail, which should be time-tested previously, lose points, other points given for leadership.

121. Semaphore Search

This is an outdoor game to be played in a defined area of about half-mile radius. It is in effect a form of Kim's Game but includes also practice in signalling and in recognition of plants, trees, etc. It also calls for some organisation on the part of the P.L. and should be run as an inter-Patrol competition.

If the area is not very well known to the Scouts the ordinary features of its vegetation may be used as objects to be observed; if it is a very familiar place it may be necessary to "plant" some objects—e.g. a clump of rhododendron leaves may be tied to the bough of an ash tree, or a bunch of willow-herb (or some other colourful flower) may be stuck through the ivy which twines round the elm. The Scouter will have a list of the things that he wants the Scouts to observe, and it need not contain more than ten to twelve objects; it should include the rarer features of the flora and fauna of the district.

As the first step the Scouts will be turned loose in the area (under P.L.s) and told to observe all they can in fifteen minutes, *but not to collect specimens*. At the end of this period the Scouter (or some expert signaller—perhaps this is a job for the T.L.) will start signalling messages with flags from some prominent place on the edge of the area. The messages will be form sentences in the of short each asking for one object to be brought to one of the Scouters—e.g. "Take the seed of an elm tree to A.S.M." "Pluck a rhododendron leaf from an ash tree and take it to Skip," etc. Each message should be signalled twice, at a good speed the first time and then immediately afterwards at a much slower rate. The first Patrol to get the right object to the right Scouter is, of course, suitably rewarded with points for the Patrol competition. The signalling should go on continuously, one message following another without interval. Thus the P.L. will have to keep one or two Scouts reading and send others off to find specimens as occasion demands

It may add a little amusement to include some moving object (e.g. a butterfly or a dog) in the things required. Or, if you feel very vicious, ask for a hair of your A.S.M.'s moustache.

The incentive to read a message signalled at a fast speed is very valuable, all the more so as most people find it harder to read than to send. Stress should be laid on the need for careful observation in the first fifteen minutes and good organisation throughout, and objects should be chosen which will test observation.

122. Scoops

Immediately after Flag and Inspection and the usual preliminaries, give each Patrol Leader a large double sheet of cartridge paper (about the size, say, of a *Daily Herald*) and tell them to produce a Patrol newspaper. The P.L. must appoint an Editor, maybe himself, and the others become reporters. Certain features could be suggested, e.g. interviews with the Police Station Sergeant, an Engine Driver, the Mayor, etc., hot news, cartoons, and so on.

123. Polar Expedition

Play when the temperature is below zero. The Patrols have to get over a crevasse, build a rope ladder up a tree, throw a rope to another tree, pull it back with their staves sheer-lashed together, cross the rope by the dead man's crawl and go down the next tree by means of another rope ladder. Then give each Scout a word. He has to run a quarter of a mile and report the word to the Troop Leader who has to put the words together in the right order to make a message.

124. The Lunatic

As soon as inspection is over give the following note to the Troop Leader:

POLICE MESSAGE

to: 20th Senior Scouts

from: Chief Constable

“Raschid Au, a dangerous Indian lunatic, escaped to-day from the County Mental Hospital. He was seen entering the School Playing Field five minutes ago. He is dressed only in a loin cloth. He speaks no English. He may break out in diabolical laughter and betray his whereabouts. He is a homicidal maniac, and *very* dangerous. Please assist in his capture.”

Previously plan for the biggest Senior Scout to strip to his gym shorts, and give the rest of the Troop a run for their money in the dark.

125. Contests

For a quick fire Patrol competition try this:

Each Patrol is required to produce a lobstick and a ten rung rope ladder, with which they must scale a tree *without* touching the trunk. The lobstick consists of a crutch of thorn with a stone securely lashed in the fork and a light line secured to the haft by means of a rolling-hitch. The only point to watch in the construction of the rope-ladders is that the marline-spike hitches are right way up.

“Anchorage Tug” will keep the Troop happy for half an hour or so on a fine June evening. For this you require a patch of turf surrounding a convenient tree or post. At the signal each Patrol sets up a three-two-one hold fast in clock-wise fashion round the tree, to which a purchase is secured by means of a rope strop. When the anchorages are installed (speed is not the object), the strain is applied to each in turn and all hands,

except the Patrol concerned, do their best to haul the pickets out of the ground while the Scouter stands by with the stop-watch.

Or you might have an even more satisfying bust-up by setting up two log-and-picket anchorages opposite each other at a distance of 30 yards or so and rigging all available tackle between them so that an even strain may be applied. Given sufficient blocks and sufficient pulling power, a glorious climax is assured—without undue risk to life and limb, too: though you will, of course, take all reasonable precautions.

126. Meeting at Midnight

This game can be played in a wood or along a road where there is plenty of cover on either side. Scouts hide themselves along either side of a given track, down which two Fifth Columnists presently walk (the S.M. and A.S.M.) As this pair proceed they discuss details of a desperate plot, such as time, meeting-place, password, members of gang, object of plot, and so on. When the pair have reached the end of the stretch of track, chosen Scouts come out from their hiding-places, get together in Patrols and write down all the details they have overheard of the conversation. Points are awarded for the fullness and accuracy of information given. If any boy is seen by the conspirators during their walk he is debarred from giving information to his P.L.

127. Pass Faster

Two teams form a circle, facing in, members of teams alternate. Leader of each team has a ball, and they are on exactly opposite sides of the circle. The ball is then passed or thrown by each player to the next right-hand member of his own team. A dropped ball must be recovered by the dropper, who must regain his place before continuing. Team whose ball overtakes the other wins.

If possible, the balls should be of different colours, or some more difficult object may be used.

128. Scouter's Rucsac

The Scouter places, in partial concealment, along the verges of a footpath, various articles which might fall out of a badly packed rucsac, e.g. toothbrush, torch, match-box, fork, comb, brush, etc. Patrols stroll along path, and at end of trail each Patrol makes up a list of the items seen in the order of seeing.

129. Rescue Party

Each Patrol selects a prisoner and a warder who are interchanged so that each warder has charge of a prisoner from another Patrol. Each prisoner is fastened to a rope about 25 feet long by a bowline about his waist, the warder holds the other end. The warder moves off to a given spot by whatever route he likes at a slow walking pace. The prisoner lays as good a trail as possible. After a period, depending on the distance, the rest of the Patrol set out to rescue their own man and capture the warder, if possible.

130. Reese Ball

A large sack stuffed with newspaper is put in centre of a small football ground. One team starts each end. The team getting the sack or the major part of it to their own goal first, wins. Violent or dangerous play not allowed; no other rules.

131. Bean-bag Flag Raid

Object is to capture all bean-bags or other objects, release prisoners, and then capture flag, when game ends. Players are safe in own half, but if touched outside this are prisoners and go behind flag. Players who reach opposite base-line without being touched have the option of releasing prisoner, in which case they return *hand in hand* to own base-line before joining in again, *or* taking bean-bags back, one at a time. In each case they get safe passage to own base-line.

Bean-bags are spaced out along line, not in a heap.

132. Unbeaten Trail

The Scouter, having previously been over the trail, describes his journey between two points but mentions no names by which route can be indicated. Patrols then go to start and try to follow trail to second point, which they do not know, solely by means of his description.

133. Tree Census

Scouter marks off an area and makes a list of trees to be found within that circumference. Patrols then go out to make a census of trees to be found there. Same could be done for flowers.

134. Tree Tag

(a) Give each player ten labels with names of ten trees common to area. Give about twenty minutes to pin labels on trees named; no tree to have more than one label. Player labelling greatest number correctly, wins.

(b) Players bring in any label except their own. Trees incorrectly labelled are left, and player can later correct mistake and so get two points.

135. Plate Golf

Old ground-sheets folded to about 3 feet square represent holes and enamel plates as balls. Links are laid out as desired to include hedges and streams, etc., as bunkers. If a plate falls in one of these hazards it must be retrieved and carried behind the bunker and one throw added to player's score.

Care should be taken to arrange holes some distance apart so that players do not come in contact with a skimming plate! Old plates are specially recommended.

136. Stealing Sticks

Players in space divided into two equal parts. Sticks are placed at either end and guarded by a “stick guard.” A prison is marked out in each half and guarded by a “prison guard.” The object of the game is to capture the opponents’ sticks. When a player is tagged on enemy territory he is put in prison, but can be released if a team-mate touches him.

137. Labels

Labels on which are different numbers are tied to branches of trees. Scouts try to put their initials on them without being seen by two sentries who keep guard, moving to and fro. Anyone seen by them has to sign their book and start twenty paces off. Count up the numbers on the labels you have signed and subtract one for every signature in book. Put the labels with the big numbers in the most conspicuous places.

138. Fire-bucket Relay

Teams in file; about 15—20 yards in front of each team a bucket of water. First player of each team runs and fetches the bucket, and it is passed down one side of the team and up the other, the next player taking it back to its place, comes back to send off the third, who copies first, and so on, each player going to the back of the file as he finishes his run. First team to finish without losing more than 1 inch of water wins. Measure water before and after.

139. Bridge Cutting

A message is written in signal code or, better still, signalled to one Patrol to say that a bridge is to be destroyed, and that they are to go by a certain route and save it. The other Patrol is sent a message to destroy it, and are also given a route to go by, but a different one from the other.

The destroyers have to place a number of chalk-marks on the bridge. Either starts off on deciphering their own message.

140. Boil the Water

Each Patrol (or pair) has a full billy of water. Fuel must be collected, fire lighted, and billy hung over the fire. First to boil water wins. A teaspoonful of soap powder added to water increases effect.

141. Fire Raid

Four or five small fires are laid, and each has a small flag beside it. There are two teams with different coloured wool armlets who attempt to light the most fires. When a fire is lit the lighter takes the flag, counting ten points. Each team tries to prevent the others from lighting fires by breaking and capturing the armlets. When an armlet is broken, the player is out” until he has returned to the base for a new armlet. Capture of armlet counts two points.

142. Red Indian Patrol

Patrols of “Frontier Police” (S.M. and A.S.M.) are moving out to head off a body of “Red Indians” (Scouts) who have been raiding. The police have five minutes’ start, and move along specified roads or tracks between boundaries—say half a mile apart, according to the nature of the country. The “Red Indians” have to get past the police and on to a line (length of road between two points) representing their own frontier, without being seen. Any Indian seen clearly enough to be recognised is “shot.” The police may halt and look round as often as they like, but must not go back. Distance may be between one and two miles.

143. Turks and Russians

Two sides line up about 20 yards apart. One side then advances to a line about 5 yards from their opponents and lies down facing them. On word “Fire!” those lying down beat ground violently with both fists stretched out in front. At “Charge!” the others waiting rush forward and try to grab as many of the other side as they can before they get back to original base. Prisoner joins captor’s side, and game goes on, with other side lying down and vice versa, until all are on one side.

144. Smugglers

Very simple stalking and chasing game. Troop is divided into two teams:

A Team—The Smugglers

B Team—The Police

A Team stands in a line with their backs to B Team while the Bs decide which member of A Team each B will chase. Thus the Bs have one Scout only to chase, but the As do not know who it is. As have a treasure, but the Bs do not know whom the As appoint as “Captain” to bring the treasure home.

Teams separate—As to cover and Bs to defend home—both some distance from home. Bs search each of their victims if they catch them. Change sides and As become Police and Bs the Smugglers.

145. Hot Rice

One player has an old dixie lid, the others try to hit him with a ball. The ball must always be thrown from where it drops, but may be passed to another player. If the player is caught full pitch or is bit he at once drops the lid, and his place is taken by the thrower or catcher, who may be thrown at as soon as he has touched the lid.

146. Field Card Game

An old pack of cards is hidden at various points, the four aces, the four threes, and four tens, etc. etc., being hidden together—the hardest to find being the highest cards. Troop is divided into four teams, each trying to collect cards of different suit. Clues are given in a

way which involves Scouting knowledge, e.g. in morse or semaphore, or by means of a map, or a sketch is given of position of particular card, or using compass directions thus:

“Towards the setting sun,
Proceed at a run
When you reach a gate
Search for number eight,” etc.

Tree knowledge, distance-judging can be introduced. Patrol wins which gets highest score, counting by pips.

147. Freak Plant Hunt

Observation outdoors. A Patrol is sent out to spot three freak plants or trees—previously “doctored” by the Scouters—in a given area. Some suggested freaks are conkers growing on ash tree, acorns growing on hawthorn bush, etc.

148. Hide-and-Seek Relay

Some form of relay race is started and the leader slips out and hides somewhere in the Camp area. As soon as they have finished the race each team tries to find the leader and give him some object. First team to get their prearranged object to the leader wins.

149. Homewards Despatch

Course is marked out of doors to suit area available, with same number of stages as Scouts in each Patrol. Call stages A (start), B, C, etc. P.L. carries written despatch from A to B; second at B signals message to third at C; third then runs to fourth at D and gives verbal message; fourth writes it down and runs home. Course can be lengthened to suit any numbers; variations could include cycling, different methods of signalling, etc.

Patrols are timed to find best.

150. Hurdle Race

Patrol Leaders are given the message about the first “Hurdle” in camp. It reads: “Hurdle 1. Difficulties exist to be overcome. Can you lead? Instruct your Patrol to be at (a certain place) by (a given time am/pm) prompt.

They must not be seen leaving camp, nor on the way. Estimate the area of the fields you come to, then be guided by circumstances.” (The circumstances are an umpire signalling in semaphore “Come here,” when they have had time to do the estimation.) Each P.L. on arrival receives a verbal message, once repeated:

“Hurdle 2. Follow the lane in the direction of.....But beware; there may be spies! Note, but do not follow them. Leave the lane if you see any good reason why you should.” (The good reason being a sign directing them to a well-known spot of the river bank.) They are under observation down the lane, for silence, order, etc. If they miss the sign, they go on down the lane, miss their turn and have to wait till the following Patrol has gone through. On the river bank an umpire gives them: “Hurdle 3. On the opposite bank you will see a piece of paper for one of your number. Be careful whom you send, for only he may read

it. Whosoever you send must keep one foot stockinged, shod and dry. Material you ask for may be obtained from the S.M.”

(The point of “One of your number” is that the message is for No. 2 and not the P.L. himself, who would thus be leaving his men.)

A strong man might hop over. On the paper is written in morse: “Hurdle 4. Go now, silently but swiftly, to . . .” Here there is an umpire guarding a deep chasm, a useful limb of a tree, and a rope to get over by. For getting home (the route is circular, of course) various hurdles could be employed, or two will fit together: “Hurdle 5. (a) A compass-reading, directing home ; (b) smoke signal; (c) the Union Jack upside-down; (d) cries for help and a wounded man. The first Patrol could (b) for the rest. A sketch of the course occupies the first lots home.

Note.—*This* course takes one and a half to two hours, if considerable intelligence is shown by the umpires and P.L.s, and fifteen-minute intervals are allowed between Patrols. The regular P.L.s can be used as umpires; this pleases them, and allows the Seconds to lead. The umpires need careful coaching. Patrols may have to be held up, if the lot ahead go slowly. The course is so arranged on rolling ground so that this can be done. Great speed is not encouraged.

151. Leaf Matching

In camp a Scouter goes out and collects as many sets of different leaves (or flowers) as there are Patrols. They are arranged in a row. Patrols are allowed five minutes to study leaves (flowers) and are then sent off to collect similar ones.

152. Farm Census

If camping on or near a farm, send out Patrols to make a sketch-map of fields and mark down the crop on each. Could be adapted for animals on farm, etc.

153. Potted Athletics

A good two-hour stunt in camp—not to be taken too seriously! Such events as the following might be included; throwing the mallet, hurling the plate, pick-a-back race, and any other amusing ideas the P.L.s can produce.

154. Spot the Colours

A number of small ends of various coloured wool are distributed over a specified area, or along a trail. Each team tries to collect them.

Scores.—Green 6, grey 5, brown 4, blue 3, red 2, white 1; or according to the surroundings.

155. Blindfold Tent-Pegging

A peg is driven into the ground. Each player in turn starts about 6 yards away blindfold; he turns round about three times and then tries to advance to where the peg is and hit it with a mallet. No feeling must be allowed.

The player who hits it fairly on the top in the fewest blows wins.

156. Cold Day Obstacles

Start with an invisible-ink message which has to be heated. Each message leads to the next, and the obstacles should be made as ludicrous as possible. Some suggested obstacles are: the whole Patrol has to climb up a tree and touch a branch 15 feet high; get through a very small gap in railings; get over a gate using hands only; hop 100 yards; fill a medium bucket from a large bucket, using mugs only, and buckets being 30 yards apart.

157. Deer Stalking

One player is the “deer” and goes and “browses” in a wood. The rest try to get within 6 yards of him without being seen. If the deer sees one he calls his name and points, and that player must retire 50 yards. If the deer hears a stalker near him he may stampede, but not more than three times. First player to get within 6 yards becomes deer.

158. Egg-if-I-Moo

Players’ hats bunched together in centre of a 10-foot radius circle, players round edge. One throws a tennis ball into one of the hats, not his own. If he misses, a chip is put in his hat; if three times, another takes his place. Owner of the hat in which the ball lodges runs in, picks up a ball, and then cries “Halt !” The rest run away but stop at the word. Player with the ball may not leave circle and tries to hit one of the others with ball; if he fails, a chip is put in his hat; one hit becomes IT. Team with fewest chips wins.

159. Payment by Results

- (1) Improvise a rope of natural materials at least 6 feet long capable of raising a bucketful of water, by direct lift, at least two feet. Price—£5.
- (2) Make and fly a model glider capable of looping. Price—£5.
- (3) Without blocks, rig up a tackle giving a three-one purchase. Price—£20.
- (4) Improvise a rough-and-ready “water level” on the spirit-level principle. Invent three possible uses for this on a permanent Camp site. Price—£5.

160. Clumps

Each Scout has an “opposite number,” and after being sent to opposite sides of a circle about half a mile to a mile across, has to creep in and meet him, without arranging a place of meeting. When a pair have met they can start forming a clump by capturing by touch. Captives have to assist their clump loyally, unless they see their opposite number walking

about uncaptured. A larger clump can attack a smaller clump, but not vice versa. Smaller clumps could scatter if attacked, so it is desirable to arrange a secret meeting-place. If preferred, clumps can be invulnerable, and only lone Scouts may be captured.

161. Attack and Defence

A ground about 600 yards long with a half-way line. One team at each end guarding a number of objects (one for each member of the team). Each team tries to capture its opponents' treasure and defend its own. A player can only be caught when out of his own half and not when he is returning with a capture. Prisoners are put behind their captors' base and must be released before any more objects can be taken. Only one prisoner/object can be released/taken at a time. Team with most objects and fewest prisoners wins.

162. Crocodile Dodge Ball

Players form a large well-spaced circle. One team forms a file, each man holding on to the man in front of him, in the centre of the circle. The outside players have a large ball (football) with which they endeavour to hit the last man in the file. As soon as he is hit he goes to the front of the file and the game goes on as before. When the whole team has been through, a new team takes its place. The winning team is the one which stays in the circle the longest.

163. The Dodger

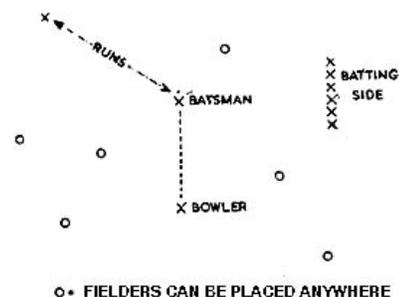
Players form a large well-spaced circle. One player (the dodger) in the circle and two (or possibly three) outside. The idea is for the dodger to leave the circle through a gap between two men and return through either of the adjacent gaps without being touched by the men outside the circle. As soon as he is caught, another player becomes the dodger. The winner is the dodger who manages the greatest number of uncaught dodges.

164. Couple Rounders

The batting team are in pairs and a slightly larger ball, e.g. a soft tennis ball, is used whilst the hand is used in place of a bat. The bowler pitches to one of the batting pair (A). As soon as he has played the ball, he (A) attempts to run a rounder. Meanwhile his partner (B) goes into the area between the posts and as soon as the ball has been fielded the fielders attempt to hit him (B) by throwing it at him. Should B be hit before A has run a complete rounder, both are out. If A gets round before B is hit they have scored one rounder. The next pair then bat, and so on, with the usual rules of rounders.

165. Non-Stop Cricket

The wickets are set up as shown. The bowler bowls the ball to the batsman. If he hits it he must attempt a run to the wicket behind him and back. Meanwhile the fielders return the ball as quickly as possible to the bowler, who immediately bowls no matter where the batsman happens to be. Besides being caught out, the batsman can only be



bowled out (no stumping or running out). As soon as he is out the next batsman comes in, but the bowler need not wait until he is in his crease. Whenever the bowler has the ball he may bowl. A rounders' stick and a tennis ball are best.

166. Camp Sardines

One of the Troop, known as the First Hider, is given about two minutes to find a hiding-place from which he is not allowed to move after time is called. At the end of the time allowed the others scatter and try to locate the First Hider. When a Scout does locate him he "Plays Possum" and waits for an opportunity to hide with him unobserved. Time limit necessary and only a brief time should be allowed. First Finder becomes next First Hider; points given for all finders.

167. Adventure Afternoon

Have an early salad or sandwich lunch. The Patrols parade ready to leave camp, with bicycles or without. The P.L.s are given the simple instructions: "You and your Patrol are going to find adventure." Added to the instructions can be either: "You will give an account at the Camp Fire," or "You will write a concise report on your return," according to which particular form of training the P.L.s at that time need most.

The value of the bicycles is that Scouts can go farther afield. Is it necessary to say that each P.L. should have an O.S. map of the district?

168. Prisoners' Chain

A home base is needed and a "prisoner" to begin the game. As soon as he tags anyone the tagged player or prisoner joins hands with the original prisoner or on either end of the chain of prisoners. If the chain breaks or if one of the free players can break it, the prisoners must race for home. If they are tagged on the way by one of the free players, the tagged prisoner must "pick-a-back" the player as far as the base. As soon as all prisoners are at base they join hands again and the chain sweeps out again. This is purely an energy-releasing game. If the initial prisoner can be a volunteer T.L. or A.S.M. this is an advantage.

169. Fetch It

This is another energy-releasing game which is also training in observation and quick-wittedness. Scouts in some easy Patrol formation such as for relays, Games Leader calls "Fetch me—an oak leaf" or what have you. Scouts rush off, and points are awarded for the first three to hand in correct leaves. The Games Leader should have a list of objects prepared, some small, some larger, some easy, some difficult, some near, some far. A stinging nettle or thistle can usefully be included.

170. Log Hauling Relay

Patrol event. Equipment: 6- or 8-inch log, 5 feet long (or a sandbag, bag of leaves, etc.) rope for each Patrol. At the signal a Scout from each Patrol runs from starting-line to the log or bag and ties a timber hitch round it. Then each Scout ties a bowline on a bight on the other end of the rope, places it over his shoulders like a harness, and all together they

haul the log back across the line. Time depends upon the distance. Score ten points for minimum time, and deduct for additional time or knots tied incorrectly.

171. Wood Chopping Relay

Patrol event. Equipment: one axe, 8- to 10-inch (diameter) log. At the signal first Scout runs up to log and takes six strokes, in an effort to chop the log in half. He places the axe in the log and runs back to touch off the next Scout. Second Scout takes six strokes. The number of strokes depends upon the kind of wood. Leaders should estimate the minimum number of strokes, and score 10 points. Add five strokes, score 9 points; add five more, score 8 points, etc.

172. Nature Scavenger Hunt

Patrol event. Equipment: exhibit of leaves, flowers, twigs. Number determined by locality. Each item is labelled. Scouts are told to bring in, and label correctly, specimens corresponding to those on exhibit. Set a minimum time, and score 10 points for time and accuracy. Deduct points for extra time and incorrectly labelled specimens.

173. Biscuit-baking Race (without utensils)

Two-man event. Equipment: axe for each team, flour, water, wood pile. At the signal Scouts build a fire, mix the dough, and bake biscuits, or twist on a stick. Object—to present a well-cooked biscuit to the judge. Set a minimum time, and score 10 points for time, with deductions for extra time and another 10 points to zero for quality of the biscuits.

174. Line Throwing

One-man event. Using $\frac{3}{16}$ -inch or $\frac{1}{4}$ -inch heaving line, throw three times across target 5 feet wide from 30 feet in one minute. Score 5 points for each throw, with deductions for each 1 foot from the target, 5 points bonus for making three throws in time limit.

175. Compass Race

Four-man event (or complete Patrol). Equipment:

Compass for each group. Lay out a three-sided compass course in advance (one per patrol). Courses to be similar in length and degree of difficulty. At each change in direction of the course there should be a small stake, with a code number or letter written on it. Scouts are given compass directions for finding the three stakes. At the signal they start out, following their compasses. They write down the code letter they find on the stakes. Set a minimum time for completing the compass course, and score 10 points, with deductions for any incorrect stakes recorded. Add two minutes, and score 8 points, etc.

176. Watery Grave

Played like “Blind Pirate” except treasure should be edible and the Blind Pirate provided with a bucket of water and a mug; anyone hit by water is handicapped by counting two hundred aloud before re-entering game.

177. Signallers v. Runners

A competition between a semaphore Patrol (or team), a morse Patrol and an athletic Patrol getting a message to a certain point first. Distance at least a mile. Some meditation as to length of message necessary by Scouter beforehand—according to the capabilities of his signallers

178. Rabbit in the Trap

One Scout tied to a tree by one hand on long rope. Two or three other Scouts of another Patrol heavily blindfolded try to capture and pin down the rabbit as quickly as they can. Patrol against Patrol as a time test game.

179. Prisoners Calling

One Scout from each Patrol tied closely to a tree all within a few yards radius. Rest of Troop blindfolded start from 50 or 60 yards away. The prisoner guides them to his tree by using Patrol call. First Patrol to release their own prisoner wins.

180. Afternoon Tea Race

From word “Go” each Scout has to light a small fire and toast a round of bread and then remove all traces of the fire. Time test for Troop record.

181. Hot Dog Race

From word “Go” each Patrol to light a fire and, without using any utensils excepting a mug and green sticks, has to make and cook a sausage roll for each member of the Patrol; all traces of the fire must be removed. Each Patrol should be given flour and sausage meat. Each cook must eat his own hot dog after the judge has “passed” it for standard.

182. Mafeking

A number of ropes, rags or what not are placed on the top of a small mound and defended by one side. The other side try to get them (one per man) and tie them to some fence nearby. Best played in the dark. Change round after a time limit.

183. Guy-Line Relay

A hawser is stretched tightly, but with a fair amount of “spring” in it, between two trees at a height of about 8 or 9 feet above the ground. From it a number of knotting ropes,

each with a small bowline in the lower end, are suspended so that they just touch the ground. A foot or so out from the rope on both sides tent pegs are driven into the ground, one pair from each Patrol.

Patrols line up as for a relay at some little distance from the rope. At the signal, Number One in each Patrol dashes up, grabs his rope, and by tugging and straining tries to slip the bowline over one or other of the tent pegs, at the same time doing his best to prevent the other players from doing likewise. When he has succeeded, he runs back and the second player comes up, releases the rope and transfers it to the other peg; and so on until everyone has had a go.

Variation. The game is played in exactly the same way but toggle ropes are used, with two pegs set fairly close together so that the toggle may be slipped over them.

