

BOY SCOUT GAMES



By CHARLES F. SMITH

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An international authority and exponent of the play-way of teaching, Charles F. Smith became a Scoutmaster in 1910. A long-time faculty member and instructor of Scouting and recreational leadership at Columbia University, Mr. Smith served as Ass't National 'Director of Education of the Boy Scouts of America from 1920 to 1947, and as Ass't National Director of Cub Scouting from 1947 until he retired in 1948. He is the author of *Games and Recreational Methods* and *Games and Game Leadership*.

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Editor's Note:

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

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How to Use This Book

1. Scout Ways
2. Tenderfoot Requirements
3. Scout Knots
4. Second Class Knife and Axe and Fire Building
5. Second Class Wildlife
6. Compass, Treasure Hunting and Trailing
7. Second and First Class Cooking
8. First Class Woodlore
9. First Aid
10. Signaling Methods
11. Troop Meeting Fun Games
12. Duel Contests
13. Patrol Meeting Games
14. Hike and Camp Games
15. Open House Games and Contests

How to Use this Book



Me? Written for me? Yes, you, Mister Scoutmaster, Assistant, or Troop game leader, this book was written for you. To get all you can out of it, begin by doing two things: – if you are a Scoutmaster without an Assistant, start right now to get one. If you are an Assistant help recruit other men to help.

Don't listen to anyone who tells you it's easy for one man and a group of 11, 12 and 13-year-old boys to run a really successful Boy Scout Troop. But with another man working with you, you will bolster each other's morale, and work together making up for each other's weaknesses. If you make it clear that you are doing everything you can to make the boys happy your assistant will join you in doing the same. If you work well together, you will establish a spirit of cooperation that will be an example to the entire Troop, so don't overlook the value of an assistant.

"Now, what's the second thing to do?" Next, conduct weekly meetings of the Patrol Leaders Council. That, you will soon find, is "the gang" required to put into operation the activities and ideas suggested in these pages.

"Oh, but I can't give one evening a week to the Troop meeting and a second to a leaders' meeting." You don't have to. Just start Troop meetings 15 minutes earlier, close them 15 minutes earlier, and then conduct a Patrol Leaders' Council meeting as suggested in your *Handbook for Scoutmasters*.

Do the boys in your Troop refer to you as "our new Scoutmaster" or "our new Assistant Scoutmaster," as the case may be, or have you been working with them a while, long enough to know how to iron out difficulties such as every Scoutmaster or Assistant occasionally encounters. Whichever you may be this book is addressed to you and to the leaders of Scout ways and games. Pass it along to them – even to Patrol Leaders – and encourage them to use it also.

You direct your effort, of course, toward getting your Committeemen and Patrol Leaders' Council to work with you in making a better Troop with better programs which will stimulate and help your Scouts to advance. If this is your aim, this book will help you, because it provides an abundance of instructional as well as recreational games. Use this book along with *Handbook For Scoutmasters*, SCOUTING, BOY SCOUT PROGRAM QUARTERLY, and BOYS' LIFE.

After you have studied a game or recreational activity, ask yourself these questions:

1. Will our Scouts enjoy it?
2. Will they succeed well enough with it to carry it through to a successful conclusion?
3. Do we have, or can I secure and train men or boys to lead that activity, provided I do not lead it myself?

If your carefully considered answer to two of these questions is "No", turn to a more suitable activity. If your answer to the third question is frequently "No", get busy, start now to give your leaders what is known as "on the job training." This is the learn-by-doing method practiced in Troop meetings, preceded and followed by discussion, advice and plenty of encouragement at Patrol Leaders' Councils following each Troop meeting.

Before going deeply into activities in any chapter just stop a few minutes and read the introductory paragraphs to that chapter. Yes, they contain some theory but theory that gets into the fundamentals of the subject as revealed by the thinking and experiences of outstanding leaders throughout the country. Without both the “know-how” and “know-why” you will be working in the dark.

The “Tips” following descriptions of activities are a feature of this book. They are intended for the leader of the specific activity under which they appear, so pass them along to the leader, be he man or boy. The tips are more than suggestions, they are summations of conclusions growing out of actual successful experiences.

No one could be expected to remember all the information contained in this volume, so do not hesitate to take it to every meeting of your Troop, and especially to meetings of Troop leaders. Refer to it as a speaker refers to his notes. Do not read from it yourself, rather mark your chosen paragraphs or tips in advance, pass the book around and let others take turns reading from it. Scouts prefer that to having a Scoutmaster read to them.



1

SCOUT WAYS

Scouts Join for Fun

Fun, fun and more fun! That’s why boys join Scouting. When and if Scouting ceases to be fun and thus satisfy their interest they quit the Troop. Wouldn’t you? This need for fun, then, must be met, and Troop leaders supply it through games and Scout ways for teaching requirements, and Scoutcraft.

Scout Ways Defined

Scout *ways* are recreational methods of teaching and reviewing Scouting requirements, ideals and principles by means of games, competitions, stunts, dramatics, etc. Some Scout ways are games, others are devices for teaching and practicing Scout requirements.

Scout Ways Stimulate Advancement

Naturally, Scouts like to advance, but all too frequently what happens instead? Many Scouts fail to plan, their intense initial interest gradually cools to lukewarm, they fail to work diligently and advancement comes to a standstill. Try to combat this tendency. Do everything possible to take the sting out of work and some of the drudgery out of study. How? By using Scout ways you can develop joyousness in both work and play. Trust a Scout with a definite responsibility and, if necessary, keep after him. You will discover that the more he loves play the more vigorously he tackles the job, if only to get it over with, so that he has time for his much desired fun.

Cooperation of Scoutmaster and Scout

Scoutmasters sometimes frown on Scout ways of teaching. Unconsciously they lean toward the old idea that medicine must be bitter to be effective, but Scouts, naturally, want some of the sweet along with the bitter. This is not meant to suggest a sugar-coated diet as the remedy, for the solution is a program which instead of overlooking work, balances it with play.

A Lesson from Cub Scout Advancement

Advancement in Cub Scout Packs, where parents cooperate with Pack leaders is gratifyingly rapid. But visit a Troop where the Scoutmaster is working practically alone and is the one adult source of motivation and inspiration in the Troop. Doesn't he look discouraged as he tells you advancement is slow? If outside help, then, seems indispensable to success, be a progressive Scoutmaster. Secure help. Secure it in the following ways:

1. Hold an annual "Open House";
2. Secure all possible parent cooperation;
3. Do all you can to check a Scout's outside work in home and home Patrol meetings. And give that work recognition;
4. Use a point system, progress charts, and trophies recommended in Tool 4, HSM (*Handbook for Scoutmasters*);
5. Use fathers and Committeemen in Troop Boards of Review.

Following Up on Scout Ways

When using Scout ways concentrate on major subjects for at least one month at both indoor and outdoor meetings. Don't be misled, Scouts can play games relating to such subjects as ideals, knots, first aid, nature, signaling, etc., but this does not complete the subject. It's only the beginning, for no Scout way is all sufficient. But lose no time in building on this foundation, on this interest which Scout ways will create.

Things to Do

1. Use Charts. When preparing to work for a month or more on first aid make a Troop chart, listing all required first aid subjects for First and Second Class requirements. Pass the chart around the Patrols at each Troop meeting, and have Scouts check the various items as soon as they think they are prepared to pass them. This plan will spur on both the indifferent and the ambitious Scout, and will keep both Scoutmaster and Patrol Leaders informed. They will know the extent to which every Scout is working on first aid.
2. Get proficient Scouts, Explorers, Dads, Committeemen and Assistants to instruct and conduct preliminary examinations.
3. To help backward and indifferent members interview them personally.
4. Have a meeting of older Scouts. Explain the idea of Scout ways. Get them to agree months in advance that they will help you teach, coach and review younger Scouts. Assign favorite subjects of their own choice to each of them. Post their names and their subjects in a conspicuous place. When their subjects come up announce their names and their willingness to help individuals either at home or in Patrol meetings.
5. Get older Scouts and those who have completed a subject to make dates with both the indifferent and backward members.
6. Stimulate parents to help their own sons. Let them know periodically how their sons are progressing and suggest ways in which the parents might help them further. It will help tremendously if you capture the interest of parents during the time their sons are learning their Tenderfoot Requirements. This is especially true of parents of former Cub Scouts.
7. Show Scouts and parents how to use BOYS' LIFE magazine. Use it yourself along with the SCOUTING magazine, and BOY SCOUT PROGRAM QUARTERLY.

8. Ask Scouts to let you see everything they make related to Scouting, and show the better articles to the entire Troop.

9. Finally, be liberal with your praise and give each Scout his full measure. Remember, if a Boy Scout really likes you, you will have a greater influence on that boy's character.

A Sample Scout Way of Reviewing

Scout ways are used for either teaching or reviewing. A sample of reviewing follows: Patrols are lined up in relay fashion. A hat is placed in front of each Patrol. Each hat contains cards upon which the names of Tenderfoot knots are written, one on each card. In relay fashion, beginning with the Scout at the head of his Patrol, each Scout runs to the hat takes out a card and ties the knot named on the card. Then he runs back and touches off the next player, who repeats the performance, etc.

It is assumed in this type of review that everyone knows the knots and no time is taken in advance to teach or review them.

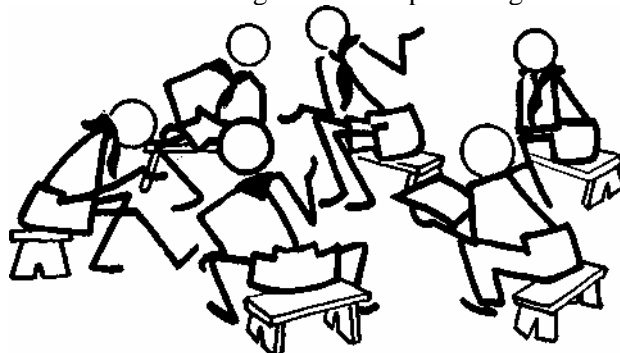
How to Use Reviews

1. Apply Scout ways of reviewing to subjects which are reasonably familiar to all Troop members.

2. When possible give participants a chance to review a subject by announcing the Scout way at least one week in advance.

A Sample Scout Way of Teaching

Suppose your Troop has decided to devote one month to signaling, and a leader has been selected (not necessarily the Scoutmaster). At a PLC* meeting the leader would present a skeleton program for the month and details of the first meeting. Following this brief discussion he would assume that some of the boy leaders were not familiar with certain code symbols so he would teach those letters much as he would expect the Patrol Leaders to teach them to their Scouts. Next he would demonstrate one or two games just as he expected the Patrol Leaders to lead them at either a home Patrol meeting or the Troop meeting.



The PLC Your Most Important Tool

Study the Skeleton Troop Meeting Program in the HSM. Notice that Scout ways, contests, games, dramatizations and demonstrations are included in seven of the eleven periods. The last period calls for a PLC meeting after the close of *every* Troop meeting. Some Scoutmasters find this difficult and think the PLC meeting should be held on a separate evening. Here is a suggestion: Immediately after the closing ceremony of your Troop meeting ask everyone who will attend the PLC meeting to fall out and hurry to the PLC meeting place – usually a corner of the room. Then say “Good Night” to the rest of the Scouts and dismiss them. If any Scout

* Hereafter the abbreviation PLC will be used for Patrol Leaders' Council, described in HSM – *Handbook for Scoutmasters*.

wishes to remain to go home with his friend, a member of the Council, invite him to attend as a spectator. You will be surprised at how much you can accomplish in fifteen or twenty minutes.

Interview Boy Leaders

Keep yourself free during the pre-opening period and check up with the leaders before the Troop meeting begins. Insist that every Troop leader who is to have charge of an activity be there early if he needs help from you. If you fail to check up in advance, be prepared for disappointments.

Introducing Scout Ways

Start with a Scout way of teaching one of your favorite subjects. In the PLC meeting set a good pattern for your Patrol Leaders to follow. In the Troop meeting move from Patrol to Patrol helping leaders off to a good start and retire to the background as the boy leaders improve. The time may come when you can do most of your leading from behind the scenes in PLC meetings. That's the ideal.

Use as Few Words as Possible

Beginners frequently use lengthy introductions. Their explanations are confusing, ending with, "Now, are there any questions?" And the questions add more confusion. The place for questions is in PLC meetings, where you encourage boy leaders to ask questions so that they may know the answers.

Get In or Stay Out

If you get into a game, play it for all you are worth and lead it the best you know how. If someone else is leading, let him lead *alone*. If you note errors, discuss them later.

Use Notes

It is no disgrace to use notes. Use them in your PLC meetings and suggest that Patrol Leaders do likewise in their meetings.

Do Not Overdo

After a Scout way has been used successfully to teach a particular subject, do not use it again for months, or even for a year.

2. **TENDERFOOT REQUIREMENTS**

The ideals of Scouting, to be of value, must be practiced. Knowing this, the Scoutmaster asks himself, "How can I help Scouts to practice these ideals?" He listens to the repetition of the Oath and Law in Troop meetings and knows that this alone is no assurance that the Scouts are aware of, or will practice, the principles involved. A good Scout thinks and acts in accordance with ideals, and he practices them until they become a part of him, his second nature.

Why Boys Join Scouting

Has any boy ever told you he wished to join your Troop to have his character trained? Or, has he, like millions of others, joined for the fun he hopes to get out of it? Yes, he does think

Scouting is fun, but carrying out ideals – just learning to be a “good boy”, as he would put it – is not the road to fun; nor does he think that fun and ideals can very well travel the same road.

Setting the Pattern

In this job of teaching Scouting ideals you will need the help of parents as well as Troop leaders. Scouts will follow the patterns you set. They will respect and imitate their leaders. All boys admire and respect the leaders who say, “Come on, let’s go,” and proceed to go as one of them, far more than the one who says, “I say go.”

Satisfying the Scout’s Desires

The Scoutmaster then comes to one conclusion – he must make the ideals of Scouting just as serious, just as human, just as interesting, just as much fun as possible, so that every Scout will apply them in his daily living. To accomplish this, use a variety of Scout ways. Use also what the educator calls laws of learning, one of which is, “To learn a thing you must practice that thing, and be glad when you succeed and sorry when you fail.”

ONE POINT AT A TIME

Scout Way of Teaching Points of Scout Law

A One-Month Program

Requires Advance Planning in PLC

No Equipment

The Scoutmaster who developed and used this method says that he concentrated on one single Point of the Scout Law until, as he tells it, “Carrying out that point of law finally became the second nature of our Scouts.” Before launching his program he discussed it with an educator especially interested in character development, who was a member of his Troop Committee. Later he presented the plan to the boy leaders and staff at a PLC meeting.

The First Week

Two Patrols, after discussing the twelve points of the Scout Law in their Patrol meetings, decided that of all twelve it was most difficult to live up to “*A Scout is Trustworthy.*” A third Patrol thought “*Obedient*” was most difficult. The Patrol Leaders reported the decisions of their members in Troop meeting and the Scouts agreed that for one week’s time they would all do their best to be trustworthy in school, and then talk about it at the next Troop Meeting.

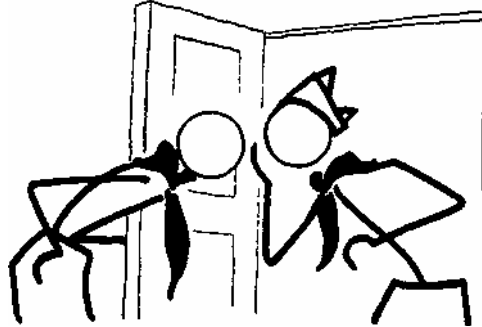
The Second Week

As the Scoutmaster moved from Patrol to Patrol listening and observing he noticed that (1) the boys said not one word about the school playground and (2) they considered it difficult for a normal boy to be perfectly trustworthy in school. His brightest PL expressed the latter idea when he said to his members, “Gee you can’t do *all* the things both in and out of school that your teacher expects and trusts you to do.” The Scoutmaster gave much thought to this remark and out of it came a workable idea.

During the Scoutmaster’s Minute he urged the Scouts to try harder the second week after a number of the Scouts admitted that they had not really done their best. The meeting was closed with the suggestion that the word Trustworthy be both the “Watchword” and “Password” of the Troop for the next week. The Scouts were to whisper the watchword to any fellow-member they saw do anything they thought violated the point – “*A Scout is Trustworthy.*” The Scouts were to whisper the password to the Senior Patrol Leader before entering the Troop meeting if they had made an effort to be trustworthy on the playground as well as in the classroom.

The Third Week

The third week provided two surprises for the Scoutmaster. The first was when several Scouts failed to give the password because they said they had forgotten all about being trustworthy, and the second when he noticed quite an improvement in Troop discipline throughout the meeting.



To use the Scoutmaster's words, "Their differences of opinion as to whether or not the actions of certain of their Troop members on the school playground had been trustworthy ended in 'hot' arguments." It seemed to him, however, that the purpose of their arguments was to get at the truth of what trustworthy really meant.

At this meeting the Scoutmaster told them that the principal of their school had called on him because she was interested in the "trustworthy" experiment they were conducting in their Troop. Furthermore, she asked the Scoutmaster to tell the teachers at the school about it so that they might follow a similar plan for all the boys and girls in the school.

During the Scoutmaster's Minute the Scoutmaster suggested that the Scouts select another Point of Law, but no, the Scouts said, "Let's work on trustworthy one more week."

The Fourth Week

Every member of the Troop gave the password, and so no time was needed to discuss "Trustworthy"; instead, the Scoutmaster conducted what he thought proved to be a thrilling experience meeting, calling upon the Scouts to tell what their experiences of the month meant to them. What they said convinced him that his Scouts were thinking, feeling and acting much as they should about the first point of the Scout Law. The next month the boys decided to "kill two birds with one stone", combining "Help other people at all times," and the third point of the Scout Law – *Helpful*. The Scoutmaster reported that they did remarkably well in collecting and repairing toys for needy families.

POINT OF LAW DRAMATIZATION



Thought-Provoking Dramatization
Patrol Teams

Preparation in PLC recommended

Equipment optional

The Patrols go to their corners and discuss this question – which of the twelve points of the Scout Law is the most difficult to observe? As soon as they reach a majority decision they prepare to dramatize it, and when all Patrols are ready the Troop is assembled. After each dramatization Scouts guess what point was portrayed, members of each Patrol huddling together to talk in whispers.

Tips

Decide at the PLC meeting how the dramatizations will be conducted. Shall pure pantomime be the rule, that is, neither properties nor spoken words? Shall all members participate?

Give the Scouts something serious to think about before they go to their Patrol corners. Tell them to think of home, school, playground, Troop meeting, etc.

If you conduct similar dramatizations the second time, be very specific. Ask the Scouts to portray the point of the Law that is most difficult to obey in the Troop meeting room.

Make your closing remarks brief – no preaching.

To drive home the points of the Scout Law, use the one most frequently dramatized as the password for the next meeting.

THE STORY OF BILL

Annual Contest for all Troops

Patrol teams

No preparation and no equipment

With slight changes this game may be used annually by any Troop. Before reading the description, read the story which follows:

This is the story about the rise of Tenderfoot Bill.

Early in his Scout life the fellows called him “Gentleman Bill,” because he was polite to everybody. (*Courteous*)

One day Bill rescued a dog from a bully who was abusing it. The bully called him a “Sissy” and kicked the dog again. He was head and shoulders taller than Bill, but that didn’t stop Bill. When the scrap was over Bill knew the roughneck wouldn’t kick a dog before him again. (*Kind and Brave*)

When he joined the Troop his mother said, “Sorry, Bill, no money for a uniform until Christmas.” Instead of waiting, Bill cut grass and did odd jobs for neighbors and bought his uniform with his own money. (*Thrifty, Helpful*)

Bill’s dad was proud of Bill’s neatness. He always looked spic and span and happy in his Uniform. (*Clean, Cheerful*)

Bill was proud of his Patrol, and even when things went wrong he stuck by his Patrol Leader. (*Loyal, Friendly*)

There was no denying it, Bill liked dogs and they liked him. He fed and took care of strays and when they needed it, he gave them first aid. (*Kind*)

Both the Scoutmaster and the Patrol Leader soon discovered that when Bill promised to do anything, he always came through. (*Helpful, Trustworthy*)

Boy Scout Games

The Scoutmaster praised this honest-to-goodness Scout because he never had to be told to do a thing a second time, and whatever he did he did with a smile. (*Helpful, Obedient, Cheerful*)

The Contest

Seat the Troop by Patrols and have Patrol Leaders assign the twelve points of the Scout Law to members. Of course, more than one point must be assigned to some.

An older Scout reads the story and pauses after every paragraph. After a few seconds of silence the Scoutmaster exclaims, "Stand!" Thereupon all Scouts who think the paragraph read illustrates the point assigned to them, stand and name the point. Patrol Leaders score one point for each correct point of the Law.

Tips

It would be ideal if Scouts found the story alone sufficient, but the scoring system seems necessary to maintain interest.

Grasp the opportunity for a discussion if Scouts stand at the wrong time. Give them a chance to defend their answers and if the majority agrees, give them the benefit of the doubt.

NEWSPAPER CLIPPING CONTEST

Related to two Points of the Scout Law

Patrol teams and home cooperation

Preparation in PLC and homes

No equipment

Discuss this contest at a PLC meeting and decide which two points of the Scout Law shall be used in the contest. At the following Troop meeting announce the contest and let the Scouts know that members of their families may help them cut out clippings related to the two points selected at the PLC. Then the Patrols meet and decide what day they will cut clippings. (Any local newspaper may be used.)

The Scouts bring their clippings and give them to the Patrol Leaders at the next Patrol meeting. The Patrol Leaders take the clippings home, select from them two which illustrate the two chosen points of Law especially well, and read them to the entire Troop at the next Troop meeting. By a show of hands the Troop selects two to be posted on the Troop bulletin board for one month.

Tips

This is an opportunity to carry the ideals of Scouting into the homes. Grasp it, and encourage your Scouts to get their parents to go over the newspapers with them and help to find appropriate items.

SCOUT OATH JIG SAW PUZZLE

Puzzle for Home Patrol Meeting

Two teams

Requires instruction for Scribes and PLs

Cut-Up cards required

The jig-saw feature of this puzzle makes it interesting, especially to newly organized Troops, whose members are learning the Scout Oath.

Preparation

In advance of the Patrol meeting the Patrol Scribe writes the Scout Oath on two cards, one for each team. Then, placing the cards one on top of the other, he cuts them into small jig-saw pieces, as one might cut them on a jig-saw. To avoid confusion the cards must be of different colors or the back of one of them may be colored with crayons.

Before the contest is started the Patrol Leader either teaches or reviews his members in the exact wording of the Scout Oath, then divides his Scouts into two teams and starts the contest.

Each team leader divides the cut-up pieces among his members. When the signal is given the Scouts in each team huddle around a chair or table and try to put their pieces together to form the words of the Scout Oath. The one who finishes first wins.

Tip

Contests of this type succeed only when Patrol Leaders and Patrol Scribes are given specific instruction.

WHAT'S WRONG WITH HIS UNIFORM

Entertaining annual game for any Troop

One actor and spectators

Scoutmaster prepares the actor

Miscellaneous Uniform equipment

This game is designed to teach Scouts to wear their Uniforms correctly. Use it as an introduction to a *Troop Better Appearance Program*.

Preparation

Discuss this Inter-Patrol Contest in a PLC meeting and select one Scout to dramatize a new Scout wearing his Uniform incorrectly. Let him see this list of errors:

1. Cap on backwards, cocked back.
2. Campaign hat with badge.
3. Neckerchief with or without slide; without knot.
4. Neckerchief shawl-like instead of tight around neck.
5. Tenderfoot pin over pocket.
6. Webelos Badge in wrong place.
7. Service Star 1½ inches above right pocket or in buttonhole.
8. Shirt with sleeves rolled up.
9. Belt with buckle on rear or side.
10. One pocket button unbuttoned.
11. One black and one tan shoe.
12. Axe in belt in front of body.
13. Knife in sheath in front of hip.
14. Shorts rolled up.

The Scout Enters

The Scout incorrectly uniformed rushes into the room while the Patrols are in their corners. He runs from Patrol to Patrol, crying out, "I'm a new Scout! I want to see your Scoutmaster."

Finally, he finds the Scoutmaster, who stops the meetings so that everyone can hear the Scout say: "Mr. Scoutmaster, I'm a new Scout, I have no *Handbook for Boys*. How's my Uniform?"

The Scoutmaster surveys him, and says, "Now turn around, please." After another long pause he says, "Now turn so I can see your left side." Next he inspects the right side and says, "Boy your uniform is a mess." With that the boy runs from the room.

The Contest

The Scoutmaster explains that the contest is to see which Patrol can list the greatest number of things wrong with the Scout's Uniform. After the Patrols have completed their lists the Scout returns to the room and Patrol Leaders check their lists.

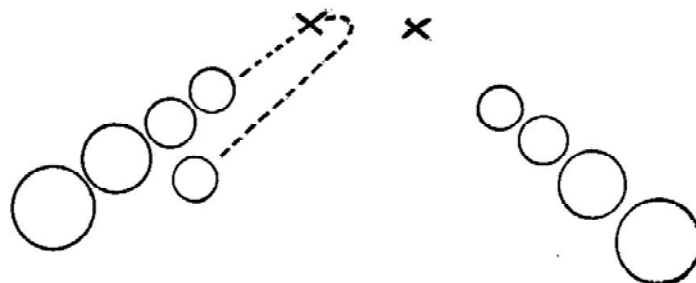
Tips

Following the contest, arrange a demonstration by a Scout prepared in advance, showing how to wear the uniform correctly.

Tell Scouts when to wear their uniforms. (*See Handbook for Boys.*)

Remind Scouts that their uniforms may be ruined if sent to some laundries. Suggest that they show their mothers what the *Handbook for Boys* says about washing uniforms.

HANDCLASP, SIGN AND SALUTE RACE



Annual game for any Troop Patrol-competition No preparation and no equipment

The Scoutmaster starts this race, saying, "I noticed some of us, including myself, are somewhat careless about the Scout Handclasp, Sign and Salute. We talked about it at the last PLC Meeting, and we are now going to do something about it. Patrol Leaders, take your men to their corners, pair them off as buddies, practice a few minutes and then we'll have a relay race."

The Patrols practice for a few minutes.

The Race

The Patrol Leaders line up their men in relay fashion, one behind the other. Each Patrol performs eight absolutely correct Handclasps, Signs and Salutes. Obviously, in smaller Patrols some players will perform twice.

Each Patrol has an observer who stands at the other end of the room, opposite his Patrol, with his back to them.

At the word "Go" the Scout at the head of his Patrol runs to his observer and gives him the Scout Handclasp, Sign and Salute in that order, after which he stands at attention for an

instant and then runs back to his Patrol and touches off the next player. This performance is repeated until one of the Patrols has eight perfect performances.

Each Patrol observer contributes to the excitement by calling out the score of his Patrol, thus: If the first Scout performs correctly he calls, "One"; if incorrect, he calls, "Zero," etc. The Patrol wins whose observer first calls, "Eight!"

Tips

To hasten the game, station the observer only a short distance away from his Patrol.

Be sure the observer stands with his back to the Patrol, so that the entire Patrol can see the performing players.

Follow up on the game, especially if the Troop is new. (1) Tell Scouts when and when not to salute their Scoutmaster; also when to give him the Handclasp; (2) Have a Patrol Leader tell when Scouts should salute a Patrol Leader; (3) Tell Scouts that when they come to the next Troop Meeting, they will find the Senior Patrol Leader stationed at the door. Those who salute him correctly enter the Pre-Opening game. Those who forget or fail will be given additional training by the SPL.

A SCOUT WAY FLAG QUIZ

For new Troop, or old Troop Review

Flag instruction and review

Patrol competition

Pencil and paper for each Patrol

This Scout Way is designed for a new Troop or for a Flag Review in an established Troop. It will be a failure unless the Scouts study *Handbook for Boys* in advance and unless they are told exactly which paragraphs to study. Suggest that after Scouts have studied, they ask their parents to take the Handbook and quiz them.

The paragraph following is copied from the *Handbook for Boys*. The reader substitutes the word "blank" every time he comes to a word or figure printed in bold face capitals. That's the signal for the members of each team to huddle together and decide what to write on the card provided them. At the end of the reading tell the correct answers and let the Scouts correct their own cards. The team which has the most correct answers wins.

"As their troubles with England increased, the **COLONIES** felt they needed a **FLAG** of their own. Two years after the **BOSTON TEA PARTY**, **BENJAMIN FRANKLIN** was made Chairman of the Committee that designed a flag of **THIRTEEN** red and white **STRIPES** with a Union composed of the crosses of Saint George and Saint Andrew. This flag was first unfurled over **WASHINGTON'S** headquarters in **BOSTON** on January 2, 1776. It was called the **GRAND UNION FLAG**.

Tips

If time permits read additional paragraphs.

Any time you see fit, read to your Scouts from their *Handbook*, but don't just read, make it a Scout way similar to the one suggested in "Tenderfoot Review Questions."

TENDERFOOT REVIEW QUESTIONS

The questions which follow cover the Tenderfoot Requirements. Most of the answers were taken from the first six chapters of the *Handbook for Boys*. Ask Candidates to read those chapters. You could hardly expect the brightest of boys to know all the answers from one reading, yet all of them will learn many of the answers by playing any one of the three games described on pages following the questions.

First read these questions and answers and then decide which of the games to use in your Troop.

1. Is this true – The Scout’s Code includes the Scout Oath and Law, and the Scout Motto and the Scout Slogan? – *Yes. A real Scout knows and practices all of them.*

2. In what part of the Scout Oath does the Scout Motto appear? *No part – the Motto is “Be Prepared.”*

3. Must a Scout attend the church of his choice? *Yes – he must do his duty to God, for a “Scout is Reverent.”*

4. Before I count to ten name the fifth point of the Scout Law. *A Scout is Courteous.*

5. In what way would you be practicing the 11th point of the Scout Law if you rescued a baby from a burning building? *In no way – “A Scout is Clean” is the 11th point.*

6. What, if any, is the difference between the Scout Slogan and Scout Motto? *“Do a Good Turn Daily” is the Slogan; the Motto is “Be Prepared.”*

7. Tell what a Good Turn had to do with getting Scouting started in the United States. *An English Boy Scout did a Good Turn for an American Publisher, (William D. Boyce) and as a result the publisher brought Scouting to America.*

8. Of what do the three points on the upper part of the Scout badge remind you? *The three parts of the Scout Oath.*

9. Why does a Scout wear his badge upside down; and when does he turn it right side up? *Wearing it upside down reminds him to do a Good Turn, and after he has done it, he turns his badge right side up.*

10. What does the knot on the bottom of your Scout Badge remind you to do? *A Good Turn every day.*

11. Is a Scout supposed to wear his Uniform in school? *Yes – on occasions such as Scout Week.*

12. If a Scout wears a broad rimmed campaign hat, does he have a badge sewn, or pinned, on the hat? *Neither – no badge of ANY kind is worn on a campaign hat.*

13. Is a Boy Scout permitted to wear a Cub Scout Badge of any kind on his Boy Scout Uniform? *Yes – the Webelos.*

14. When does a Scout in Uniform tip his hat or cap to the Flag of the United States of America? *Never – salute when you are in Uniform.*

15. When do you give the Scout Sign with your arm raised high over your head? *Never – you always give it like this. (Now show him how to do it.)*

16. With which hand should a Scout shake hands? *Both. – left for Scout Handclasp; right, otherwise.*

17. Name at least five leaders of a Patrol, including the Patrol Leader. Some of the possible leaders include: *Patrol Leader, Assistant Patrol Leader, Scribe, Treasurer, Quartermaster, Hike-master, Grub-master, and a Song or Cheer Leader.*

18. Name at least 4 of the 9 offices listed in *Handbook for Boys* that a Scout or Explorer may hold in a Troop. *Junior Assistant Scoutmaster, Senior Patrol Leader, Patrol Leader, Assistant Patrol Leader, Troop Scribe, Troop Bugler, Troop Cheer Leader, Troop Librarian, Troop Quartermaster.*

Boy Scout Games

19. Name at least 3 Troop positions held by men. *Scoutmaster, Assistant Scoutmaster, Chairman of Troop Committee, Member of Troop Committee, and some Troops have a Chaplain.*

20. What must you live up to while you are a Tenderfoot to pass the Second Class Requirements? *The Scout Oath, Law, Motto, Slogan.*

21. Name 5 of the 20 things you must do to be come a Second Class Scout. *Practice Scout Spirit, Work in Patrol and Troop. Help at Home, take care of belongings, save money, pass hike clothing inspection, know hiking methods, know simple first aid, use compass, know length of step, read a map, prepare fire wood, lay a cooking fire, cook meat and vegetable, clean up, track a person, follow a trail, stalk a Scout, know wildlife, take a hike.*

22. Are First Class Requirements similar to or very different from Second Class? *Very similar.*

23. Where does the doctor nearest this meeting place live? *(Scoutmaster will supply answer.)*

24. Where is the office of the sheriff or police nearest your home? *(Scoutmaster will supply answer.)*

25. If the house you are living in were on fire, how and where would you report it? *(Scoutmaster will supply answer.)*

26. How many white and how many red stripes in the Flag of the United States of America? *6 white, 7 Red.*

27. Who designed Old Glory, and what woman helped him? *George Washington and Betsy Ross.*

28. On what side should the American Flag be placed when it and the Troop Flag are posted in the Troop Meeting place? *Left of audience, right of stage.*

29. When the American Flag is hanging on a wall in the front of a room, on which side of the audience should the stars be, right or left. *Left.*

30. Why did Congress decide to make June 14th Flag Day? *Because Congress adopted the Flagon June 14, 1777.*

31. How should the Flag be raised and lowered? *Up quickly, down slowly.*

32. What must you keep out of small cuts and scratches? *Dirt and germs.*

33. If you had to make a sterile dressing in the woods out of your shirt tail, how would you sterilize it? *Scorch it with a match, or boil it.*

34. What is the most important thing to always remember and always do about a cooking fire? *Put it out.*

35. How big a spot should you clear away before you light a fire? *Clear a spot at least 10 feet in diameter and lay the fire in the center of it.*

36. What gets into the cuts in living trees the same as with people who get cut? *Germs and disease. That's why real Scouts never hack or cut a live tree.*

37. What kind of trees can Scouts cut without doing any damage? *Small Dead trees.*

38. What knot should a Scout use in tying a band age? *Square Knot.*

39. Which Tenderfoot knots must you tie around something? *Tie a clove hitch and two half hitches around a post or rail, and a bowline around your waist.*

40. Name three Tenderfoot knots that may be used for tying two ropes together. *Square, sheet bend, and a small bowline may be tied on the end of one piece of rope, and the end of the second rope passed through the loop and then secured with another bowline.*

41. If you were joining two ropes unequal in diameter with a sheet bend, would you put a bight in the larger or the smaller rope? *Always put the bight in the larger rope.*

42. What knot do you tie most frequently? *Square bow in your shoe string if you know how; otherwise you tie a granny bow.*

43. How can a boy become a member of the Boy Scouts of America without being a Boy Scout? *By becoming a Cub Scout or an Explorer.*

TENDERFOOT QUESTION AND ANSWER GAME

Enjoyable game for new Troop

Individual competition

No advance preparation

Cards containing questions

Preparation

Announce this game at least one week in advance, and urge the boys to prepare. Have the Troop Scribe copy the preceding questions and answers on 3" x 5" cards, underlining all words that are printed in italics.

Demonstrate with a Scout

All players must know just what they are going to do before they start to play. Otherwise there will be confusion at the outset. Call out one boy, give him a card and take one yourself. Give him the Scout Handclasp and ask him the question on your card. After he answers, correctly or incorrectly, read the answer. If his answer was correct, give him the card. Then have him read his question. After you have answered, have him read the answer on his card and give it to you or keep it, depending upon whether your answer was correct or incorrect.

Now the Explanation

After your demonstration explain to the Troop: "I'll give everyone one card, but do not let anyone else see it." After passing out cards have Scouts scatter about the room in pairs. Now continue your explanation: "Before you read your questions, give each other the Scout Handclasp, and then ask your questions and read your answers, just as Bill and I did. When you both have finished give each other the Scout Salute and find another partner as quickly as possible. Any time you have no card, come to me, and as long as my supply lasts I'll give you another. The one who has the most cards at the end of the game wins."

Finally, remind them always to read the answer, whether the answer given was right or wrong. That's where the teaching comes in.

Tips

If you wish to improve or add to the questions, do so.

Do not let the players stop the game and come to you with their arguments. Let them settle their own.

SCOUTING FOR TENDERFOOT ANSWERS

Similar to Preceding Quiz

Requires Teams and Only Limited Space

This schoolroom type of quiz can be used in a small room with fixed seats or in a home at a Patrol Meeting. If your Scouts are not well prepared in the Tenderfoot Requirements use it before conducting the preceding Tenderfoot Question and Answer Game.

Preparation

Form teams of four each, and seat them in circles or compact groups. Let each group select one member to act as scorer and to assign numbers 1 to 4 to his group members.

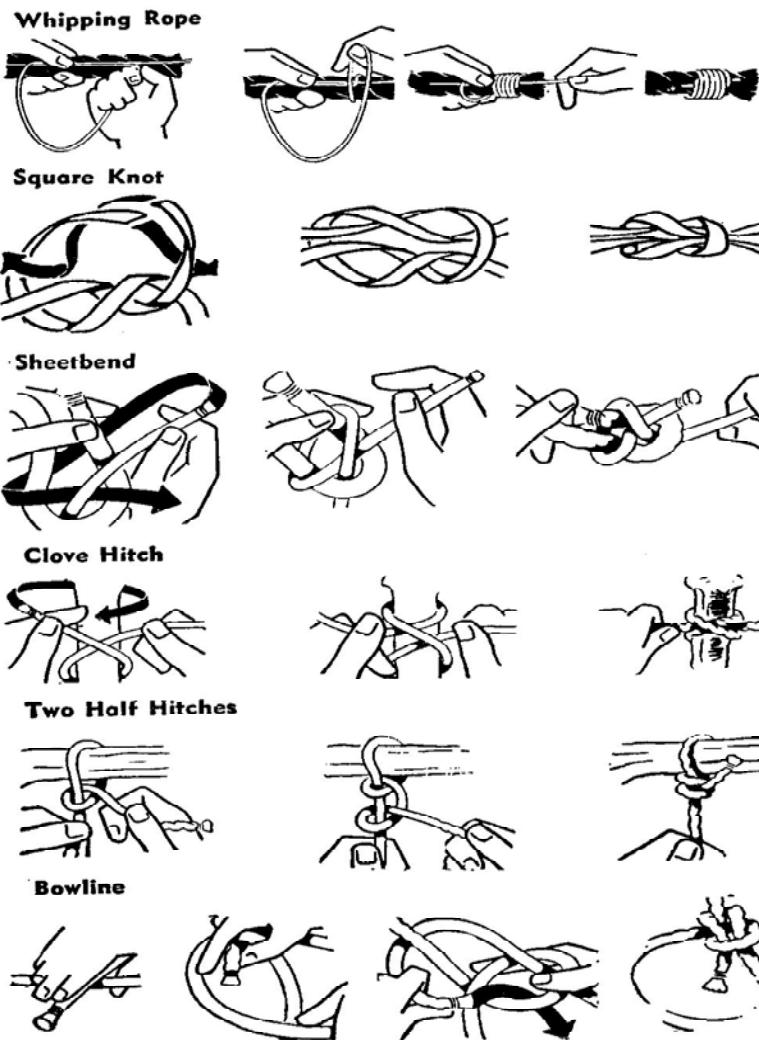
The Quiz

Put some fun into the quiz by starting with a tricky question or two. Call a number from 1 to 4 after reading a question. Every player whose number was called quietly tells his team the answer. If correct, his team scores 2 points; if incorrect and a member of the group corrects it before you tell the answer, the team scores 1 point. Read and explain (if necessary) answers on the cards, and let groups use their judgment about scoring.

Tips

Ordinarily time will not permit using all the questions, so select the most important ones and move rapidly from question to question to maintain interest.

3.
SCOUT KNOTS



Relate Instruction to Requirements

It is not enough to teach a candidate just to tie knots. He must tie them in ways that show a useful purpose. For example, a square knot in a bandage, a bowline around his waist, and two half hitches and a clove hitch around a post, as shown in the *Handbook for Boys*.

Suggestions for Teaching Knot Tying

1. *Instruct Patrols.* Use Patrols as the unit for instruction and work through Patrol Leaders.
2. *Give Special Help as Needed.* Some boys have difficulty learning knots from books. They need individual instruction from a patient leader.
3. *Use Buddies.* Pair off buddies – a less experienced boy with one more experienced.
4. *Stand Left of Group.* Arrange Scouts in semi-circle. Instructor stands on left with back to Scouts so that they can follow step by step. Then buddies help those who have difficulty learning.
5. *Talk Little.* Start by teaching the tying of the knot, not by lecturing on its use. That comes later with demonstrations.
6. *Use Rope 6 Feet Long, at Least ¼ to ½ Inch in Diameter,* with ends whipped.

PATROL KNOT-CHIEF CONTEST

Annual Patrol Contest

Patrol members compete

Preparation in PLC essential

Chart for each Patrol required

This Scout Way for selecting a Knot Instructor for each Patrol is recommended for new Troops, and as an annual activity for established Troops.

Preparation

1. In PLC the Scoutmaster makes sure that all Patrol Leaders know the Tenderfoot knots. He tries to get men – one for each Patrol – such as, Assistant Scoutmasters, Committeemen, or Dads to attend this PLC.
2. The Troop Scribe makes a Knot Chart for each Patrol.
3. At home or in Patrol Meetings, the Scouts whip a piece of rope and practice the Tenderfoot knots.

Patrol Leaders (with man or Explorer to help, if possible), conduct this contest in Patrol corners. Before it is started, the Scouts are paired as buddies and instructed to tie the knots just as they will be tied in the contest, thus:

1. Whip one end of a piece of rope at least $\frac{1}{4}$ inch in diameter.
2. Tie Square Knot in (neckerchief) triangle bandage as illustrated in *Handbook for Boys*.
3. Join a piece of rope to a neckerchief.
4. Tie *Clove Hitch* to chair or post.
5. Tie two Half Hitches around post or rail.
6. Tie *Bowline* around waist.

When all Scouts in a Patrol have tied the knots correctly at least once, the Patrol announces it by giving its Patrol Cheer. When all Patrols have cheered, the contest is started.

The Contest

Start by whipping ends of a piece of rope. Thereafter the Patrol Leader calls for any knot he chooses. Scouts receive one point for each correct performance, and the one who completes his whipping or knot first receives one extra point. The Scout who receives the most points in his Patrol is the Patrol Knot Chief, and is in charge of rope work in his Patrol until the next contest.

Tips

It will help the judges and add to the fun if each Scout, when he completes a knot, will drop his rope, throw up his hands and yell, "Finished"!

Try to get dads of new Scouts to tie knots at home with their sons.

Use Knot Chiefs at every opportunity. Let them help conduct knot games, train new Scouts and lead rope work in the field and at camp.

BOWLINE PULL OVER

Learning and using bowline

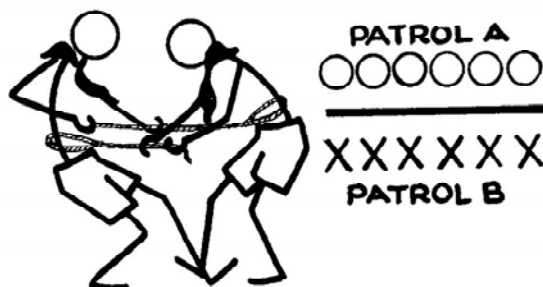
Teams or Patrols of equal number

No advance preparation

Piece of rope for each Scout

Preparation

Before starting this rough individual strength test, be sure that each Scout can tie a bowline around an opponent's waist. Allow Patrols time to practice. When all are ready, line up Patrols facing each other on opposite sides of a line drawn upon the floor or ground. Provide each player with a piece of rope and have him pass it around the waist of his opponent directly opposite him.



The Game

At the starting signal, each Scout ties a bowline around his opponent, and upon completion, starts pulling him across the line. The one who completes his knot first usually wins. The Patrol wins which has most Scouts on its side of the line when time is called. One or more rounds, usually two out of three, constitutes a game.

After the first round, allow time for practice on the bowline if Scouts seem to need it.

Though it is undesirable to disqualify Scouts, it must be done if they fail to observe two rules:

1. Do not interfere with the Scout who is tying the rope around your waist.
2. Do not pull clothing of your opponent; pull the rope only after it has been tied.

MAN OVERBOARD RACE

Involves joining ropes, bowline, coiling and throwing a line

Patrols compete

No advance preparation whatsoever – a surprise

One piece of rope for each player



Preparation

Assemble Patrols behind a line and call out the Patrol Leaders on the double. Hurry! Hurry! Gather them into a compact huddle in front of the Troop.

Whisper the instructions in a tone of mystery and suspense, thus: “We are going to have a Man Overboard Race. The instant I give the signal ‘Go’, you make believe you are drowning. Call out ‘Help! Help!’ Notice that I have marked short chalk lines in front of each Patrol. Your Patrol will tie pieces of rope together and throw you a line. Grasp it *only* if you can reach it without moving either foot over your chalk line. If you get the line, give it a short jerk. If the Scout on the other end isn’t alert and holding tightly, you’ll get the line and then, of course, you’ll drown. Work against your Patrol by making it difficult for them to rescue you. Struggle and resist while they haul you in. If there is a granny or an incorrect sheetbend in the line, it will probably become untied and you’ll drown.”

It should not be necessary to repeat the instruction or answer questions, but do give the reminder – “Don’t move your feet. Yell ‘Help! Help!’ when I say ‘Go’.”

The Race

Run to the spot where you have previously hidden the ropes – one bundle for each Patrol, one rope for each man. As you throw the ropes, yell out, “Look! Look! Your Patrol Leaders are drowning. Save them, but not a man of you shall cross that line or leave that ship. Go!”

Action

The Patrol Leaders yell, “Help! Help!” and the race is on. Without leaders or instructions, Patrols will be slow in joining their ropes. No one will inspect the knots, someone will undoubtedly tie a granny. If ropes are of unequal size, someone may put the loop in the smaller rope. No one will tie a small bowline in the end of the line. The men who coil and throw the lines will have plenty of trouble. Finally one of the Patrols may haul its leader onto the ship, and then you yell, “Time’s up! Too bad the rest of the PL’s have drowned.”

Tips

Be sure to time the winning Patrol, but do not announce it. Save that for next week when you play the game under very different circumstances.

At the next PLC, tell the Patrol Leaders you will run the race again at the next meeting and they will then be leaders, not drowning men. They will take charge of their Patrols and give specific orders the instant you say “Go.” Let them know you want them to show what “Be Prepared” means. Tell them how long it took to rescue the winner last week, and that you will time it again next week.

Tell them to inspect every knot and then make a small bowline in each end of the line, one for the drowning man to grasp, and the other for the thrower to slip over his wrist. Show them how to coil and throw the knotted line, and let them practice while you coach. Coil into the hand from which you throw. Lay up the line carefully, coil on coil.

Finally, let the Patrol Leaders know they will have to decide whether they will throw the life line themselves, or let another member do it. They will also have to figure out what instructions they will give their Patrols. Encourage them to meet their Patrols and practice.

LIFE-LINE-THROWING CONTEST

Practice in coiling and throwing a life line

Patrols compete

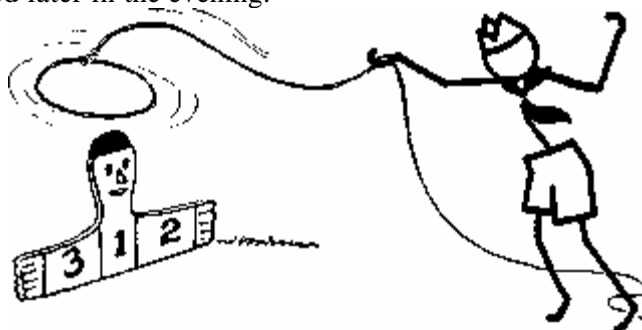
Preparation before meeting and in PLC

PLs chalk targets and prepare life lines

Advance Preparation

Patrol Leaders are shown how to coil and throw a life line and how to play the game at a PLC. The life line may be made by joining short lines (about 6 feet long), which most Troops provide for each Scout. Patrol life lines must all be the same length.

Patrol Leaders arrive at the Troop Meeting early and mark out a figure with chalk on the floor. The head is 1 foot in diameter, the arms are 2 feet long. As Patrol members arrive, they take turns practicing coiling the line and throwing it at the target in preparation for the game which is to be played later in the evening.



The Game

The Patrols go to their Patrol corners where members take turns coiling the line and throwing it at the target. The game is over when one Patrol has scored a specified number of points – 25 more or less, depending on the time available. It adds to the fun to have Patrols call out their scores as they play.

Tips

Every player needs practice in throwing a knotted line. Slip the small bowline over the left wrist and lay up the line, coil upon coil, into the right hand, then throw with the right hand, using an underhand toss.

The game succeeds better with a single long line, though few Troops can provide one for each Patrol.

BOWLINE CENTIPEDE RACE

Bowline knotting and running race

Patrols compete

PLs brief Patrol members

Piece of rope for each player



Line up the Patrols in parallel files and provide each Scout with a rope. Conduct the race in two parts.

Part I – Bowline Tying Race

Before starting this race, each PL must make sure that every member of his Patrol can tie a bowline around his waist. At the word “Go” each player ties the knot and then squats or crouches. The first Patrol with all its members down wins, provided all bowlines were correctly tied.

Part II – The Centipede Race

Each Scout grasps the rope of the player in front of him, and, in this centipede formation, Patrols run to the end of the room, turn around to the left, and run back across the starting line. The Patrol which crosses the line first wins, provided the centipede remained intact, no one lost his grip and all knots remained tied.

Tip

Caution those at the head of the centipede to increase speed gradually and slow down at the turn, so that those behind do not lose grips or fall.

CLOVE HITCH PONY EXPRESS RACE



Equipment – Piece of rope for each Scout

Objective – Practice tying clove hitch

Preparation

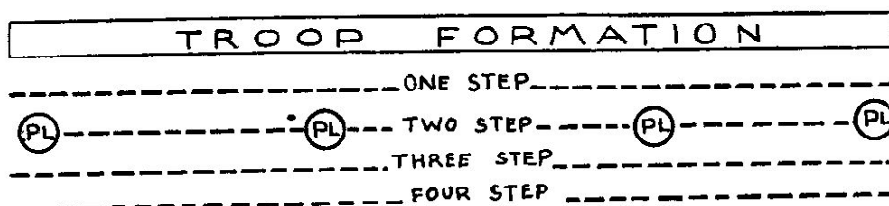
Patrol Leaders line up their Patrols in parallel files and teach every Scout how to tie a clove hitch around either leg of the player in front of him. When all players think they can tie the knot the Patrol Leader calls out for example, “Bears Ready!” When all Patrols are ready the game is started.

The Game

All players hold their ropes high overhead. Patrol Leaders take their places at the head of their Patrols.

At the starting signal every Scout ties a clove hitch around one leg of the one in front of him, and then takes a firm grip on the free end of the rope and raises his free hand. When all hands are up the Patrol Leader yells "Let's Go!" In this manner Patrols race to the end of the room, turn around to the left, and run back across the starting line. The Patrol which crosses the line first wins, provided no one lost his grip and all knots remain tied.

TWO HALF HITCHES RACE



Individual Race Objective – Practice tying two half hitches

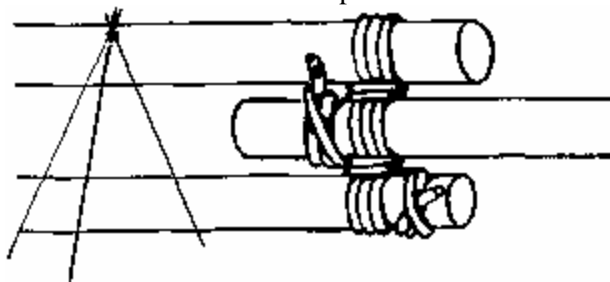
Line up the Troop in a single front rank with each Patrol Leader two steps in front of his Patrol. Demonstrate the tying of two half hitches while Patrol Leaders observe their Patrol. When Patrol Leaders announce "Ready" start the race.

The Race

Players hold ropes high overhead. At the signal "Go" they drop ropes, hold one end down with a foot and tie two half hitches before the leader of the game counts to five. Just as he calls "Five" each Patrol Leader commands "Drop Rope." All who obey and have the knot tied correctly take one step forward. The second time the leader counts to four, the third time to three. The fourth time before starting to count to three, he orders players to close eyes while tying, and the last time he orders them to tie the knot behind their backs. Of course, Patrol Leaders examine knots at the end of each count and players who tie correctly step forward. At the conclusion all who have moved to the farthest line are winners. The Patrol wins that has most men on that line.

LASHING CONTESTS AGAINST TIME

We all envy the Scoutmaster who lives on the outskirts of a small town or in open country. He can walk through a wood lot with an owner and point out trees that would be improved by trimming and others growing in clumps which can be improved by cutting out. Of course he guarantees that an adult will accompany all Scouts who come to get handicraft and lashing material. He promises Scouts will not be permitted to roam the land with their axes.



The city Scoutmaster must do the best he can with Scout staves. However, Scouts are satisfied in either case. They thoroughly enjoy lashing contests.

Preparation

Before trying to teach lashing it is strongly recommended that the PLC spends an evening practicing.

Before conducting a contest, the leaders who attended the PLC meeting should conduct a session indoors or in the Troop yard, teaching Scouts the lashings which will be required in the contest. While the Scouts are practicing let two leaders make the project which will be used in the contest at the next meeting. Explain details of the contest at the PLC meeting and encourage the Patrol Leaders to get their Patrols together for practice during the week.

The Contest

Ordinarily it is advisable to conduct Patrol lashing contests on a time basis. For the first contest select a comparatively simple project similar to the braced tripod made from Scout staves. If limited material is available all Patrols must watch one Patrol. Finally the Patrol completing an acceptable tripod in the shortest time is declared the winner. Of course, it's much better to have two Patrols at work at the same time.

4. SECOND CLASS KNIFE AND AXE AND FIRE BUILDING

Think of two words that spell fun for young Scouts. *Hike Cooking!* Right! That's what they'd like to be doing before they even become Tenderfoot – and know what? It isn't hard for them. They have fun while learning. The saying, "Show me a Troop with some good outdoor cooks and I'll show you a good Troop," is usually true, so if you are interested in developing a good Troop teach your Scouts the six parts of the Cooking Requirement in the order given in the *Handbook for Boys*:

1. Sharpen knife and whittle.
2. Sharpen axe and chop.
3. Clear site, lay and light fire.
4. Cook meal.
5. Clean up.
6. Also important, *put out fire!*

Of the six a Scout thinks principally of building the fire and cooking the meal – and of eating it. That's why the *Handbook for Boys* suggests operations Nos. 1 and 2 being done in advance.

Fire-Building Important

The Yankee pioneer put the whole thing in a nutshell when he said, "Well the most important part of cookin' is the durned fire-buildin' anyway."

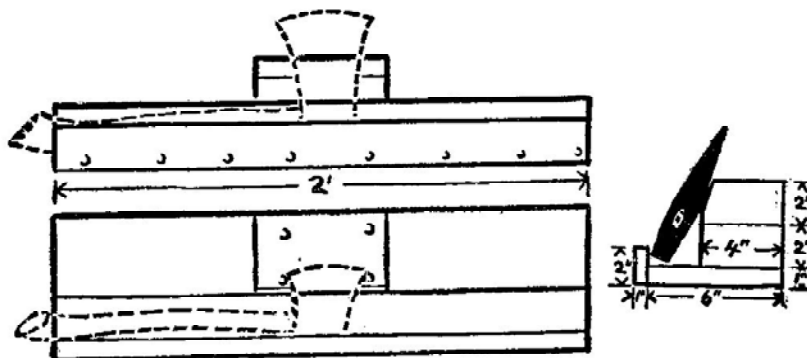
A One-Month Program

When making your Troop Program for the month, consider the following indoor and outdoor items which are described in this chapter:

1. (In or Outdoors) Knife and Axe Sharpening.
2. (Indoors) Passing a Knife and an Axe.
3. (Indoors) Fire-Lighter Whittling Practice.

4. (Indoors) Fuzz-Stick Whittling contest.
5. (In or Outdoors) Contact Wood- Splitting Contest.
6. (Outdoors) Axe Practice.
7. (Outdoors) String Burning Contest.
8. (Outdoors) Water-Boiling Contest.
9. (Outdoors) Fire-Building Instruction and Practice.
10. (Indoors) Fire-Building by Rubbing Sticks and Flint and Steel.

Indoor Knife and Axe Sharpening



Why not give instruction and demonstration in this subject at an indoor Troop meeting? To demonstrate axe sharpening indoors make a wooden gadget to hold a short-handled Scout axe in place while filing it. The instructor can give all instruction needed while he is sharpening a knife and axe if he demonstrates the methods described and illustrated in the *Handbook for Boys*.

Following the instructions urge the Scouts to learn Knife and Axe Sharpening and Passing as soon as possible by working in Patrol Meetings or at home with the help of their dads. A reasonably new, clean, sharp file is required for axe filing.

Knife and Axe Passing Practice



To prepare for this contest conclude knife and axe instruction with a demonstration of correct methods of passing such sharp tools.

If desired, conduct contests, but *absolutely eliminate* speed and running. For example, let Scouts take turns receiving and passing a knife and axe from one to another. Have a First Class Scout or Explorer judge each Patrol.

Passing Axe

When passing the axe, pass by the handle with the head down and the edge outward. The receiver grasps it with his right hand. See instructions above.

Whittling Instruction

Let someone who knows how, demonstrate the whittling of a fuzz-stick. It would be most unusual for an eleven-year-old boy to produce his first fuzz-stick with shavings at least 3 inches long all remaining on the stick. With this in mind demonstrate the easiest way to whittle a fuzz-stick, and then tell the Scouts:

1. The knife must be sharp.
2. Use native materials, free from knots (white pine is excellent).
3. Keep the first three or four shavings very long, stopping about ½ inch from the end of the stick.
4. After a good start hold the knife still and pull the stick while holding it against the leg, turning the blade in a trifle at the very end of the pull.

At the conclusion of the whittling instruction and demonstration announce a Fuzz-Stick Contest for the next meeting. Arrange for one Scout from each Patrol, who knows he has the soft wood at home, to split and bring it, instead of depending upon each Scout to bring his own to the next meeting.

Fire-Lighter Whittling Practice

Demonstrate the making of a simple fire-lighter which is designed for lighting a fire in the wind.

To make a fire-lighter whittle 5 or 6 thin shavings 4 or 5 inches long on the end of a soft wood stick, and when making the last cut pass the knife on through the stick, cutting off the bundle of shavings.

Members of each Patrol drop down on their knees in a circle. Scouts who have a knife and a stick practice this and as soon as they succeed they pass on their knives and sticks, and other Scouts take a turn. After everyone has had a turn at practicing start the contest described below.

FUZZ-STICK WHITTLING CONTEST

A brief (60 seconds) tantalizing whittling contest

Patrols compete

Advance preparation unnecessary

Sharp knives, ¾"x¾"x10" soft wood sticks for each Patrol

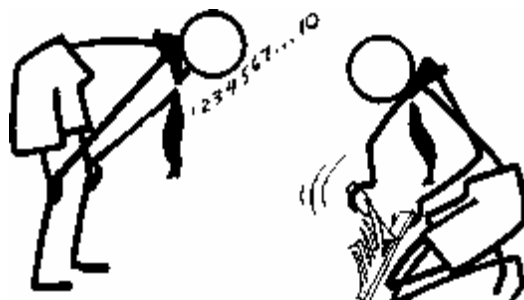
Unless you know the object of this contest you may consider it a failure, because invariably not a single Patrol finishes the contest with a reputable-looking fuzz-stick. Nevertheless, the contest always succeeds in its aim – to stimulate Scouts to try, try and try again.

The Contest

Patrols form in a circle and squat on knees. Each Patrol selects its sharpest knife and a piece of soft wood free from knots and appoints its best whittler to start the fuzz-stick. When all Patrols are ready the contest leader says, "Go!" counts aloud slowly to 10, and says, "Pass." Following this procedure, each time the leader says, "Pass" the Scout who has the knife and stick lays them down, and next one on the circle picks them up and whittles until the next count of 10. Eight slow counts of 10 will approximate 60 seconds.

The scoring discloses unique results. Nearly every Patrol ends up "in the hole" and everybody joins in a round of laughs in spite of the failures.

Start each Patrol with 100 points to its credit and subtract 5 points for every shaving on the ground or floor and 5 more for each shaving shorter than 3 inches remaining on the stick.



Tips

Invariably at least one member in each Patrol will let his knife slip and spoil the Patrol's effort. After the contest, to show the Scouts that it can be done, let each Patrol select its best whittler to demonstrate before the entire Troop.

At the close of the contest announce a Contact Wood-Splitting Contest for the next meeting, and demonstrate the contact method of splitting wood as described in the *Handbook for Boys*. Recommend practice at home and at the next Home Patrol Meeting.

CONTACT WOOD SPLITTING CONTEST

Contact wood splitting practice

Patrol competition

Instruction must precede contest

12"x5" native wood and short handled axe for each Patrol

In relay fashion the first member of each Patrol steps up to a chopping block, splits the wood in half, places axe in chopping block, and touches off the second member, who runs up and splits a half, as does the third member in his turn, etc. In this manner the wood is split into as many pieces as there are Scouts in the largest Patrol. Smaller Patrols will have one or more members repeat. Arrange players as illustrated so that they can readily observe their team mates.



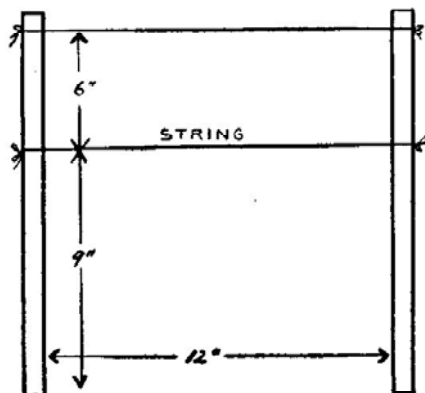
Tip

Arrange players as illustrated so that they can readily observe their team mates.

Prime Consideration Safety

Throw your weight on the side of safety. Establish the rule – and insist upon it – “Two axe-lengths away!” that is, everybody shall stand at least two axe-lengths away from the chopper. An “axe-length” means the length of the handle plus the length of your arm.

STRING BURNING CONTEST



A contest

Camporee, Patrol or Team competition

Advance instruction required

For each Patrol – Knife, axe, stakes, string

Although described as a Patrol event, where wood is plentiful this contest may be conducted with two or more boys or even as a father and son event.

Instruction and Demonstration

Before assembling the Troop have one or more individuals read this description and gather together all material required. The instructor now starts to demonstrate, as follows, doing all his talking and instructing as he works.

1. Quickly clear a space 10 or more feet in diameter (15 feet in California), depending on the wind.
2. Scoop out a hole in the center of the space about 8 inches in diameter and 4 inches deep.
3. Put a fuzz-stick or fuzz-stick substitute in the middle of the hole and surround it with very small dry twigs or split kindling, and, if desired, intersperse dry leaves or plant stalks throughout the pile. To make a substitute gather a large handful of very small bone-dry twigs or plant stalks, at least a foot long. Break off the ends of the bundle so that all the twigs are the same length, and crack the middle across your knee. Hold the two halves at an angle of about 45°, and with the end scratch a depression in the ground, so that the twigs will be rigid.
4. Drive two pointed stakes into the ground, placing them 12 inches apart and allowing them to protrude at least 15 inches above the ground.
5. Nine inches above the ground tie a piece of heavy string between the stakes, and 6 inches higher tie a second string.
6. Lay four foundation sticks about 2 inches in diameter.
7. Continue crisscrossing sticks to the height of the first string.

The Contest

Immediately after the demonstration assemble the Troop and explain that the contest will be conducted in Parts I and II.

Part I – Laying the Fire

Patrols meet and jobs are assigned. When all Patrol Leaders report that everybody has one or more assignments the starting signal should be given. Before saying, “Go!” however,

caution Scouts to lay their fires well. Emphasize that only 1 point will be given to the Patrol that is ready to light its fire first, but that 3-4-5 points will be awarded to the first three places of Part II.

Part II – Lighting the Fire

After each Patrol has chosen a man to light its fire the light-up signal is given. Using a fire-lighter (or match), the first man in each Patrol tries to light its fire in several places. The Patrol whose upper string burns through first scores 5 points, second 4 points, etc.

Tips

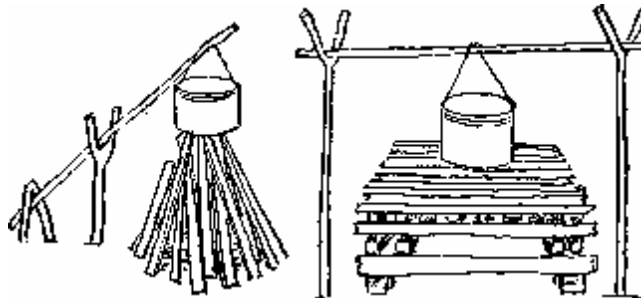
It being the object of this contest to teach the laying of a useful fire, the Scoutmaster may find it helpful to take the entire Troop on a tour of inspection to observe all fires before they are lighted and ask Scouts to offer suggestions for improving them. If the Scoutmaster dare predict or guess which fire will burn its string first, he will add to the interest.

At public demonstrations lay the fire directly in front of the spectators and have contestants run some distance for matches.

As a father and son event pit fathers against sons. Dads are quite apt to fool their sons if they have been given adequate instructions.

Make the putting out of fires an important part of the contest and inspect all fires to make certain they are out.

WATER BOILING CONTEST



Occasional Inter-Patrol event

Previous practice desirable

Considerable equipment required

Suggested Rules

The following rules may be modified to fit existing conditions.

1. Judges shall provide each team or Patrol with a piece of firewood 2" x 4" x 36", a stick for hanging a can, soap powder, water and matches.

2. Scouts shall provide knives, axes and cans (quart – tomato, coffee or paint can) with wire bails.

3. Scouts may lay any type of fire they please.

4. One match shall be allowed for lighting a fire and for each additional match used 5 seconds shall be added. A fire-lighter with 5 shavings is permissible, and it may be used to light the fire in as many different places as desired.

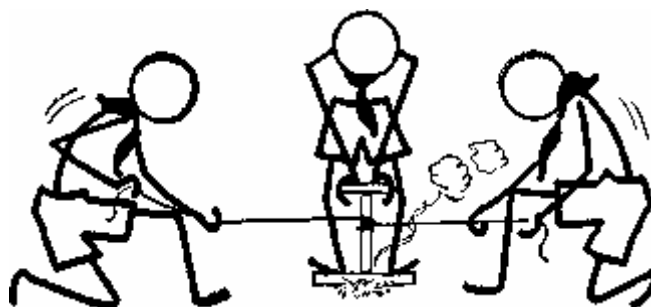
5. If, in the opinion of the contestants, a wind break is needed, the members of a Patrol may use their bodies to cut down a strong wind by kneeling or lying around the fire.

6. One level tablespoonful of soap powder (no more) will be added to each can of water. Time shall be calculated from the starting signal to the time required for the water to boil over the edge of the can.

Tips

Compare the illustrations of the pyramid fire-lay with the crisscross. The latter is easier to light, quicker to get started and will hold up until the water boils, while a pyramid may burn out the center and fall in a heap. For that reason it is neither a good water-boiling fire nor a cooking fire.

FIRE BY RUBBING STICK CONTEST



Spectacular for shows and exhibitions

Individual contest

Requires much patient practice

Good fire-making equipment essential

The day a Scout produces a flame by rubbing two sticks is a big “Red Letter Day” in his life. And so, Mr. Scoutmaster, here’s where we roll up our sleeves and help him to have that day to treasure.

The Contest

In this novel contest a rope and two Scouts replace the usual bow. One member of the Patrol holds down the fire-board with his feet and the drill socket (thunder bird) with both hands, while two others pull the rope. Otherwise, the flame is produced as described in the *Handbook for Boys*, under the heading “Fire by Friction.”

All the apparatus is laid out neatly in Patrol piles at one end of the room or field, and the contestants run and get it in relay fashion, as follows:

No. 1 gets the drill.

No. 2 gets the rope, and upon his return, wraps it around the drill.

No. 3 gets the fire-board in which the hole has been drilled out in advance.

No. 4 gets the tinder, which was prepared in advance, and placed in a waxed envelope or paper to keep it dry. Returning with it, he takes out the tinder and places the wad under the hole in the fire-board.

No. 5 (the most important member of the team) gets the thunder bird and takes his position.

Nos. 6 and 7 pull the end of the rope back and forth, starting slowly and increasing speed as directed by No. 5. When No. 5 thinks he has a live ember, he instructs them to stop. He then picks up the tinder with the board and blows the red ember into a blaze.

No. 8, the Patrol Leader, organizes and coaches his men in advance, directing them during the contest.

Tips

Scouts fail to produce a blaze because they do not take time to prepare the tinder properly. It takes an hour or more to prepare a sufficient wad of tinder. To ignite easily the tinder must be very fine. Dry it in a hot iron frying pan, and then keep it in waxed paper in a dry place until ready to use.

Ream a hole in the middle of the fire-board about $\frac{3}{4}$ " from the edge for the fire-hole.

It is not generally known that a spark can be produced more easily by putting a little very fine sand (a dozen grains are sufficient) in the fire-hole. Also, the flames will come quicker if dried milkweed silk is placed in the center of the tinder ball.

Of all tinders native to the United States red cedar is the best.

If you are interested in making your own fire-boards and drills, try yucca. Other good woods include American elm, red elm, balsam fir, dried willow root, cypress, basswood and cottonwood.

Fire by Flint and Steel Contest

You will find it easier to start a fire with flint and steel than with rubbing sticks if you follow directions in *Handbook for Boys*.

A contest similar to the Rubbing Stick Contest involving team work and running will prove equally interesting.

5.

SECOND CLASS WILDLIFE

So, you are shying away from nature because you are not familiar with it. Look at it this way. Your Troop is ready to learn it, you are a member of the Troop, so why shouldn't you learn it with your boys? Confess your lack of knowledge, if it seems necessary, but keep on learning, and you will go up in the estimation of your Scouts. Are you, on the other hand, a master of the subject, looking forward to closer companionship with your Scouts in fields, on hikes and in camp? Then hesitate before you give too freely from your fund of information. View each nature specimen with the eyes of a beginner, and speak to your Scouts from that standpoint. Learning *with* their Scoutmaster will be much more fun than learning from him.

Suggestions for More Uses of Nature Scout Ways

In Troop meetings, try to use games that teach. Limit games which provide recreation but add nothing to a Scout's knowledge, and fail to stimulate him to study and observe further. For example, jumbled word puzzles, charades, naming contests, etc., which have a place in summer camps as rainy day activities for reviewing nature subjects, are fun for Scouts who already know nature, but they are of little value to novices.

Planning a Troops Nature Program

This program, should have two parts: (1) indoor activity to prepare for (2) field study and observation and outdoor projects. Each Troop must plan its own program to fit its environment. It is easier to plan a program for a new Troop composed largely of Tenderfoot Scouts. Subjects for Second Class Rank include: mammals, reptiles, fish, birds; for First Class,

trees, shrubs and edible plants. Naturally, all of these subjects cannot be covered in four indoor meetings, accordingly a two-month minimum program is recommended. Bear in mind that the indoor program is intended to stimulate Scouts to carry on out-of-doors, either on their own or with their Patrols.

GETTING ACQUAINTED WITH MAMMALS

An introductory Scout Way to mammals

Patrol competition

No advance preparation

Paper and pencil for each Patrol Scribe

The first thing Scouts want to know is, "What is a mammal?" Before Patrols go to their corners to prepare for this game, they might be told that mammals include animals that have two pairs of limbs, a backbone and a skeleton. They are partly or entirely covered by hair. Mothers feed their young with milk. They vary in size from a shrew (smaller than a mouse) to a whale. Human beings are mammals. With this introduction, the leader need elaborate no further.

The Contest

The game is to see which Patrol can report the greatest number of mammals seen by one or more of its members. All mammals reported must be native to the United States, and they must have been seen in the field or zoo by at least one member of the Patrol. In addition, one of the members of each Patrol must be able to tell at least one of the characteristics, appearance, habits, etc., of every mammal on its list. Just before time is called, the Scoutmaster instructs each Patrol Scribe to place opposite the name of each mammal the number of members of the Troop who have seen it. The Scribes add the numbers and report. The Patrol having the highest average is the winner.

The Follow Up

Assemble the Troop and have the Scribe of the winning Patrol read his list. The instant he calls a mammal, each member of the Troop who thinks of one, but not more than two, words which describe that mammal, jumps to his feet. For example, if the Scribe says fox, the description might be sly, bushy tail, sharp nose, etc. Time will not permit reports from each Scout. If time is short, call only for reports on less common mammals found in your state or community. Of course, the leader should feel free to tell interesting facts whenever he sees fit, for this is the Scout way of teaching.

GUESS MY NAME

I am a Cat

Scout way of teaching many subjects

Individual or Patrol event

Novice can lead the game

Pencil and paper for each Patrol

Read the eight statements about a house cat. The first one in the list, the least obvious, is numbered 8, the last one, which reveals the identity, is numbered 1.

8. I am a mammal. I have four feet, but my track would lead you to believe I have but two.

7. I can move through the woods more quietly than any other animal, excepting other members of my own family.

6. I am normally carnivorous, but often learn to eat other things.

5. I have no distinct marking, but am most often black or white or gray, though I am sometimes tan.

4. My tail almost equals the length of my body.

3. I feed whenever food comes my way, but especially delight to prowl at night.

2. I have been domesticated, but my veneer of domesticity is always very thin.

1. My call is distinctive, and is often heard on the back fence at night.

If the game is played in a Patrol meeting, supply each member with a card and pencil. If played in a Troop meeting, in Patrol corners, supply each Patrol with a card and pencil. It is described here as a Troop game.

Before starting the game, have each Patrol Scribe write the figures 8, 7, 6, 5, 4, 3, 2, 1 in a column on the left-hand side of a card. Read the first statement No. 8. Pause, while Scouts whisper their answers. The Scribe writes the name mentioned by the majority, opposite No. 8 on his card. Then the leader reads No. 7 and the Scribes usually write the name of a wild animal. After reading No. 6 he explains that "carnivorous" means meat eater. Before reading No. 4 the leader might say, "If some of you wrote 'rabbit' for No. 5, you were wrong, listen." Usually some of the Scribes write "cat" for No. 4. Before reading No. 2, the reader says, "If I were to tell you what the fifty cent word in this statement means, I'd be letting you have the answer, so I'll skip it." Of course, by the time he reads No. 1, everyone has the answer. Then each Patrol tells its score, calculated as follows: Add the numbers of all lines on which the word "cat" was written.

I am a Skunk

8. I am a mammal. I am an important fur-bearing mammal.

7. I am distinguished by the large size of the back half of my body, and my long bushy tail.

6. I am most commonly found in areas of mixed woodland and fields, and generally live in holes in the ground.

5. I am omnivorous, but live mainly upon insects or rodents.

4. Differing from most animals. I walk upon the soles of my feet instead of my toes.

3. I am gentle, readily become domesticated, and make a delightful pet.

2. My color is black, striped with white, and I sometimes weigh 10 pounds.

1. In spite of all the above, I am probably the most unpopular of all animals because of my method of defense.

I am a Cottontail Rabbit

8. I am a mammal. My color is brown and white and I weigh from 2 to 3 pounds.

7. I like to live around the bushy borders of cultivated fields.

6. I may live in a burrow or in a dense clump of grass or shrubbery.

5. I line my nest with fur pulled from my own body.

4. When greatly terrified I utter a shriek, which is often taken for that of a human being.

3. I am a strict vegetarian.

2. My front feet track close together, and my hind feet wide apart.

1. My tail is short and white on its under side.

I am a Bat

8. I am a mammal. My body when full grown is about four inches long.
7. I have four feet, but very seldom walk.
6. My habits are nocturnal, though I may come out just before sunset.
5. When feeding I carry my young with me, often until their weight is greater than my own.
4. I sometimes migrate like a bird, going south in September or October and returning in May.
3. I am insectivorous, and especially fond of mosquitoes.
2. During the day I like to hang, often head down, from some projecting limb.
1. I have wings with a spread of about 12 inches, and many people incorrectly think I'll get in their hair.

INDOOR STUDY OF REPTILES

If you are using a one-month nature program, reptiles might be presented at the same meeting mammals are studied.

As an introduction, the leader might tell the Scout what a reptile is or read a statement to the one following, taken by permission from Ted Pettit's *Nature Hobbies* book.

"Snakes, lizards, turtles, crocodiles and alligators are called reptiles. They resemble their parents at birth and are born on land. Later they may live in water or on land, or both."

Then play Guess My Name, applied to the description of the turtle.

I am a Snapping Turtle

8. I am a reptile. I wear my bones outside my body.
7. I pump air into my body by stretching and retracting my neck and legs; part of this oxygen is stored in my muscles until needed.
6. I may reach a weight of 40 pounds.
5. My tail is almost as long as my body and has an alligator-like crest along its whole length.
4. My huge powerful head is characteristic of my whole family.
3. I am persistently aquatic, seldom leaving the water except to make a nest and lay eggs.
2. My upper shell is dark with little or no markings, and my lower is dull yellow and quite small.
1. If I am large and in my prime, I can easily crush your whole hand by one snap of my powerful jaws.

STUDY OF BIRDS

In your month's nature program include an evening for bird study. The one described here might follow the meeting on Mammals and Reptiles.

If an introductory statement seems in order, one like the following, taken from *Nature Hobbies*, might be made.

"The best way to find out about birds is to go out and look at them. As you become acquainted with birds, do not stop with just learning their names. It is fun to go out and see birds – to see a great many different birds. But it is more fun to find out as much as you can

about those birds: where they live, what they eat, how many eggs they lay, where they fly to in the fall, when they return in the spring, and many other things.”

GUESS MY NAME APPLIED TO BIRDS

If you used Guess My Name at the preceding meeting, try it again, now that the Scouts know how to play it. Select birds common in your section of the country.

I am a Crow

8. I am a bird, I am larger than a robin and smaller than an eagle.
7. The Indians named one month, or moon as they call it, after me. It is the same as our March, sometimes called the wakening moon.
6. If captured when young, I make a good pet.
5. My nest is of sticks in tall trees.
4. I am fond of fresh sprouted corn, and am wary of men with guns.
3. I am a permanent resident of the rural section of northeastern United States.
2. I am black in color.
1. I call “Caw! caw! caw!”

I am a House Wren

8. I am a bird. I am less than five inches long.
7. My nest is of sticks and other materials, in a hole in a tree or bird box.
6. If you make a bird house for me, please have the hole about the size of a quarter.
5. My upper parts are of a warm brown color.
4. My song is a bubbling musical trill about three seconds long, but I have been known to sing ten songs a minute and keep it up for two hours.
3. When I start courting and housekeeping, I sing most of the time from early daylight till night-fall.
2. When scolding an intruder, my tail is cocked over my back, but when I sing my love song, my tail points downward.
1. For a short pet name they call me Jenny, because I hang around the house, I suppose.

I am a Whippoorwill

8. I am a bird. I am about ten inches long with white spots on my tail.
7. Some believe that a visit from me means misfortune.
6. I fly only by night, and stick rather close to the woodland.
5. I build my nest, but lay two eggs on leaves on the ground.
4. I sleep in the daytime, squatted on the ground.
3. When quiet, I will not move until you are about to tread upon me.
2. My whiskers are conspicuous.
1. No boy whose name is William enjoys hearing me.

I am a White-Throated Sparrow

8. I am a bird. My summer home is Canada or New England, but I am a common migrant through northeastern United States.

7. I am about seven inches long.
6. My crown is black with a white stripe through the center.
5. I have a broad white stripe over each eye.
4. My song probably has had more words put to it than that of any other bird.
3. In Canada they say that I sing, "Hard times in Canada, Canada, Canada." In Maine they interpret my song as "Oh, how I pity you, pity you"; some say I sing, "Sow wheat Peaverly, Peaverly, Peaverly," and others: "Old Sam Peabody, Peabody, Peabody"; and still others: "All's well in the wilderness, wilderness, wilderness."
2. I have a white patch on my throat.
1. I am a member of the sparrow family.

I am a Chimney Swift

8. I am a bird. My body is about the size of an English sparrow though my wings are larger.
7. My body is a dark gray with a lighter gray throat.
6. I feed entirely upon insects.
5. I cannot perch on a limb, but I can cling with my feet to a perpendicular wall for hours.
4. When away from my roosting place, I am always on the wing.
3. My chicks are always hungry and I often pack them full of insects.
2. No other bird can surpass, and few equal my speed in the air, often 250 miles an hour.
1. I am often called a swallow, but I belong to an entirely different family.

I am a Spotted Sandpiper

8. I am a bird. I am about six inches long, and have many names.
7. Unlike most of my kin, I never fly in a flock.
6. I am found along the shores of both fresh and salt water.
5. I am probably more widely known than any other shore bird.
4. I am the shore bird which often nests in cornfields and pastures.
3. My upper parts are brownish gray, my lower parts are white and spotted.
2. I have a distinctive call of "weet, weet, weet."
1. My body is always on the move, my teetering motion gives me one of my names.

IDENTIFICATION OF BIRDS BY PICTURES

Preparation for outdoor bird study

Patrol competition

Leader must provide and prepare 8 bird pictures

Colored bird cards or pictures cut from inexpensive books are required. Books can be purchased from so called five and ten cent stores. Cards may be secured from various commercial companies. Use at least 8 pictures of more common birds found in your territory. Cover names with masking tape and number the cards.

The Game

Seat players by Patrols around the room. Assign one or more numbers to each member of each Patrol. The leader stands in front, holds up a picture of a bird, and reads its description written on the back of the picture. If it were a meadow lark, the leader might say: It is noted for its sweet song; has a bright yellow breast and black collar. Its back is a dirty white and brown. It likes to sit low on wire fences. It lives in meadows and is about the size of a robin.

Following the description, the leader calls a number. All players to whom that number was assigned run up and study the picture until the leader says, "Name it!" whereupon each player who names it correctly scores one point for his Patrol. Then the picture is passed around the Troop, while the leader shows another picture and reads the description. This is continued until all pictures have been described. The Patrol having the most points wins.

Tips

This Scout way would be of little value if it were not followed up with outdoor individual, Patrol or Troop bird hikes. Here again, the Scoutmaster must do something to stimulate and organize such meetings. The best time to do it is immediately after the game.

6.

COMPASS, TREASURE HUNTING AND TRAILING

Types of Treasure Hunts

There are many kinds of treasure hunts. They range from the simple imaginative hunts of children, who scour their neighborhoods for a "pot-of-gold" to the modern intricate hunts of adults, covering rules in automobiles. Boy Scout hunts lie between these extremes, but no matter who does the hunting, there is always a "treasure" at the end of the trail.

Laying the Trail

It takes time and forethought to properly lay a trail. The Scoutmaster should lay the first sample trail himself and thereafter help Scouts to lay others.

Fit Type of Hunt to Hunter

Don't overrate the ability of Boy Scouts to decipher hidden, clever, complicated clues. Scouts seem to have only one objective – "Keep going and go fast!" If they lose the trail they rarely back track, and they will not stop long enough to decipher a code, so make the clues obvious and the trail as nearly fool-proof as possible. Above all, be sure that something – only a piece of candy, perhaps – awaits those who reach the end of the rainbow.

COMPASS COURSE CONTEST

Inter-Patrol Contest

Easy Way to Teach Compass

Field 100'x100' Required.

Advance Preparation Required

Compass for each Scout in Largest Patrol

16 Stakes and a Measuring Tape

After you have read this, see if you can think of an easier way to teach compass work, and a more pleasant way for Scouts to practice walking compass courses with three changes of direction. The courses have been calculated by trigonometry, so you know they are accurate.

Advance Preparation

Assemble your Troop in a park, on a baseball diamond, or a field at least 100' x 100'. While the Scouts are walking back and forth over a 200' stretch to determine the average length of their step, drive 16 stakes 5 feet apart on a line running due East-West. Number the stakes, beginning with 1 at the West end of the line, and working East.

Four Courses

Each course bears the same number as the stake from which it starts. Assemble the Troop and provide each PL with a copy of one of the courses below:

From Stake No. 4

Go 36° for 122 Ft.

Then go 174° for 50 Ft.

Then go 228° for 74 Ft.

From Stake No. 6

Go 3° for 100 Ft.

Then 132° for 74 Ft.

Then 225° for 69 Ft.

From Stake No. 8

Go 346" for 102 Ft.

Then 129° for 78 Ft.

Then 211° for 58 Ft.

From Stake No. 12

Go 348° for 102 Ft.

Then 135° for 71 Ft.

Then 207" for 56 Ft.

Here are the exact spots for finishing the above courses: For Course No. 4 – Stake No. 8; For Course No. 6 – Stake No. 8; For Course No. 8 – Stake No. 9; For Course No. 12 – Stake No. 13. Scouts should not be given these locations either before or after the practice work.

The Practice Work

Instruct PLs to let Scouts who know how, step off a compass course, as described in the *Handbook for Boys*. Help those who do not. Have the experienced Scouts check both distances and changes of compass directions. In this manner let each Patrol mark a single finish spot at the end of its course, while a Troop Leader remains behind and measures the errors (only after the Scouts leave) to the nearest foot, and reports then to the Troop.

Contest for Following Week

In preparation for the second contest, copy the courses below on 8 separate cards, and give the set to the Patrol which will be first to start the contest. Remind everyone that the number of each course indicates the Stake from which it starts. Each Scout walks one of the courses.

1. Go 36" for 122 Ft.

Then 149° for 58 Ft.

Then 235° for 86 Ft.

Boy Scout Games

3. 38° – 125 Ft.
237° – 90 Ft.
186° – 50 Ft.

5. 22° – 107
Ft. 158° – 54 Ft.
186° – 50 Ft.

7. 34° – 119 Ft.
186° – 50 Ft.
228° – 74 Ft.

9. 346° – 102 Ft.
129° – 78 Ft.
186° – 50 Ft.

11. 335° – 109 Ft.
174° – 50 Ft.
145° – 61 Ft.

13. 17° – 104 Ft.
237° – 90 Ft.
141° – 67 Ft.

15. 12° – 101 Ft.
237° – 90 Ft.
138° – 67 Ft.

The correct destinations for the above courses follow: No. 1 finishes at Stake 7, No. 3 – Stake 2, No. 5 – Stake 16, No. 7 – Stake 8, No. 9 – Stake 15, No. 11 – Stake 10, No. 13 – Stake 12, No. 15 – Stake 13.

Seal the list of these destinations in an envelope and give it to each Patrol Leader just before he takes his Patrol to the field. Tell him not to open the envelope until all members of his Patrol have finished their courses. He then measures and reports the error of each Scout. As soon as he measures the errors he returns with his Patrol on the run. The leader of the contest then seals the list in another envelope, gives it to the second Patrol Leader who carries on in the same manner. The Patrol with the smallest error wins.

DESSERT TREASURE HUNT

Involves hunting, following compass, measuring distances

Patrols compete

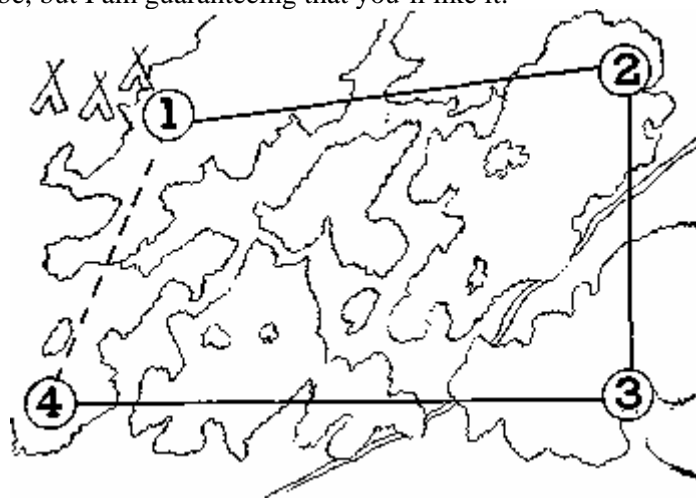
Trail must be laid in advance

Requires fruit or similar dessert for each player

Preparation

This is recommended as a first treasure hunt for any Troop. Troop leaders can secretly lay the trail while on a hike when the Scouts are actively engaged in something else under the direction of the Patrol leaders. The only thing that must be prearranged is financing and procuring the dessert. The Scoutmaster might make this announcement at the Troop Meeting: "I'll collect 5 cents

from every Scout who plans to go on the hike. With this I'll buy the dessert. I'm not telling you what it's going to be, but I am guaranteeing that you'll like it."



The Trail

Lay a trail something like the one illustrated. Start from point No. 1, the camp site, and finish at the same place. In the illustration it is assumed that the trail is laid on three well-marked roads or trails to point No. 4, from which a cross-country compass route is taken to the starting point where the dessert is hidden. If more cross-country courses must be taken, more compass directions will be needed and the chance of error will be greater.

Scoutmaster and PL's Make Believe

At the appropriate moment the Scoutmaster and the Patrol Leaders put on an act. The Scoutmaster excitedly assembles the Troop and, pretending to be much confused, says to the Patrol Leaders: "I hid the dessert right here. Someone has taken it to play a trick on us." (Angrily) "Patrol Leaders, take charge of your Patrols and get that dessert back here in three minutes. Go!"

When three minutes are up the Scoutmaster assembles the Patrol Leaders in front of the Troop for a supposedly secret conference. Next, he turns to the Troop, apologizes for appearing to accuse them and suggests that either a thief or an animal has taken the dessert. At the suggestion of a Patrol Leader each Patrol searches a certain area for traces of the culprit. After a few minutes one of the Patrol Leaders finds a note which the Scoutmaster previously gave him, yells and rushes to the Scoutmaster with the whole Troop at his heels. This is the note, which the Scoutmaster reads to the Troop:

"Dear Scouts:

I heard about your hike and trailed you and saw Mr. (Scoutmaster) hide the dessert. I tasted some – Oh boy! Good!

"I hid it. Here's where – Go down the road, toward town, exactly 400 feet from a line I marked across the road. There you'll find instructions hidden under 4 stones on the sides of the road. Follow them and you'll find your dessert if you're good at trailing."

"A Former Troop Member"

The Scoutmaster and Patrol Leaders keep up their act and start guessing who the culprit might be.

When the instructions are found, it is discovered that they are a jig-saw puzzle. When the pieces are put together they might read as follows: "Turn here and follow the trail in the direction of the rising sun for 320 feet, and find the message tacked on the N.W. side of 4 trees on the sides of the trail." That message directs the trailers to Station No. 4. Upon arriving there all who are

familiar with the compass sight the 240 degrees, figure their steps in 850 feet and start hiking cross-country.

The last message might read, "The dessert is hidden within a radius of 10 steps from this spot." When the Troop assembles Scouts are told to scatter and hunt.

POTPOURRI NATURE TRAIL

A mixture of nature and other activities

Patrol members follow trail as a unit

Scoutmaster and Patrol Leaders lay trail

The dictionary defines "potpourri" as a miscellaneous mixture, and this is a mixture of Scouting activities.

The trail below was laid by a Scoutmaster and his four Patrol Leaders in two hours. Before laying the trail they agreed on a rough plot and upon the Scouting items to be studied by those who were to follow the trail. Then, after laying the trail, the group worked out the story from trail notes and that evening two of the Patrol Leaders typed it.

The next morning the Patrol Leaders led their Patrols over the trail. The words in italic type were written by the winning Patrol on the blank space on the typed sheets. By using this method of keeping score, each Patrol was able to tell its score at the conclusion of the hike.

The Trail Story

"Yesterday afternoon the leaders (Patrol Leaders) of each tribe (Patrol) with the Big Chief (Scoutmaster) laid a treasure trail. Each Patrol will be given an opportunity to get the treasure, which will be awarded tonight at the Grand Council Fire. Beavers will start at exactly 9:30 A.M., Bears at 9:50 A.M., Foxes at 10:10 A.M., Minks at 10:30 A.M. Follow your Little Chiefs (Patrol Leaders). They know just what to do. They will read the entire story to their braves before starting, so that you can provide yourselves with what you will need. (*Handbook for Boys*, nature guide books and a compass needed.)

The Trail

"The *Beavers* assembled at the eating lodge and started hiking toward town. They halted at a deadline drawn across the road within three paces of a clump of *Gray Birch* tree stumps. (Score 1.) Without crossing the deadline each brave estimated the age of the trees. Their average was ten years. By counting the *Annual Rings* they found their estimate *5 years short*. (Score 3.)

"Standing at the stumps the Little Chief pointed out the tallest tree in sight and asked his braves to estimate its compass direction, which they did. Then he had them set up a compass on a stick. Everyone took a squint and found they had made an average error of *4 degrees*. (Score – 7.) Then the little Chief ordered them to continue along the trail for 222 feet in the direction of the rising sun. Four members did not know the length of their step and that made their score – *11*. However, they followed their wiser members and came upon a spot, where they found instruction marked on a tree in International Morse Code. They read the message *without* the help of the book. (Score – 10.) Following the coded instruction they found a *Crow's Nest* in the dead top of a tall *Red Oak* tree. (Score – 8.)

"The Little Chief ordered the *Beavers* to sit down under the tree, and for two long minutes close their eyes, and not utter a sound. They heard – 1. *Crow*, 2. *Oven-bird*, 3. *Chat*, 4. *Oriole*, 5. *Frog*, 6. *Bee*, 7. *Fly*, and heard and felt a family of Mosquitoes. (Score 0.) They continued along the trail keeping a sharp lookout for six trail signs. The Little Chief was surprised to

learn that 3 of his braves did not know the signs. (Score – 3.) He ordered them to study the signs in their Handbooks. The wiser braves found the following signs – 1. *This Way*, 2. *This is the Trail*, 3. *Stop*, 4. *Turn to the right*, 5. *Danger*, 6. *Turn to the left*. (Score – 3.)

“To teach braves the difference between estimating and guessing the Little Chief asked his braves to look back and guess the height of the tall red oak. Their average guess was 65 feet. The 3 *Beavers* who knew how to estimate height (Score – 6) declared the tree 50 feet high. (Score – 9.)

“The braves hurried on at Scout’s Pace (walking 50 steps and trotting 50) to a turn in the trail from which they could see the eating lodge. While they were resting under the *White Pine* evergreen tree (Score – 8) the braves who knew the ways of the woods told about the wild edible plants they knew. Then everybody scattered and hunted. Five minutes later the Little Chief gave the tribes the war whoop and the braves assembled with evidence of having found: 1. *Dandelion*, 2. *Milkweed*, 3. *Skunk Cabbage*, 4. *Fiddle-Brake*, 5. *Wild Grape*, 6. *Raspberry Tips*, 7. *Strawberry*, 8. *Sassafras*, 9. *Sugar Maple*. (Score – 1.)

“Then the Little Chief divided the tribe into three groups according to their interests in birds, trees and flowers. Upon arriving at the end of the trail the *Beavers* reported their findings as follows:

“Trees on the right-hand within three paces of the trail and over five inches in diameter: 1. *Hemlock*, 2. *Pin Oak*, 3. *White Oak*, 4. *Hickory*, 5. *Dogwood*, 6. *Choke Cherry*, 7. *Gray Birch*, 8. *Red Maple*, 9. *Sugar Maple*. (Score – 10.)

“Birds actually seen on entire hike: 1. *Robin*, 2. *Oriole*, 3. *Maryland Yellow Throat*, 4. *Towhee*, 5. *Crow*; Birds heard but not seen: 6. *Catbird*, 7. *Song Sparrow*, 8. *Blue Jay*, 9. *Warbler*, 10. *Chat*. (Score – 20.)

“Flowers or blossoms observed within three paces of the left-hand side of the trail: 1. *Dogwood*, 2. *Huckleberry*, 3. *Strawberry*, 4. *Azalea*, 5. *Rhododendron*, 6. *Clover*. (Score – 26.)

Tips

Probably the most interesting part of this trail was the half-hour spent at the camp fire reading, discussing and arguing about Patrol Reports.

NIGHT SCAVENGER HUNT

Annual Troop surprise event

Patrol members hunt in pairs

Scoutmaster makes secret advance arrangements

Great variety of equipment required

This type of hunt may be as a surprise event on a regular Troop Meeting night.

Each Patrol is to bring to the meeting room as many of the following items as it can BEFORE 9:15 o'clock. Each Patrol will assign various items to different boys in any way it pleases so long as everyone participates.

1. A baked potato skin.
2. A paper doll.
3. A cobweb or spider web
4. An old District Rally Program
5. Five pounds of pebbles in a paper bag
6. A piece of rope at least 12 feet long with Scout knots tied in it, and be prepared to name them correctly.
7. Count the number of panes of glass visible on the NORTH side of School No. 107.

Boy Scout Games

8. A Compass.
9. Report the number of seconds the red traffic light shows at one flash and the number of seconds the green light shows at one flash on Northern Blvd. and Broadway.
10. Bring from Kelly's Gas Station a signed cash slip which they will give to the first Scout only who asks for it.
11. Turn in "Patrol dues envelopes" with dues all paid to date.
12. Determine the magnetic compass direction in degrees of 165th St. from Northern Blvd., South.
13. A fly.
14. The signatures of two Troop Committeemen.
15. ONE of the Scoutmaster's shoes.
16. Two of last year's Scout registration cards.
17. Five different tree leaves and identify them.
18. A slip of paper with Chinese writing on it.
19. A lantern.
20. A last year's auto license plate.
21. The signature of another Scoutmaster.
22. A tie.
23. A piece of rope with an eye splice in it.
24. A pair of official Scout shorts.
25. A camp circular.
26. A slip of paper with the initials and shield number of a police officer written by the officer.
27. An official Scout axe.

Tips

Games of simple organization, of the type used in the pre-opening period of a Troop meeting, may be started just as soon as five or six hunters return. Some of them will return in a very short time.

RECREATIONAL MAP SYMBOL GAME

Preparation for Map Making

Paper and pencils required

Preparation

Explain this game at a PLC and get two leaders to volunteer to bring drawings of the 25 symbols on page 277 *Handbook for Boys*. Put only one drawing on one 3" x 5" card. Fasten the illustrations to walls around the room with tape, and number each drawing. At the close of the Troop Meeting preceding this PLC meeting instruct the Scouts to study the symbols and bring paper, pencil and Handbooks to the next meeting, at which Patrol Leaders give pairs of buddies 3 to 5 minutes to study the symbols. After buddies quiz each other, Patrol Leaders quiz the entire Patrol.

The Game

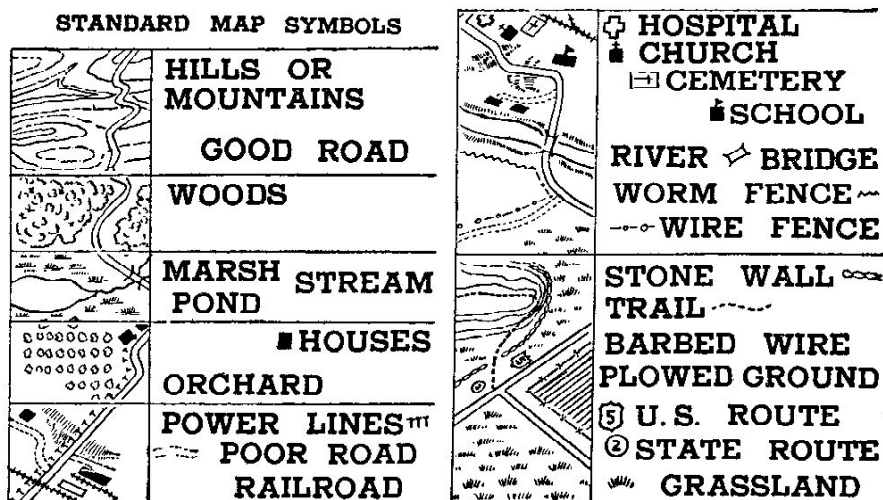
First dictate in the order they appear on page 277, *Handbook for Boys*, the 25 symbols while one buddy for each pair writes the names with a line in front of each name as illustrated, using both sides of a 3" x 5" card.

Hills or Mountains

Cemetery

Boy Scout Games

Good Road	School
Woods	River Bridge
Marsh	Worm Fence
Stream	Wire Fence
Pond	Stone Wall
Houses	Trail
Orchard	Barbed Wire
Power Line	Plowed Ground
Poor Road	U. S. Route
Railroad	State Route
Hospital	Grassland
Church	



Buddies walk around the room, study the drawings, confer in whispers, and write opposite each symbol on their card the number on the respective drawing.

Scoring

When time is called Patrols assemble in their corners and correct their own score sheets deducting four points from 100 for each error. The Patrol having the highest average score wins.

Tips

This is intended to be an easy task, and each pair should get a reasonably good score. For older players call the name of a symbol and let each individual sketch the figure or sign.

INTER-PATROL COMPASS RACE

Patrol or Smaller Group Compass for each group

Two Troop Leaders or qualified Scouts lay out a compass course similar to the one shown on page 260, *Handbook for Boys*. Patrol Leaders divide members into groups of two or more Scouts and provide each group with a compass. The Patrol whose groups find their way around the course in the shortest time is the winner,

Tips

Use a stake for a starting point and natural objects such as a tree, bush, rock or small stone for other objectives.

For this and similar contests, before a Patrol starts let every member sit down and calculate the number of steps he must take for every course. This can be done indoors in the preceding Troop Meeting. Instruct Scouts who do not know the length of their natural steps to ascertain them before the hike. Why not lay out a 200 foot stretch just outside the Troop meeting door?

FINDING A WRECKED PLANE

Dramatic way to teach compass

Requires marked maps

Preparation

The success of this type of game depends upon providing each Patrol with a reasonably accurate large scale map which must be made in advance. On the maps mark the location of an imaginary first aid supply station, a food store and the wrecked plane. Complete your preparations by making up an exciting realistic story of the wrecked plane. Read or tell the story at the Troop Meeting preceding the hunt.

The Game

Give each Patrol Leader a map, and let him assemble his men to study the map. Assign one half to stop at the first aid station to get (write down) the equipment they think they will need, while the other half stops at the store to get food. Start Patrols at five minute intervals. Have the Patrol that finds the plane yell out to the others who run to the spot. When all players arrive give each Patrol a job such as treat injured passengers, transport the injured, signal messages, cook food, etc.

Tip

Your Scouts will enjoy this game more if one Patrol is declared a winner, appoint judges and devise a point scoring system.

INTER-PATROL BEE-LINE HIKE CONTEST

Troop or Inter-Patrol

Requires compasses

Preparation

Find a tall tree preferably on a hill top along the road on which the hike will be conducted. Be sure the tree stands out so that it will be easy to take an occasional back sight upon it. From that tree take a compass reading on a distant (1000 or more feet) tree. If you are not certain that you can step off the distance to a point a short way beyond that tree very accurately, measure it with a tape.

The Contest

Stop the hike at the tree previously selected and while the Scouts are sitting and resting explain the game and show the boys how to take a back sight and tell them to take an occasional one to stay on the correct course. Now tell them the distance from the tree on that line on which

they must sit down and wait. Finally have them calculate the number of steps they must take before they sit down. As soon as a Scout is ready off he goes. The Patrol with the greatest number of men near the correct spot wins.

INTER-PATROL FOUR SQUARE COMPASS RACE

Troop or Inter-Patrol

Requires compasses and measured course

Use four Patrols or divide the Troop into four groups. Each group starts from a spot in the center of the field. Members of Group No. 1 walk N.E., No. 2 S.E., No. 3 S.W., and No. 4 N.W. Each group walks a specified distance around the sides of a square and finally returns to a spot as near its starting point as possible. The Patrol with most members near the starting point wins.

The length of each side of the square might be as much as a mile provided the territory is open and that no group will be required to travel through heavily wooded territory.

Instruct leaders to see that every member uses compass directions and steps off distances.

Caution all Scouts to stop at the exact spot they are on when they reach the end of the measured distance on the last course.

EAGLE-EYE COMPASS RACE

Individual, Patrol or Troop

Requires compasses, and marked compass course

This may be included as a separate game or as a part of almost any compass game. At the outset tell the Scouts the name of this game and instruct them to use their eyes.

Send Scouts around a compass course, and when they return ask them surprise questions about animals, flowers, trees, buildings, etc. which they had an opportunity to observe.

A LUNCHEON SITE HUNT

Inter-Patrol contest

Requires compasses, maps, and advance preparation

Give each Patrol a rough map indicating distances and compass directions to the spot where they will cook their luncheon. Patrols take off at five minute intervals. The Patrol arriving at the site in the shortest time wins.

COMPASS READING CONTEST

Inter-Patrol or smaller groups

Requires maps and compasses

If possible provide a map for each Patrol. In the approximate center of each map draw long lines at right angles running N and S and E and W. Put 8 crosses on the center of important spots indicated by symbols near the outer edges of the map and number each cross.

The Contest

In advance of the Starting signal each Patrol Leader assigns the 8 points to the members of his Patrol. The Patrol wins that takes the most correct readings to those points in the shortest time.

Tip

Perfection and speed do not go hand in hand. Caution Scouts to be accurate. Allow at least a 2° error on each side of the correct line thus: if the reading measured accurately with a protractor is 56°, consider 54°, 55°, 56°, 57° and 58° to be correct. A smaller error might be used for Senior Scouts.

It will be impossible to sight compass readings even with the 2° error suggested, unless the map is placed some distance from the floor on a chair, table or improvised tripod. Why not ask Patrol leader to bring in lashed and braced tripods made from Scout staves or sticks?

7.

SECOND AND FIRST CLASS COOKING

Practice in Your Own Back Yard

Cooking, like charity, seems to begin at home. Then, why not your back yard? Begin by making a small crisscross fire. When it burns down to glowing embers, be prepared. The fire will draw an audience, and your first cooking experiences will be shared with your family. Later you'll be ready for the Scouts. In the meantime, what about that juicy steak for the Sunday dinner? Why, of course, broil it over the open fire, and look for a lip-smacking result. Should the family become loud in its praise, well, that shouldn't be hard to swallow either. Hold on, though, you're afraid you might overcook the first one? What if you do? Most everyone else does. But now that you're forewarned, just watch out! Careful timing does it! Six to eight minutes makes it rare.



Individual Cooking Required

You know now that you're a cook and you're ready for your boys. Several of them will want to cook over the same fire. They can't do it to meet the cooking requirement, so why do it now? Call to their attention that their Handbook states, a Scout must prepare his firewood, build and light his fire and cook his *own meal over his own fire*.

The Clean Up

Emphasize the fact that before he meets the requirement, a Scout must dispose of his garbage properly, clean his dishes, put out his fire and clean the site thoroughly. Teach him that a good Scout leaves no trail. Show him how to burn garbage and flatten and bury tin cans.

Boil Potatoes and Broil Meat

The large bed of glowing embers required to roast potatoes is the stumbling block that trips beginners. Therefore, if you do not have time to help the Tenderfoot, suggest that he start with boiled potatoes. Then, when his potatoes are nearly boiled and his fire has burned down, he can lower the pot and time the broiling of his meat, so that both will be finished at about the same time.

Tips

Cut the potatoes into small pieces (mouthful size).

Hang the can (1-pound coffee can) with a single stick. Notice, no forked sticks are required. If the ground permits, just drive a stick at an angle and then cut a notch at the height desired to bring the can to the top of the fire. If the ground is rocky, hold the stick with two rocks.

Start with a Crisscross Fire

Start the Tenderfoot with a crisscross fire with hardwood on its upper layers. Round or square, do not use sticks thicker than one inch, and remember, split sticks start burning much faster than rounded ones. Do not let him light the fire until it is properly laid and the pot is hung. Have the grill and the meat ready to broil 15 minutes before the potatoes are cooked, which should be after the potatoes have been boiling for about 15 minutes.



How to Roast Potatoes

If you take over an established Troop in which roast potatoes are traditional, you will want to know at least one reasonably sure way to roast them. Here it is: Scoop out a hole at least 6" deep and 6" in diameter for two potatoes. Fill the hole with tinder and lay a crisscross fire over it at least 12" high, using hardwood. When the fire burns down wrap the potatoes in green leaves or wet paper, scrape about half of the coals out of the hole, throw in the wrapped potatoes, quickly cover them with the glowing embers and sprinkle a light layer of sand or dirt over it to shut out the air so that combustion ceases. In 40 to 50 minutes, depending upon the size of the potatoes and the quantity and quality of the hardwood embers, test the potatoes by thrusting a pointed stick into them, without disturbing the coals.

Tips

If pebbles about the size of a golf ball are available, intersperse them through the layers of wood when laying the fire. They will become hot by the time the fire burns down and you will require fewer embers. If you do not use pebbles, rebuild the fire in cold weather. Yes, it's difficult to roast potatoes.

Broiling Without Utensils

The secret of successful broiling is to have a sufficiently large bed of glowing embers without flame or smoke so that the fire need not be replenished once the broiling is started.

A forked stick or a straight stick grill is all that is needed. If you do not object to a possible few scorched spots, just throw a steak or chop on the bed of coals, after dusting off the ashes with a branch of green leaves.

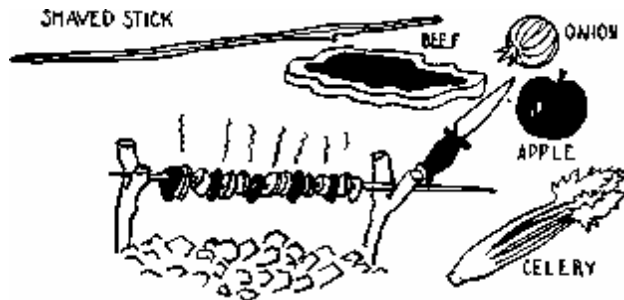
Broiling on Coals

The late L. L. McDonald, former National Camp Director of the Boy Scouts of America, liked to simplify trail cooking. Here is his recipe for broiling steak without fuss or bother:

“If you are not fastidious, broil your steak directly on a bed of glowing embers. I prefer mine broiled that way to any other indoor or outdoor method I have ever tried. Stir a fairly large bed of hot coals so that the small coals will sift to the bottom and throw out all smoking chunks. Drop the steak onto the coals and in three or four minutes turn and cook the other side. Turn only once.”

PINE TREE JIM KABOBS

Kabobs! There’s a mouth-waterin’ word! Say it, and you think of hike cooking right off, ‘cause the two go together like coffee and cream. Know something else? It made its first bow to the cooking world out in Persia (Iran to you), and Persia, of course, took its hat off to the kabob. After that it gallivanted off to Hawaii, juicy, dripping with flavor, and all, where it met none other than our own Pine Tree Jim “Wilder (former National Sea Scout Director). Did Pine Tree know his outdoor cooking? Yes, sir— from A to Z. Well, that kabob just bowled him over! We have his own word, black on white. After that he wouldn’t look at a hot dog, and a juicy hot dog’s not to be sneezed at either. Now, back to the kabob and the way it travelled around. Next, it came up smiling in the United States, Pine Tree with it, and that’s where the rest of us come into the picture.



Maybe that’s enough of this travel talk, let’s read what Pine Tree said, and start to make one of those kabobs.

“Cut a twig about two feet long, the size of your finger, that tastes sweet (not your finger, the wood). Whittle the end to a point. Then shave off the bark and growing layer of wood.

“Now you are ready to gently impale upon said stick a chunk of meat, preferably tender beef, cut about the size of a half-dollar – only that’s a little too big; but then a quarter is too small; well, make it about the size of thirty cents. Next impale a bit of onion on the stick just to give the beef a delicious flavor. If you like celery or apple better than onion, you may use either or both instead of onion. I like onion. String alternate layers of meat, vegetable and fruit to quench that gnawing feeling under your belt.

“When to salt – thereby hangs a tale. Some say salt before cooking, others after. The originators of this famous meal salt liberally before cooking, thus drawing juices from the meat and vegetables, all of which blend and flavor the whole kabob. So, I, too, salt before cooking.

“Beware! One Tenderfoot starts cooking over a bed of dying coals and eats his quite raw. His partner cooks over a fire big enough to roast a quarter of beef. Still they both say, “Um! It’s great!”

Tips

You’re using sirloin steak you say? Wow! Wow! They’ll be superb. You’ve decided on round steak instead? Excellent! If only the butcher will pound it for you before cutting it into one inch cubes, it will drip with juicy goodness. *But* stick close to the butcher and watch – those cubes must be smaller than for sirloin.

For fixin’s, quarter an onion, bore a hole in each quarter from the center outwards. Now you can peel off the thin layers. Punch holes in an apple the same way. Begin with a cube of steak on your stick, follow it with onion, apple and vegetable, such as, celery or carrots until you have a quarter of a pound of meat on the stick, ½ a small onion, ½ an apple, etc.

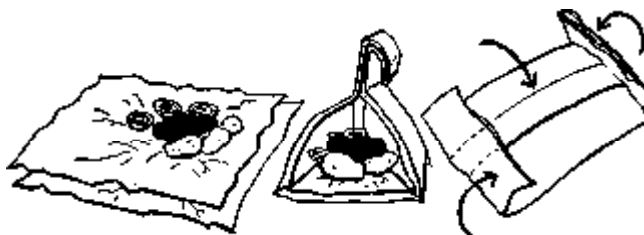
Prefer your kabob rare, do you? Pack it tightly on the stick. Like it well done? Leave space between meat, vegetables, etc.

Maple, birch and sweet gum woods have little taste, so they’re especially good for kabobs. Sassafras and sweet birch are a trifle sweet, but still good. Beware of oaks and most nut-bearing trees! The tannic acid in them makes them taste bitter.

What’s wrong with stringing kabobs on heavy wire? Nothing at all.

ALUMINUM-FOIL COOKING

Can you imagine anything easier for the Tenderfoot than wrapping his meal in aluminum-foil and tossing it on a small flat bed of hardwood embers without blaze? Perhaps not, but one question, and an important one, is still to be answered. How long shall I leave this meal on the fire, the cook wants to know. To find out he must do some experimenting on his own. For the Tenderfoot this may not be too easy, yet everything considered, Scoutmasters and older Scouts may be justified in thinking that it involves but little woodcraft and gives little opportunity to learn the ways of the woods.



An Aluminum-Foil Tenderfoot Meal

While a small criss-cross hardwood fire is burning down lay out your meal on aluminum-foil, as illustrated. To make a double envelope you need two pieces of foil, both twice as long as the standard width of a roll of foil. Butter both sides of the chopped meat and season with salt and pepper and place on foil, as illustrated. Surround the meat with ¾”-thick slices of onion (if you like it) and potatoe. Fold one-half of the foil over the food and double fold the three open edges. Around this envelope fold a second piece of foil and triple seal the open edges to make an airtight envelope around the first one.

Now comes the time to be careful. Carefully place the double envelope on a bed of hardwood embers. Turn very carefully (without breaking the air-tight envelope) at the end of 8 minutes and cook the other side for another 8 minutes. Open the package, and there you

are, a delicious meal of meat and vegetable, spread out on its very own foil-plate. Add a little more seasoning and butter and – what’s stopping you, go ahead and eat!

Tip

The tiniest puncture will permit steam to escape and oh! Oh! it will ruin your pressure cooker. Scouts will think one envelope is quite enough, but here’s a slogan for them to follow: “Use two to be sure and one to court failure.”

To broil steak turn up the edges of a piece of foil put it on the embers and broil to taste on both sides. Use foil for plate.

Tenderfoot and Second Class Scouts can travel light on a five-mile hike or 24-hour camp with a roll of aluminum foil. Carry the food wrapped in foil (cook anything desired in it) and use for cups or dishes.

FRY-PAN FISH

By Theodore Roosevelt

If cooking fish involves too much work for your Second Class Scouts, try this method described by a beloved former member of the Executive Board of the Boy Scouts of America, Theodore Roosevelt.

“My personal opinion is that I am an excellent cook in the woods, but I am sorry to say that certain of those who have lived on my cooking do not agree with me. Practically all my cooking has been done in the frying pan, and almost all of it is garnished with what out West we used to call, ‘overland turkey,’ – namely, bacon.

“I am very fond of trout cooked western style. Clean the trout carefully. Cook in your fry-pan enough bacon to give you sufficient fat to prevent the fish from burning. Now dip the fish in pancake batter, lay a couple of pieces of the partly cooked bacon inside the fish, and place it in the pan. Cook him well, in a very hot pan, being careful not to let him shrivel, which will happen if he lies too long on one side.

“If to the above recipe you will add a ten-hour hike, hunt or fish, you will find it excellent.”

Tip

Almost any fish you’re lucky enough to catch will submit to Mr. Roosevelt’s cooking method, and you will, as he did, appreciate yourself as a cook.

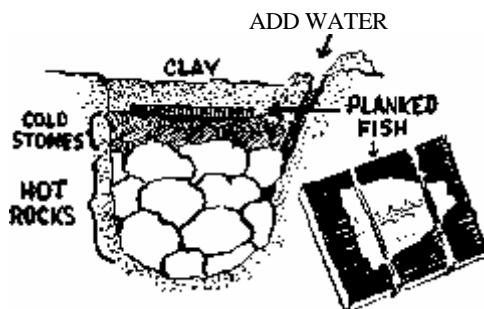
WOODCRAFTER FISH

By Ernest Thompson Seton

For First Class Overnight Camp

Encourage your Scouts to travel light on their twenty-four-hour camping trip. You may wish to recommend that they catch their own fish, and cook it as suggested by Ernest Thompson Seton.

“I learned this ancient method of cooking without utensils many years ago from a tribe of Indians. I have used it often for cooking various foods, and have always found it to produce tasty food in addition to creating the interest of even old-time woodcrafters.



“Dig a hole two feet deep and one foot wide. Build a fire alongside, and heat about twenty stones, each as big as two fists. Get a board about a foot square (avoid pine and other resinous woods), split your fish, and lash it to the board. For lashing the Indians used vines, grasses, small trailing roots of evergreen trees, beaten inner fibrous bark, and flexible tender twigs.

“When the stones are white hot, (no carbon deposits on them) dump them into the hole until they fill it within six inches of the top, and cover them with a layer of cold stones. Now, turn the board upside down and put the fish on top of the cold stones, and cover the top with clay, well pressed down. At the edge of the pit make a hole with a stick, and into this pour half a bucket of water, and close up the hole. Of all the roaring and rumbling you ever heard short of a volcano, this will be the most surprising. After a maximum of (10 minutes for small fish) half an hour carefully remove the clay and you will find a beautifully planked fish.

Tips

“If you do not have the stones white hot, the fish will not be thoroughly cooked. If you do not have a row of cold stones on top, the hot ones will char the fish, burn the bindings and make the fish taste bitter from the burnt herbage. If you use wood that has resin in it, the fish tastes the same. Meats require a little longer to cook than fish, depending upon their thickness, potatoes require an hour and a half.”

PATROL HIKE CHOWDER

Tin Can Cooking for a Troop, Camp or Overnight

Ingredients

- ½ lb. sliced bacon, cut into *very small* pieces
- 1 large onion, cut in *tiny* pieces
- 6 to 8 medium-sized potatoes diced into ½-inch cubes
- 2 standard-size cans of succotash
- 1 very small can of puree of tomatoe
- ½ teaspoon of pepper
- 1 teaspoonful of salt

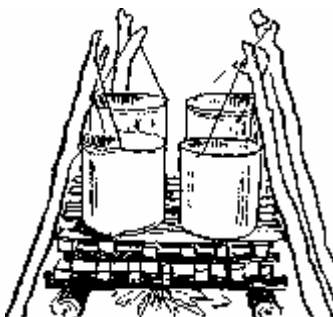
Believe it or not, you can lay the fire, prepare the food, hang the pot and do the cooking in one hour – one hour if you’ll convert some of those hungry Scouts into cooks and helpers. If “Too many cooks spoil the broth” – you know why, no doubt – they aren’t organized, so here’s one way to organize and hand out the jobs:

Preparations to be Completed Before Lighting Fire

The Patrol Leader (No. 1) organizes, coaches and keeps every man on the job. (Explain this to him in advance.) Scouts Nos. 2 and 3 gather wood, lay a 12” x 12” x 12” crisscross fire. If

hardwood is used, split the sticks and they'll start burning four times as fast as round hardwood. If you use soft wood, you'll need an extra supply. Have it on hand.

Scouts Nos. 4 and 5 peel potatoes, cut them into cubes about the size of the first joint of your thumb, drop them into a No. 10 can, shake them down, just cover them with water and hang the can.



Scouts Nos. 6 and 7 cut the bacon into very fine pieces. Scout No. 8, the APL, erects an adjustable pot hanger and makes a tall fry-pan by boring 2 holes (the largest the leather borer of a Scout knife will make) opposite each other and as close as possible to the top of a No. 10 can. For a handle he passes a green stick through these two holes.

When these preparations are completed (and not before) the PL lights the fire.

Here's What To Do After the Fire Is Burning

Nos. 2 and 3 continue to take care of fire.

Nos. 4 and 5 watch the potatoes and keep them covered with water; and open the succotash and puree cans.

Nos. 6 and 7 toss a small mound of bacon into the fry pan and fry out enough fat to float the bacon. Keep adding bacon until nearly all of the fat is fried out. Now they lower the small pieces of onion into the sizzling fat. They fry bacon and onion until both are dark brown, that is, almost black.

Assembling the Chowder

Bacon, onion, and potatoes will all be finished at the same time – about 25 minutes after fire is lighted. Now cooks should work fast – pour the water off the potatoes and put them in the cooking can with the bacon and onion. The succotash and puree go in too, with a tablespoonful of salt and ½ teaspoonful of pepper for seasoning. Now! Watch the Scouts! They'll want to put the can back on the fire. Don't let them do it – even in the coldest weather. You're ready now for the "Come and Get It" call so ladle the chowder on pieces of bread, and EAT!

Tips

The Troop can make a meal of this dish. When it's ready, give each Scout two slices of bread. The lineup files past the pot and the cook puts a heaping tablespoonful on one piece of bread and the Scout covers it with the second piece.

Stop the thrifty Scout from rinsing the cans with water to get all the contents. He'll thin the chowder and make it runny. Then it will slide off the bread.

SCOUT TROOP HIKE CHILI

Oh! What a beautiful dinner! Oh! What a beautiful meal! Be Prepared! Your Scouts may burst into song when you serve them Hike Chili, and why shouldn't they? It's a dish with a

Mexican-sounding name and a truly American flavor all its own. Another thing about it that should make you smile if you've decided to try it – three or four members of any Patrol can cook it. Let's begin.

Ingredients (Plenty for 8 or 9 Scouts)

- 4 strips of bacon (cut very fine)
- 3 large onions (cut very fine)
- 3 #2 cans of red kidney beans
- 3 cans of tomato soup
- 1 lb. of hamburger
- ½ teaspoonful of salt, few dashes of pepper

Let's operate on the hamburger first. Flatten it to the thickness of ½ inch, shape it into a rectangle or square, then cut with your Scout knife and score the meat into ½-inch strips, in both directions, run the knife down through the strips, separate them and the ½"-meat cubes are ready.

Fry the bacon, slide in the onions (both cut very fine) and fry them to a very dark brown. Just before they reach this handsome color slide the meat cubes into the pan, keep turning them till the outside surfaces are browned. Open up the cans and you're ready for the grand reunion of all the ingredients. All the beans, the tomato soup, the pepper, the salt are placed in a dish with the bacon, the meat, the onions. Does that smell good! But bring out your patience, you must wait for it to cook about 6 or 8 minutes to meld all those flavors you dropped into the dish. That's all, except hurry up and see that you get your share.

CANDIED APPLES ON A STICK

A Tasty Dessert

To make a favorite Boy Scout dessert, try this recipe:

Ingredients for 24 Apples

- 1 can corn syrup (1½ lb. size)
- 2 lbs. granulated sugar
- ¼ lb. butter

Let the above ingredients come to a boil while you stand by and stir. Stir as if you meant it, from the sides and bottom, where it takes a notion to stick sometimes. Keep right on until it forms into a small soft ball when dropped into cold water. It's ready! And don't let anybody fool you into adding water, even if it does look too thick.

Now, for the fun! Impale each apple on a stick and dip it (not drop it) into the butter-scotch syrup. Hurry up, you have all those apples to dip before the syrup becomes ornery. It hardens then. This recipe makes enough syrup for two dozen apples. Is that enough?

Tips

Dip the apples and let them stand until they cool and the butter-scotch partially hardens. It hardens almost too quickly in cold weather. If it becomes necessary to hasten the hardening in hot weather, dip them into cold water. Preparations for candied apples should begin long before desert time.

An easy way to eat these apples is to hold them with two sticks crossed at right angles, but why should apples like these be made easy to eat?

BANANA SHORT CAKE

Easy to Make Dessert

What's more appealing than a yummy dessert – to smack your lips over its creamy smoothness and know that you prepared it all yourself? That's what you get in banana shortcake, and it's all wrapped up in surprises and thrills when you yourself are the cook. Speaking of easy, it's as easy to make as roasting a banana and slipping it into a piece of sweet twist. Aside from its goodness a Second Class Scout will find it helpful – since he is required to cook both twist (or bread) *and* dessert, banana shortcake helps him to kill two birds with one stone.



While you're sitting by the fire and having your meal, eat one-half of your twist, if you wish, but put the other half aside until later. Lay a banana on the nearly dying coals, turn it several times and in 6 to 10 minutes it will turn to a dark chocolate color. It's time then to peel it and season it with sugar and butter, to put half of it in the twist and the other half on top – and there's your shortcake.

Tips

Don't forget to add sugar to your prepared biscuit mix in making shortcake. Scout's don't object to this sweetness at any time in either biscuits or twist.

Refer Scouts to *Handbook for Boys* for twist instruction. Be sure the twist stick is about the same diameter as the banana. Peel the bark off the stick and shave off the cambium. Heat it just before wrapping the dough around it. Pat the dough into a ribbon no thicker than ½ inch and 1½ inches wide.

HIKE CHOCOLATE PEPPERMINT

A Great Boy Scout Drink

To make a Scout's first out-door meal one he will always remember and tell about, top it off with his favorite cookies and a pot of Hike Chocolate Peppermint cooked by the Patrol. Here's how with the ingredients listed:

- 1 can condensed milk (15 oz. size)
- 1 can evaporated milk (14½ oz. size) or 1 Pt. of milk
- 4 bars 5-cent plain milk chocolate
- 1 5-cent chocolate peppermint pattie

Most any restaurant you approach is glad to get rid of No. 10 cans. Get a clean one, and boil 3 quarts of water in it. Don't stand and watch it while it struggles into a boil, but open up those cans and break that chocolate into little slivers. Through with that? Then take the boiling water from the fire and dissolve the chocolate in it. Next, put in the condensed milk, then the evaporated to keep it company – and you're all through. Don't put the pot back on the fire. It's comfortably hot without reheating, even in winter.

Tips

While many parents object to tea or coffee for their children, they do not object to hike chocolate or cocoa.

Warning! It's very easy to burn cocoa when cooking it for the first time over an open fire, so watch!

Note that hike chocolate peppermint has the advantage of having all its ingredients precooked, and the peppermint obligingly overcomes the taste of both condensed and evaporated milk. Be sure to use the chocolate peppermint pattie.

If paper cups are used, avoid the waxed type for hot drinks.

SASSAFRAS TEA

By L. L MacDonald

A Tea Substitute

As nearly every Scout knows, a tasty drink can be made from sassafras root, but isn't it usually strong and bitter? Fortunately, our former National Camp Director knew how to make it just right, and told us how:

"Wherever you find sassafras you will find numerous very small deformed saplings which will never mature into trees. Pull up the smallest one, cut off the root and wash it. Shave off one inch (take the remainder home with you) and shave it bark and all. Let the shavings boil for a minute, sweeten to taste and you have a delicious drink."

&

FIRST CLASS WOOD LORE

TREE (OR SHRUB) IDENTIFICATION CONTEST GROUP CONTEST FOR BEGINNERS

Preparation

Organize groups of about four with a leader for each group. Provide each group with a tree guide. (Probably your State Conservation Department publishes a free or inexpensive pamphlet.) In addition, every Scout who is the owner of a Scout *Field Book* should bring it.

The Contest

Upon arrival at the tree or shrub to be identified each Scout gets one leaf. The groups assemble and everyone who has a book thumbs through it to find an illustration of his leaf and decide upon the name of the tree. Everyone states his opinion to his group leader, who announces the majority opinion of his group to the leader of the game.

Scoring

Players receive one point for correct genus (Oak, for example); 1 point for specie (kind of Oak); 1 point for use of the wood or any part of the tree. After the groups have totalled their scores the leader of the game may comment briefly upon the tree.

Tips

Occasionally halt the Troop and point out outstanding characteristics which distinguish trees at a distance. Note the straight black trunk of the tulip tree; the crown of a beautifully shaped Lombardy poplar; the drooping lower branches of the pin oak; the unusually heavy branches of elms; the graceful drooping branches of various birches and willows; the peculiarly spotted bark of the sycamore.

If time permits, point out a tree now and then and call upon Scouts to estimate its height. (See *Handbook for Boys*.)

If possible, follow up this contest with the following Tree Quiz:

CROSS FIRE LEAF QUIZZ

Designed to Follow Tree Identification Contest

Preparation

After all the players have secured one leaf from each tree or shrub which was observed in the preceding game, organize them into two teams, A and B, and line them up to face each other.

The Quiz

No. 1 man of Team A holds up a leaf and asks No. 1 man of Team B to name the tree and tell one of its uses. If he fails, he steps to the end of the A line, but before doing so he puts a question to No. 1 man of Team A. The other players in turn ask questions back and forth, repeating the performance of the first pair. The team with the most men on its side at the end of the game wins.

TREE IDENTIFICATION HIKE

Designed to Follow Tree Identification Contest

On the way home from a tree identification contest walk in single file and occasionally halt and ask the Scout at the head of the line to identify a tree and tell at least one thing about it. If he fails he goes to the end of the line, and the hike is continued.

Tips

Start the hike with the better men at the end of the line. If the hike is short, ask the Scout at the head of the line to go to the rear after he identifies two or three trees.

MATCHING LEAVES

A Game of Chance

The element of chance in this game is so appealing to Scouts that they sometimes play it on their own initiative, especially while resting on a hike or in camp.

The Matching

To start the game one of the players, preferably the one with the fewest leaves, holds up a leaf and names it. The leader declares it either right or wrong. If right, all players who have that leaf hold it up by the stem, and when the leader says, "Ready – Spin!" they all spin their leaves, then let them fall to the ground. All leaves which do not match (top or under side) the leaf of the original player must be handed over to him. All players who match him retain their leaves.

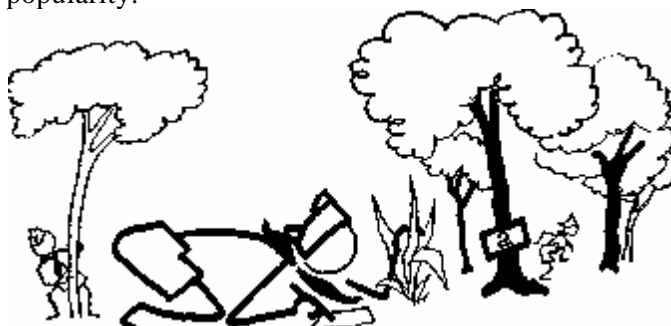
Tip

A leader familiar with trees can get in some teaching by following up chance remarks. For example, someone may hold up a leaf and say, "Here is some kind of maple." The leader promptly joins in, names the species and talks briefly about its distinguishing features.

TREE HUNT

Tree Identification

This hunt is popular with Scouts who are not too familiar with trees. The hunting and stalking explain its popularity.



Preparation

While Scouts are cooking or eating someone familiar with trees slips away from the crowd and attaches numbered cards (somewhat concealed) to ten or more trees nearby.

The Troop is assembled, pencils and cards are passed around and the boundaries of the section containing the marked trees are clearly defined. The Scouts then scatter and the hunt is on. Each player receives one point for finding a marked tree, one point for naming the genus, and an additional point for naming the species.

Tips

If only half of the players are familiar with trees, pair them off with the others, making this a two-man team game.

To avoid revealing the location of trees to their competitors, coach Scouts to observe trees from as great a distance as possible or crawl when near it.

This game will have greater teaching value if Scouts are taken through the woods to observe trees while checking their scores.

Night Game

If you can provide each pair of players with a flashlight and play this as a night game, you will find it extremely popular.

GUESS MY NAME

I am a Red Cedar

For instructions in the use of this Scout Way and those which follow see Guess My Name, Chapter 5.

8. I am a tree. My foliage stays green throughout the year.
7. My leaves are so small some Scouts do not know they are leaves.
6. My wood is handled more than any other wood.
5. I am a great help to the thrifty housewife when winter wraps are stored.
4. My wood has an aromatic odor.

3. My scientific name is Juniperus Virginiana.
2. I am used for bean poles, fence posts, and the like, for my wood is very durable in wet soil.
 1. A poet wrote this about me:
“When the humid showers hover over all the starry spheres;
And the melancholy darkness gently weeps in rainy tears;
‘Tis a joy to press the pillow of a cottage chamber bed,
And to listen to the patter of the soft rain overhead” –
On the shingles made of my wood. I am the Red Cedar.

I am a Sweet Gum

8. I am a tree. I am from thirty to seventy feet high.
7. My bark is deeply furrowed.
6. My leaves are alternate, simple and palmately cleft.
5. My twigs are often covered with corky ridges.
4. My leaves are star-shaped, usually five cleft.
3. My foliage turns a beautiful purplish red in autumn.
2. My scientific name is Liquidamber Styraciflum.
1. My fruit is a globular, long stalked, dry and rough catkin, hanging on the tree all winter. I am the Sweet Gum.

GAME OF TWENTY QUESTIONS

Quiet Game

Requires Two Leaders

The party game of Twenty Questions which is heard on radio broadcasts, may be applied to Boy Scout nature subjects, such as mammal, bird, reptile, fish, tree, shrubs, edible wild plant, etc. It requires two leaders, one of whom helps the Scouts select a subject, while the other, the questioner, is out of the room beyond hearing distance.

The group decides upon a nature subject which the questioner is to name after asking and receiving the answers to twenty questions. The leader in charge tells the Scouts all he can about the object selected, at the same time encouraging the boys to add further information. Then he calls in the questioner.

For teaching purposes the questioner should pretend to be thinking aloud, commenting upon a question before putting it to an individual.

Only the Scout to whom the question is assigned is allowed to answer. He responds by saying either, “Yes,” “No,” or “I don’t know.” If he says he does not know, or if his answer is wrong, that particular question does not count against the questioner, and the leader should immediately correct all errors or the questioner will be thrown off-track. Following is a description of the game applied to trees.

TWENTY TREE QUESTIONS

Quiet Indoor or Camp Fire Tree Game

Requires Two Leaders

Before trying this game read the preceding Game of Twenty Questions.

As he leaves the group the questioner might say, “While I am out of hearing select a tree. I’ll try to name it by asking no more than twenty questions. If I ask more than twenty, you win. Select a tree and discuss it with your leader, and when you’re ready, call me.”

The Discussion

Before the tree is selected the leader tells the Scouts to answer all questions by saying, “Yes, no, or I don’t know.”

The players will listen attentively and will take time to discuss the tree when they learn that every time they answer incorrectly or give an “I don’t know,” answer that question will not count against the questioner.

Questioner May Use Book

The Questioner asks questions somewhat as indicated in the key questions below, which cover many broad-leaved trees. The wise leader keeps the Scouts in suspense and tries to use all of his twenty questions to determine the tree.

Key Questions

1. *Is the tree exogenous?* Players invariably laugh at this question and answer, “I don’t know.” The Questioner might say, “Trees, such as palms, that grow end on end are endogenous, while the others are exogenous which is from the Latin, meaning outside growing. Such trees put on an outside layer every year, and that is why you can tell their age by counting their annual rings.”

2. *Is it common around here?* The Questioner might appear to be talking to himself and say, “I wonder whether it is very common around here. The common trees I think of are...” Here it would be better for him to hold back from mentioning *all* the common trees, leaving some for Scouts to name before he puts the definite question to one of the players.

3. *Is it an evergreen?* If the answer is “Yes,” arriving at the solution should be quite easy, but it requires questions different from those which follow.

4. *Will it be at least twenty-five to thirty feet tall when full grown?* Before putting this question mention some trees less than thirty feet tall.

5. *Does it bear fruit edible by man?* This classification includes cultivated fruit trees, nut trees, white oaks (sweet acorns), crab apple, wild cherry, wild plum, hackberry, haw, mulberry, papaw, service berry, sweet viburnum, shad bush, etc.

6. *Are its leaves simple?* Leader should show and describe samples of simple and compound leaves before putting the question.

7. *Are its leaves opposite growing on the branch?* Show samples and name the opposite simple-leaved trees, including maples, catalpa, flowering dogwood, viburnum, black haw, pomegranate. Common trees with compound opposite leaves include the ashes, box elder, buckeye, horse chestnut.

8. *Are its leaves entire with smooth edges?* Show lobed and entire leaves. Following are entire without serrate (saw tooth) edges: catalpa, dogwoods, viburnum, black gum, red bud, persimmon, laurel, pawpaw, tupelo, magnolia, sourwood, buckthorn, red bay, osage orange, live oak, laurel oak, willow-oak.

9. *Do the leaves have oblique (lopsided) bases?* Show leaves, including elms, basswood, hornbeam and some oaks.

10. *Does it bear flowers growing in drooping catkins?* Show and explain – alders, sapens, birches, black walnut, butternut, cottonwoods, hazelnut, hickories, hornbeams, oaks, poplars, willows.

11. *Can you buy lumber from the tree in the lumberyard?* Name some lumbers found in local yards and get Scout to name others.

12. Does the *wood produce good cooking coals?* *Apple, aspen, white ash, beech, yellow birch, cedar, elm, eucalyptus, hickory, ironwood, hard maple, mesquite,* and most oaks produce desirable cooking coals.

13. *Is its green wood good for cooking?* The following are satisfactory if cut fine: *cherry, chestnut, red elm,, locust, maple, sycamore, hickory, ash, beech.*

14. *Will its wood produce a, glowing ember for making fire by rubbing sticks?* *American elm, red elm, balsam fir, red cedar, cypress, basswood, sycamore, cottonwood, poplar, soft maple,* and *white pine* will produce an ember.

By this time the questioner will have a rather definite idea of what the tree is so that he can frame his remaining questions to clinch the answer on his twentieth question.

Tip

You will realize, of course, that this is a Scout Way for instructors, though you may hesitate to use it because you consider your knowledge of trees too limited. If so, get some one familiar with trees to read the description of the game and then try it.

GUESS MY NAME

I am a Witch-Hazel

8. I am a tall shrub. The fragrance of my blossom is elusive and faintly aromatic.
 7. The Indians used my bark for medicinal purposes.
 6. The white man makes valuable extract from my bark.
 5. Four long narrow petals form my corolla.
 4. My seeds are thrown several feet in the air when the nut flies open.
 3. My blossoms come later than others, even later than the fringed gentian or the fall aster.
 2. My forked branches are sometimes used as divining rods in searching for water.
 1. The doctor and druggist call me Hamamelis.
- I am the Witch-Hazel.

“SECOND LIFE” TREE SOCK BALL (Told by a Scoutmaster)

Correlation of Ball Game with Leaf Identification

Leaders should be very familiar with trees

Equipment – home made soft ball

This game may be played at camp and at indoor and outdoor Troop Meetings. During daylight saving-time play it for about an hour before Troop Meeting. It may be correlated with knot tying and first aid, but Scouts like it best applied to trees.

The Ball

You need a softer ball than you can buy, so make one by winding one layer of friction tape loosely around a wad of cotton batting to produce a very soft ball about 4” in diameter.

The rules of the game are similar to those of baseball with the following exceptions:

1. The ball is batted with the hand or fist.
2. A fly ball caught off a fence or wall is out.
3. Bunting and base stealing are not allowed.

4. In addition to the regular baseball methods for putting out the batter, he may be put out by being hit with the ball while running bases.

5. The first time a player is put out in any inning he is given a chance to save himself for a "second life" by some Scouting method previously agreed upon. For example, in a tree game the player who puts him out shows him a leaf which he must name correctly. A player is entitled to only one second life in any inning.



The Players

Players take positions as in baseball, except that there is a left shortstop and no catcher. The pitcher, acting as both pitcher and catcher, is stationed at home plate and stands outside of the diamond and in front of the batter. He tosses every pitch so that the batter can hit it.

The Playing Field

A large one is not necessary nor desirable. 60' x 60' is large enough outdoors; indoors use whatever space you have. Start with bases 40' x 45' apart. As players improve make it 50'.

The umpire will slow down this game if he does not know his subject or if he fails to rule quickly, whether upon leaves, knots, first aid, etc. When in doubt, he should not hesitate to say, "I don't know," declare the question void and permit the batter to bat over, or, if a base runner is involved, let him return to the base he left.

When we first played Tree Sock Ball in our Troop we had no one who knew trees well enough to umpire so the boys asked an expert tree man in the neighborhood whom they knew to be the umpire. Once we got a doctor to umpire our first aid game.

It is suggested that a Scout be required to tell at least one thing about the wood of a tree in addition to identifying its leaf, to conform to the tree requirement for a First Class Scout.

WILD EDIBLE PLANT-NAMING CONTEST

Introduction to Edible Plants

All information needed to lead contest included in description

This is designed as an introduction to the Wild Edible Plant Requirement. Before starting the game explain that the term "edible plant" includes all plants any part of which is edible, raw or cooked, including buds, fruits, leaves, seeds, bark, sap, roots or shoots. Explain further that rare disappearing plants, such as early flowering trillium, cucumber root and Jack-in-the-pulpit, are not to be included in the game.

The Contest

The game is to see which Patrol can identify the greatest number of edible plants. Instruct the Scribes to write no names unless at least one member of the Patrol has either seen the plant

or knows something definite about it; just knowing the name is not enough. Each Patrol presents its list to the Troop for consideration and discussion.

Tip

Scouts know more edible plants than they realize. To stimulate their thinking give them the categories below, which will appeal to their palates, and read two or three plants in each category.

1. *Desserts*. Sweet acorns, nuts, wild fruits, berries.
2. *Sweet Beverage Substitutes*. Barberries (Indian lemonade), sassafras, wintergreen, black birch (birch beer), wild strawberry, chokeberry, etc.
3. *Ingredients for Raw Salads*. Water-cress, chicory, strawberry, mulberry, salad berries, nanyberry, Juneberry, red and black chokeberry, violet leaves and blossoms, Jerusalem artichoke, prairie turnip, biscuit root, miner's lettuce, firewood, shepherd's purse and numerous nuts, berries, fruits, etc.
4. *Potato Substitutes*. Cattail, groundnut, arrow root, Indian wappatoo, Jerusalem artichoke, bog potato, nut grass, Solomon's seal, biscuit root, spatter-dock, etc.
5. *Spinach, Boiled Greens and Asparagus Substitutes*. Common milkweed, plantain, lamb's quarters, chickweed, pigweed, large-leaved aster, garden sorrel, chicory, marsh marigold (cowslip), skunk cabbage, curled dock and certain ferns.
6. *Coffee Substitutes*. Chicory, Job's tears, Kentucky coffee tree, parched corn, dried roots of dandelion, etc.
7. *Tea Substitutes*. Sassafras, New Jersey tea, Oswego tea, spice bush, catnip, black alder, black birch, Labrador tea, mountain tea leaves, spearmint, peppermint, wild bergamot, etc.

Tips

Be cautious in recommending the taste of wild drinks or foods. Your Scouts may have no liking for what tasted good to their grandfathers.

Do not tell Scouts to eat wild foods (raw or cooked) unless you are absolutely sure about it.

Avoid Danger

Do not teach Scouts to cook dangerous foods. For example, even though the young shoots and leaves of pokeweeds are a substitute for asparagus, do not recommend them, because the root of pokeweeds are poisonous.

GUESS MY NAME

I am a Milkweed

8. I am a flower. I am a perennial, upright herb, three to five feet tall. I bloom from June to September.
7. I prefer to grow along roadsides, fields and waste places where the sun shines.
6. My oblong opposite leaves have short stems and are minutely downy beneath.
5. My young shoots, until six or seven inches high, are good to eat.
4. Each of my seeds has its own bit of down by which it is carried by the wind.
3. My flowers grow in clusters, thick and fragrant.
2. My flowers, pink in color, are so formed that insects visiting me carry away with them a saddlebag full of pollen.

1. If my stem is broken a sticky, milky juice exudes which contains about 8 per cent of rubber.

I am the Common Milkweed.

PATROL FLASH NATURE REVIEW

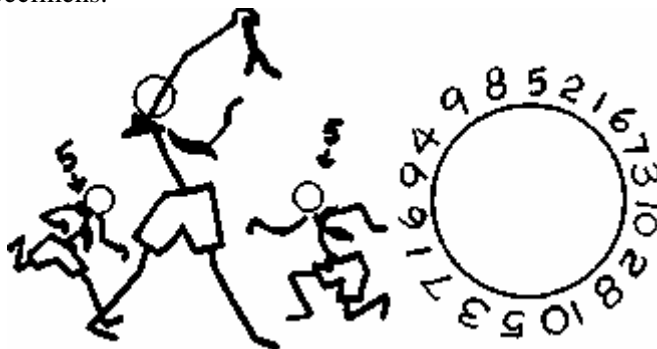
General Nature Review

Leader Provides Labeled Specimens

The principle of this Scout Way may be applied to other Scout Requirements. It is described here for use as a nature review.

Preparation

Form the Troop by Patrols in a large circle. Each Patrol Leader assigns numbers (from 1 to 10) to his members. The game leader takes his place in the center of the circle with a bag containing nature specimens.



The Game

The leader pulls from his bag a specimen, holds it over his head and keeps turning so that all can see it, and then asks a question about it and suddenly calls a number. The first Scout with that number who runs and touches the leader and names the specimen or answers the question scores one point for his Patrol.

Tips

Make this game more than merely identification. For example, hold up a piece of wood, and having in mind fire by rubbing sticks, say, "Name it and tell what you can make with its wood.

Write the numbers in jumbled order on your bag and call them in that order, so that every player's number will be called at least once.

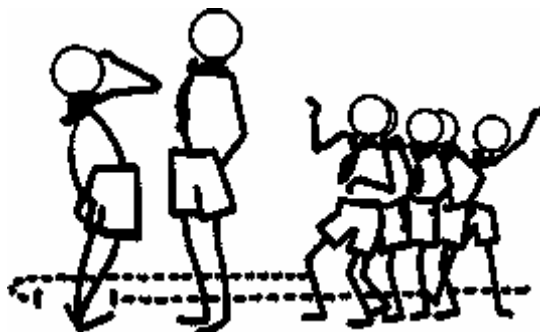
Prepare cards bearing names and questions to attach to specimens. Interrupt the game occasionally to tell interesting facts noted on the cards.

NATURE GO DOWN REVIEW

Scout Way of Reviewing

"Go Downs," also called Spell Downs, may be applied to many subjects. Conducted as a "Nature Go Down," a specimen is shown or a question asked the Scout at the head of the line. If he answers correctly he keeps his position and a second specimen is shown to the second

Scout, and so on until someone fails. The leader then says, "Go down," and the Scout goes to the end *of* the line and the question to the next Scout until it is answered correctly. In this manner the questioning is carried down the entire line, then back again to the head for another round.



Tip

Under all circumstances Go Downs should follow instruction periods. They are popular while resting on a hike, where they help clinch nature observations just concluded.

PATROL WOODSY GOOD TURN CONTEST

A Summer Camp Good Turn Scouts Provide Equipment as Needed

A famous Scouter of long standing, Dr. William G. Vinal, has suggested this practical Good Turn Competition.

The Contest

Give Patrols fifteen minutes to meet and decide what Good Turns they will do and to get whatever equipment they will need. Next assemble the Troop for final instruction and start the contest. At the end of time – a half hour or more – the contest is concluded. The judges tour the camp with the Patrol Leaders or Patrol representatives and score one point for every Good Turn and additional points for the better ones.

Woodsy Good Turns

Labeling miscellaneous nature specimens, such as trees, shrubs, edible plants, poisonous plants; isolating or cleaning up fire hazards; marking and concealing rare and rapidly disappearing plants; setting out food for birds; gathering nature specimens to start a camp museum, etc.

Tips

Have Patrol reports on the contest at the evening camp fire.

If the camp site and swimming area needs cleaning, include that as a project.

MATURE PROJECTS

Nature offers many opportunities for individual Patrol and Troop projects. Be careful, however, to present a project so that Scouts are in no way misled. To illustrate, making and erecting bird houses and feeding stations, gathering and labeling nature collections, developing camp museums, laying nature trails or labeling trees, should each be presented as a job, not as recreation only.

A Summer Camp Project

This project was conducted in a newly organized Troop at its first summer camp by four Scouts and a Scoutmaster, none of whom knew a great deal about trees at the outset.

The Scoutmaster was interested in the project method of Scouting. He knew Scouts should do their own thinking, planning, executing and judging, and all with the least possible guidance by the Scoutmaster.

During the first week tree games were played, especially "Second Life" Tree Sock Ball. The games roused interest and started the Scouts asking why trees were not included as a requirement for the camp emblem. The question came up at an evening camp fire, and it was decided that a committee of one Scout from each tent, with the Scoutmaster as advisor, should draw up a list of twenty-five trees.

The next morning the Scoutmaster started the committee meeting by saying he thought twenty-five trees were too many, since nearly all of the boys were Tenderfoot Scouts. He said he would be satisfied if every Scout knew ten trees. The committee disagreed with him. They thought every boy in camp already knew ten trees. The Scoutmaster excused himself and told the Scouts to consider it and present their ideas with plan of action at the evening camp fire.

When evening came the committee did a superb job of selling the Troop the idea that twenty trees should be required for the camp emblem. It was also agreed that each of the four tents should find and label five trees with cards indicating names, uses and identification characteristics. The Troop members were to go out and find the trees, study the labels and report to a member of the committee.

It would be splendid to be able to report that at the conclusion of the project all the Scouts knew twenty trees, but the true report is that nearly all the Scouts were reasonably sure of ten trees, and more than half of the Troop satisfied a member of the committee that they knew twenty trees.

Incidentally, the Scout Executive reported that other Troops studied the labeled trees throughout the summer, and the next summer trees were included in the Council's requirement for the camp emblem.

Tips

Wouldn't it be fine if Troops throughout the country labeled trees on city greens, in parks or even on much traveled streets, provided permission has been secured from authorities?

Have a local tree expert check each species before the Scouts label trees. Then, rather than nailing, have them tie the labels to trees.

For numerous other nature projects, see the last page of most of the chapters in *Book of Nature Hobbies*.

NATURE TREASURE HUNT

For one month wildlife-woodlore theme

Advance preparation necessary

Advance Junior Leader training necessary

Equipment: nature collections; plaster of paris

First Week

Troop Meeting: Exhibit of animal signs collected by Junior leaders on training hike – casts of tracks, old nests; bits of fur and feathers; owl pellets; shells; antlers; chewed nuts, seeds or acorns; snake skins; shells; photos or sketches of dens; burrows or runs; woodpecker holes in bark; explanation of what signs are; where and how to find them; how to collect them, etc. Announce treasure hunt as feature of Patrol activities for month.

Patrol Meetings: Hikes around town to collect animal signs for treasure hunt. Take collections to Troop meeting. Score as follows: One point for each sign. Two points for each sign identified correctly. Three points for each sign different from any other collected by other Patrols. Five points for each sign different from all others, and identified correctly. Mount all “signs” on boards or composition board, and use to start a Troop nature museum.

Second Week

Troop Meeting: Exhibit as many as possible leaves, twigs and wood specimens of trees and shrubs from neighborhood, collected by Junior leaders on training hike, and explained at meetings by SPL or invited expert.

Patrol Meetings: Collect leaves, twigs of as many trees and shrubs as possible. Label correctly and take to next Troop meeting for scoring in treasure hunt. Score same as for animal signs. Then mount specimens and keep for next week’s activity.

Third Week

Troop Meeting: Use tree and shrub specimens collected last week to make up exhibit of uses of those plants. Spread specimens on table or floor and surround them with products made from them, or pictures or sketches. In some cases write their uses on card, and place by specimens. For example, Cedar, uses: tinder, shingles, food and shelter for wildlife, pencils. Multiflora rose, uses: hedge, windbreak, soil control, shelter for wildlife. Explanation by SPL or expert.

Patrol Meetings: Patrols make up exhibit of uses of trees and shrubs for Troop meeting. Score same as for animal signs.

Fourth Week

Troop Meeting: Exhibit of edible plants – greens, roots, shoots, bark and fruits, found in neighborhood. Group according to how cooked. See *Handbook for Boys*, pages 179, 188, 189, 201, 221, 329-330. Explanation by SPL or expert.

Patrol Meetings: Collect edible plants and make exhibit for treasure hunt, judging and scoring at Troop meeting. Scoring same as for animal signs. At next Troop meeting tally up score, and announce winner. Keep all exhibits for Troop nature museum.

9. FIRST AID

If you cannot take a first aid course or cannot get a trained leader to help you, do not let that stop you from starting the Troop first aid program suggested in this chapter. Actually you will not need help if you will confine your instructions to *Handbook for Boys* and the numerous illustrations in the *Scout Field Book*.

First Class Scouts Will Help

It is easy to teach first aid and related subjects in new Troops. In Troops having Scouts of all ranks it is suggested that the Tenderfoot and Second Class Scouts be separated. In most Troops, Scouts practice Merit Badges work in groups largely by themselves, either in or out of regular Troop meetings. Call upon those advanced Scouts for help. The holders of the First Aid Merit Badge should be more than willing to help.

Secure Red Cross Aid

Check with your local Red Cross leaders. They have, or can help you secure, excellent moving pictures and charts for instruction purposes.

Two-Month Programs

No subject is more worthy of a two-month program than first aid. Two programs are suggested, one for new Troops, another for Troops having Scouts of all ranks.

A Good Motto: B-B-P-S

Four essentials need to be made very real to the Scouts tackling their Second and First Class first aid requirements.

For serious injuries or in case of doubt, always send for a doctor and give him advance information so that he will come prepared.

While waiting for help, in fact as you approach any first aid emergency, remember the motto or slogan. "Better Be Prepared Scout" or B.B.P.S. This slogan gives you the clue to those things that need quick action.

B, you stop bleeding.

Second B, you check breathing.

P, if it is a possibility in this situation, you treat for poison.

S, you treat for shock.

Scouts will like the help they get from the slogan to help them remember the four essentials.

Of course it is a matter of seconds with all of them. The patient may need *immediate* help in one or more of these fields. The first aider needs to check up on all four first! Remember B.B.P.S.

Use Subject Matter in Handbook for Boys

Let the men who help conduct Boards of Review know that you are confining your intensive instruction to the first eight pages of the First Aid Chapter in *Handbook for Boys* for Second Class, and to the entire chapter for First Class.

First Month for New Troops

Throughout the month review and practice the instruction given at the first meeting related to artificial respiration, shock, fainting and arterial bleeding, and add Second Class subjects

which may be grouped as follows: (1) common cuts and scratches; (2) bites of insects, chiggers and ticks; (3) burns and scalds; (4) blister on heel; (5) skin poisoning from poisonous plants; (6) objects in the eye; (7) sprained ankle. If you have no Second or First Class Scouts, you can assign those seven subjects to your more studious Tenderfoot Scouts, with the understanding that they will read and learn all they can about their assignments and present their subjects to the entire Troop. Also let them know that they will be called upon to demonstrate treatments on both themselves and others. Suggest that they practice on buddies and on themselves whenever possible before they demonstrate to the Troop. You will, of course, supplement the instruction of the Scouts when and if necessary.

Post Subjects and Dates

Assign the subjects mentioned above to different Scouts at the close of the first meeting and post their names and subjects and dates on the Troop bulletin board. Ask all who have assignments to attend the TLC following the Troop Meeting. Let the Scouts know that you will stick to the schedule, and that you will give them help if they ask for it.

First Month for Old Troops

Troops having Scouts of all ranks may use a plan very similar to the one for new Troops. The chief difference is that the Scouts meet in two groups, Tenderfoot and Second Class. First Class subjects follow: (1) Pain in abdomen; (2) internal poisoning; (3) sunstroke and heat exhaustion; (4) frost bite; (5) fractures; (6) transportation of injured. These may be covered in a month and assigned just as suggested for Second Class work.

Second Month Program

Every Troop should make its own program for the second month with emphasis on the review of first aid and such items as: (1) The five required First Class first aid problems; (2) assembling Troop, Patrol and home first aid kits; (3) dramatizations of first aid stories and problems; (4) discussion of physical fitness and practice; (5) Troop Meeting place inspection, using Form 6140, which may be secured from Local Council; (6) Troop fire drills, etc.

Personal First Aid

From the outset throughout your two-month program stress the idea of a Scout treating himself. Point out that when a boy injures himself he is always there at the scene of the accident, but a first aider may not be there. Call attention to the fact that any Scout who knows how to care for himself is prepared to help others. Suggest to your Scouts that during the two-month first aid training period they practice the following on themselves:

1. What to do if you feel faint.
2. Stop arterial bleeding of your arm and leg.
3. Apply dressings and bandages for scratches and cuts on parts of your body which you can reach.
4. Care for burns, scalds, objects in eye.
5. Improvise a sling for a fractured arm.
6. Provide support for sprains and strains.

Practicing at Home

To implement your words tell the Scouts what they might do at home to have some fun. For example, say something like this:

“You will read in your *Handbook for Boys* that when you feel faint you should bend over with your head between your legs and hold your arms tightly over your abdomen. Before you begin, stop to *imagine* you feel faint, then go ahead and do it. Do it when your mother or dad is looking. ‘What *are* you doing?’ they’ll ask, and you’ll tell them. Then ask them what they

would do for you if you fainted. Maybe they'll hem and haw a little and that will be the time for you to read what the Handbook says they should do. Perhaps then they will think you're pretty good."

Making It Look Real

If you plan to make your first aid program the best possible, make your own "Make It Look Real" kit. If you cannot get a kit you certainly can get face powder, rouge, mercurochrome, purplish dye and makeup material from your local drug store.

Start First Aid Program With a Dramatization

If you have never tried dressing up a make-believe accident to look real, do so. You will set fire to the initial interest of your Scouts. Your first aid program will go over with a bang and your Troop will not soon forget it. Talk it over at a PLC after your leaders have read the following description of a robbery. Then help them plan an episode of their own to fit local conditions.

The Dramatization

A strange boy (previously coached) enters the Troop Meeting Room and rushes around, calling loudly, "Where's the Scoutmaster?" The Scoutmaster scolds the boy for his thoughtless intrusion and continues the meeting. The boy interrupts again, thrusts a note into the Scoutmaster's hand and exclaims, "Read that, it's terrible! One man's dead already!" The Scoutmaster reads to himself for a moment then rushes to the door to overtake the boy who is just leaving the room. The Scoutmaster then reads aloud, "Quick, bring Scouts and first aid equipment to back road off West street. Paymaster's car robbed, one man killed, three injured!"

The Scoutmaster details one Patrol or several Scouts to remain behind and gather first aid equipment, and the Troop follows the boy on the double.

Upon arriving at the automobile, there beside it, lies a supposedly dead man, his pockets inside out, (a made-up Troop Committeeman). The wounded driver (made-up) is slumped over the steering wheel. He tells the Troop in gasping whispers, to find the wounded paymaster who wandered into the woods with the wounded guard who accompanied him in pursuit of the robbers.

By this time the Scouts will recognize the Committeemen and discover that this is a ruse. The excitement should not be permitted to die down, so the Scoutmaster gives each Patrol an assignment, such as: (1) Track the wounded paymaster and guard; (2) treat the man at the steering wheel; (3) decide what to do about the dead man; (4) decide how and to whom the robbery should be reported.

With this dramatic introduction to first aid announce your two-month program and the date of the First Aid Demonstration for parents and friends. Challenge each Patrol to work out a dramatization in which they make up one or more victims and treat them in front of the visitors. Also suggest that each Patrol may have as many members as qualify to demonstrate personal first aid.

Forget Races

Although recreational quizzes have a place in first aid, races are out, first aid being the one subject in the Boy Scout Program which does not lend itself to games and races as a method of teaching and practicing activities. Instead of selecting winners let each Patrol select its "outstanding" individual, team or trio. Bring these "supers," as the boys call them, out in front of the Troop and let them demonstrate on a non-competitive basis.

"What is the objection to selecting champions and running races?" you may ask. A fair question! The answer is that they tend to excite participants who try to speed up action and to

conceal their errors and inefficiencies, thus thrusting upon Scouts the hurry! hurry! idea. To a normal boy winning a game says hurry up, get the job done as quickly as possible – what you don't see won't hurt you. But in first aid a patient still conscious would say, "Take your time, son, do it the best way possible. It may take a little longer, I know, but remember, boy, a mistake by you could be disastrous to me."

Accident Stories

The Scout way of reviewing first aid by stirring the imagination of the Scouts is guaranteed to stimulate their thinking and arouse their interest. To accomplish this, the accident described must be the kind of accident liable to happen to them and not one too far removed from some of their personal experience, and the story-teller, of course must tell the story reasonably well.

Personalize the Story

Shall the story-teller tell the story of the accident in the first person? He certainly should. How else can he make it sound like a personal experience that he really saw happen? Finally, to make this first-hand information so convincing that his listeners will apply it to themselves, the story-teller should center it around Boy Scouts. A sample story follows:

"I'm going to tell you about an accident that happened to a Scout – suppose I call him Bill? Bill was on his way to an overnight camp with the Beaver Patrol and I happened to be along. I'm not going to tell all of the story. I'm going to leave Bill in a very tight spot and stop there. Then the Patrols will meet and you will all have an opportunity to tell what you think should have been done to get Bill out of this spot.

"At the corner of ... and . . . Streets we all got off the bus. The bus was just starting up again when suddenly – no warning – Bill dashes across in front of it. He had plenty of time to get across, but I guess the Pack on his back was heavy and when he saw the bus coming directly upon him from the other direction he lost his nerve and stopped. Both drivers saw him and jammed on their brakes. We all gasped when we heard the brakes of the big bus screech and saw it skid. Then some of the passengers and some of the Scouts screamed and the next thing we were all in a panic, staring at our Bill in an upright position jammed between those two buses. Fortunately, the pack on his back formed a cushion, and believe me, he needed one. To make it worse I could see passengers on both buses rush to the side toward poor Bill to get a better view of him.

"When we asked him how he was he could just about whisper, 'I don't know, get me out of here.' A minute or so later when one of the boys called his name he didn't answer.

"Naturally you're all wondering what we did for him but I'm not going to tell you now. Instead Patrols will meet and tell us what we should have done, first, second, third, etc., and also how we should have gotten him out, because the drivers would not move their buses for fear of killing him. Remember we were way out in the country and had only our camping equipment, including the Patrol first aid kit."

Before sending the Patrols to their corners tell the Patrol Leaders to give every member in turn a chance to tell one thing to do – and only one thing – the first time around. Then discuss the entire case and let the Scribe write the report at home and read it at the next Troop Meeting. If you do that, the Scouts will think and talk about the accident for a week and the Patrol Leader may study his *Handbook* with the idea of helping his Patrol present a better report.

Tips

Here are some of the things the Scouts may not include in their reports: One of the first things the Scoutmaster might have done was to ask the bus drivers to tell the people to remain in the buses on the side opposite Bill to take the weight off of him.

To get as many jacks as needed from the numerous cars gathered at the scene of the accident to jack the bodies of the buses apart (from above and below) just enough to free Bill. Then have a Scout climb down from the top of one of the buses and put a bowline under Bill's armpits, give him a boost and haul him to the roof. Let him remain there and treat him for shock. When the ambulance arrives slide him from the roof of the bus into the ambulance, using two stretchers, if necessary.

Additional Story Subjects

While on a Patrol hike in a distant unfamiliar territory a Scout is attacked by a swarm of bees. Frantically he rushes to the edge of a nearby quarry. Thinking it is deep, he jumps into a pool of shallow water and is injured (possibly a fracture). All sides of the quarry are nearly perpendicular. The Scouts have a Patrol first aid kit but only one piece of rope not quite long enough to reach the bottom of the quarry. What shall they do?

Scouts are serving as ushers at a big college football game. A grandstand collapses and while one of the Scouts is attempting to rescue a woman, another Scout pulls out a key plank and the grandstand falls upon their buddy. What to do?

While on a hike Scouts seek shelter during a blizzard in a deserted cabin. As they enter it they find a tramp without an overcoat, lying unconscious in front of the fireplace. The fire is out, the temperature below freezing. What shall they do?

MEETING ROOM HEALTH AND SAFETY CONTEST

A Health and Safety Check-up

Requires Form 6140

Preparation in PLC

Carry-Over into Homes

Fire Drill Follow-up

This might be used annually as a means of creating a situation 'which will make both men and boys think and act to improve their Troop meeting place. Furthermore, with parent cooperation it will carry over into homes. A supply of "Troop Meeting Place Inspection Form" – 6140 will be needed for the contest. If you cannot get them from your Local Council Office, apply to the Health and Safety Service to the National Council. Discuss the contest at a PLC and let each PL take form 6140 home to study,

Preparation of Meeting Room

Before the Scouts arrive at meeting place set up very obvious hazards, such as, close all windows, place litter and obstructions on stairways, extinguish some lights, lock exits, place common drinking cup on sink, place oily rags in out-of-the-way places, remove screen from fireplace, put loose rug at door, put board with nail sticking up in corner behind door, put notice on bulletin board announcing, "Fire drills will be discontinued," hide the Troop First Aid Kit, etc.

The Contest

The contest is to see which Patrol can detect the most of these things and suggest the most ways to improve the meeting room, such as, place metal sheets behind and under stove, mark exits, provide drinking fountain or cups, provide facilities for washing and drying hands, toilet facilities, proper lighting facilities, secure fire-fighting apparatus, etc.

Individual Observation

Explain the contest and then let the Scouts go where they please and make their observations without saying a single word. When an assembly signal is given all Scouts meet in their Patrol Corners where they report their observations to the Patrol Scribe, who records them. The Patrol having the most correct observations of errors and suggestions for improvements is pronounced the winner.

Tips

Remember to suggest to Scouts that they conduct a private inspection of their own homes, report their findings to their parents and offer to help make improvements.

If you know a member of the Local Council Health and Safety Committee, he may appreciate an invitation to visit your Troop and act as a judge of this contest.

If you have not been conducting fire drills, rest assured that the Patrols will suggest it and be ready to participate wholeheartedly after the contest. Why not ask Scouts who are interested in Firemanship merit badge to get together and devise and present details of a Troop Fire Drill?

Practice in Transporting the Injured

Since races are not recommended the Scoutmaster asks, "What shall I do to make this subject interesting, so that my Scouts will practice the transportation of the injured?"

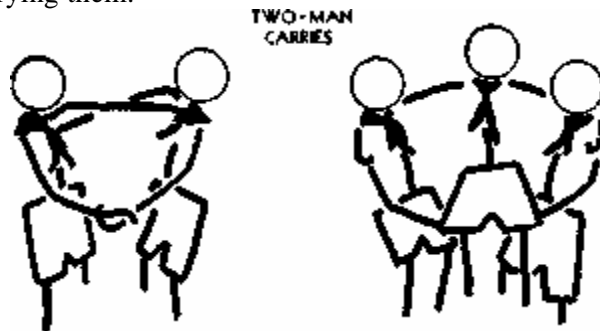
First, teach your Patrol Leaders various methods of transportation in a PLC, with the understanding that they will instruct their Patrol members at the next Troop meeting. Every member of each Patrol is given a place on at least one team. These teams, one from each Patrol, demonstrate various methods of carrying injured patients in front of the Troop. After the demonstration any Scout who thinks he observed an error calls attention to it.

Chair Carry No. 1

This carry probably is used more frequently by Scouts than any other to transport fellow-Scouts who are afflicted with injured ankles or blistered feet.

Chair Carry No. 2

This carry is used to transport more seriously injured persons too weak to throw their arms around the Scouts carrying them.



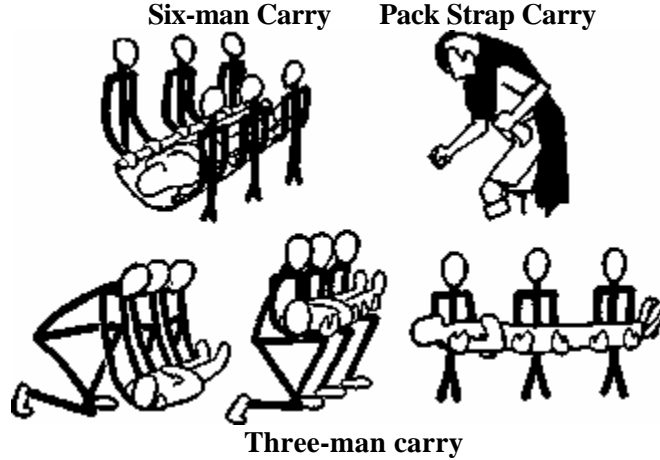
Additional Carries

For other carries see Pack Strap Carry, Three-Man Carry and Six-Man Stretcher Carry illustrated on opposite page.

Bandaging Practice

Apply the same ideas and principles described for transporting the injured when teaching bandaging. In the treatment of either severe or minor cuts the object of the bandage is to hold

a dressing in place, so make sure Scouts understand this and that they use compresses. Similarly, use improved splints when bandaging imaginary fractures.



RELATE FIRST AID TRAINING TO NATURAL SITUATIONS

First aid doesn't need to be dealt with as a subject distinct from other activities. Burns occur where there is fire. First aid for burns can be taught in connection with fire building or cooking. Cuts usually happen when sharp-edged tools are being used; blisters, sprains and strains on hikes; puncture wounds on outdoor activities. You and your leaders will find many ways of relating first aid training to other experiences, and in this way make it practical and interesting.

Do It In the Dark

With instruction and patient practice, almost anyone can apply first aid under bright lights. But how about doing it in the dark? How about applying a sterile dressing to a head wound and binding it in place by moonlight, or with no light at all?

Practice in darkness (or blindfolded) will develop skill. Every problem should be chosen with care and practiced first in good light; then slowly in the pale light of a not-to-strong flashlight; and then in blindfolded darkness.

This kind of practice is important not only because it develops the ability to do first aid in the dark, it also builds confidence and gives extra skill for working under any conditions—with or without light.

Use Experience Problems

First aid training can be academic and dull or realistic, practical and interesting. Realistic experience problems are an interesting way to teach first aid as well as to test knowledge and skill.

Along with personal first aid, relating first aid training to activities in which injuries may occur and practicing in the dark, "real" problems make first aid an experience that is not likely to be forgotten.

A Scout learns to swim by getting his feet wet, not by standing on the shore and going through the motions of swimming. He becomes skillful with an axe by using it to cut wood. He learns how to use rope in a practical way, by handling something larger and longer than three feet of clothesline. Why, therefore, shouldn't he learn first aid by practicing it on "patients" whose wounds or symptoms appear real?

Setting Up The Problem

1. Select problems that are natural.

For example, burns occur only where there is heat; cuts in places where sharp-edged tools are being used; falls where there are places from which to fall.

2. Make the situation look real.

It's easy, practical and inexpensive to make first aid training realistic and it has great dramatic appeal. If we use a little imagination and some simple equipment, it is no longer necessary for us to say such things as, "This patient has a burn on his right hand. Care for it," when so far as the first-aider can see there is nothing wrong with that hand. Instead, we can make up a burn that looks real.

In these problems a live patient is "made-up" and placed in position; example, man is lying at the foot of a broken ladder with leg twisted in a distorted position, he is pale (white powder and grease paint on face) and has a bump (wax) on his head.

Making it look real applies to the circumstances surrounding the problem as well as the injury itself. When a first-aider approaches a problem, he should be able to determine what is wrong, not only from what he is told but also from what he sees.

Get props that will make the injury look real.

Care should be taken to instruct the subject so that his behavior will show other symptoms related to his injury or illness. He feels faint, breathes deeply, gasps for breath, etc., depending upon what is supposed to be wrong.

Following Through To Completion

Applying "make-up" to create a realistic wound is no good unless that wound is cared for. If help is needed, it should be secured. If circumstances require transportation, it should be provided, etc.

Using Contests

Contests add interest to training in first aid and create a desire to do a good job. Here are some tips:

1. Use realistic problems.
2. Include only one major injury in each problem.
3. Assign a judge to each problem and have him judge all teams that deal with that problem.
4. Instruct judges beforehand.

They should know all the details of the problem and what first aid treatment is expected.

5. Use a simple scoring plan.

Team should be judged on the way they handled the whole problem including doing first things first and following all the way through.

SPEED SHOULD NOT BE AN ELEMENT. Careful handling is often forgotten when there is a time limit on a problem.

6. Have a discussion.

After all problems have been completed, ask the judges to describe what was done . . . good and bad. Stimulate group discussion.

Make It Look Real

Simple methods of using make-up have been used with great success in training both Scouts and Scouters and have been received enthusiastically. They can be used in Patrol first aid training and will put new life into first aid events,

Cuts

Materials:

- 1 red candle or 1 can of mortician's wax

1 jar of inexpensive cold cream colored with Cadmium red artist's oil paint
(This mixture is used to represent thick or clotted blood)

1 small spatula

Build up a layer of red candle wax by allowing it to drip where the cut is to be. While the wax is still fluid, tip the injured part to allow the wax to run and thus appear to be clotted blood. Dip a spatula in the red cold cream mixture, then draw the narrow edge through the wax, thus making a cut. Smear some of the red cold cream mixture over the sides of the cut and on the wax that has run away from the wound. Small cuts can be represented simply by making a smear with the spatula dipped in the red cold cream mixture.

Burns

Materials:

1 red lipstick or a red grease paint "liner"

1 white candle

1 black marking crayon

1 tube of liquid adhesive or rubber cement

Blend red grease paint evenly over the area that has been theoretically burned. On this area drip white candle wax, holding the candle not more than two inches above the flesh. These drippings will form what appears to be a blister. Darken another part of the area with black marking crayon, over this place a layer of liquid adhesive. When that is dry, loosen it with a blunt spatula in such a way that it appears to be burned flesh and broken blisters. In this way the three degrees of burns can be shown – (1) Redness, (2) Blisters, and (3) Destroyed tissue.

Suffocation

Materials:

3 grease paint "liners" – pale flesh-colored, blue, gray

While your suffocation subject cannot stop breathing for any length of time, appearance of asphyxiation can be given by applying pale flesh-colored grease paint to face, neck and hands, and then working in enough blue and gray to give the skin a dark, congested look.

If the person made up in this way is placed in a room in which there is an odor of gas (use a few lumps of carbide dampened with water to give gas odor) for example, his condition should be recognized without difficulty. If it is supposedly a drowning case, dress the "subject" in old wet clothes.

Fractures

Simple fractures may be made by deforming an arm or leg with mortician's wax. Apply cold cream to the hands before holding the wax. This will enable you to affix it without having it stick to your hands.

Compound fractures are formed by molding mortician's wax around one or more broken, bleached chicken bones. Smear some of the red cold cream mixture on the bones where they protrude from the wax.

Materials:

One can of soft mortician's wax; plain cold cream; red cold cream mixture; assorted chicken bones bleached by boiling in a solution of one tablespoon of washing soda to one-half pint of water for 30 minutes and then dried in an oven.

These are a few of the simple make-up projects which can be developed; others are blisters, scrapes, nosebleed, fainting, and shock. By adding a few more items of simple equipment, arterial bleeding and a wide variety of other problems can be simulated.

Arterial Bleeding

Materials:

1 "push-top" bottle that will throw a fine stream of liquid. Attach it to six feet of small flexible plastic or gum rubber tubing. Any empty "push-top" bottle of the type used to dispense hand lotion, window cleaners, etc., is easy to get and inexpensive.

1 roll of one-half inch adhesive tape
1 flesh-colored grease paint “liner”
1 bottle of red liquid to represent blood. Any coloring agent that will make water blood-red is good. Dark red sign-paint (water color) diluted in water and red food coloring in water thickened with cocoa are both good.

Place one end of small tubing at a point on top of an artery, and fasten it with adhesive tape. Color the tape with flesh-colored grease paint. Plug the end of the tubing with a stick dipped in cold cream. Build up a “wound” at the opening of the tubing, as described in *Cuts*.

Fill the “push-top” bottle with blood-red liquid; attach the other end of the tubing to it; remove the stick that has been used as a plug; alternately press and release the plunger . . . result – spurting arterial bleeding.

The “County Fair”

Under this plan of instruction and practice, demonstrations or activities are carried on simultaneously at a number of different stations, and Patrols move from one place to another.

As a training device, the County Fair method gives an opportunity for instruction and practice in small groups.

Stations are set up, one for each of several subjects, Patrols move from one station to another on a time schedule. At each station they listen to a brief explanation, see a demonstration and practice what they’ve heard and seen.

This method requires enough trained men or boys to man all stations. It provides an opportunity for individual instruction and is different and new.

A Typical Personal First Aid “County Fair”

Station 1 – FAINTING

An instructor is made up to simulate symptoms. He goes through phases of treating himself under varying conditions. Then Scouts practice what was demonstrated.

Station 2 – WOUNDS

A wound on the finger is made with lipstick. “Make-it-look-real” methods are used to simulate bleeding in the arm. Dressings are actually sterilized and applied. Improvised bandages are used—handkerchief for finger, compresses and binder for arm wound – in demonstration and practice.

Station 3 – FRACTURES

Fractures are shown by using wax for swelling and distortion. Splints and sling are applied after instruction.

Station 4 – BURNS

The hand shows symptoms of first, second, and third degree burns. Hand is treated and bandaged. All do treatment and bandaging on themselves.

Station 5 – SPRAINS

The ankle and wrist bandages are applied by an instructor on himself. All Scouts then apply bandages on themselves.

Station 6 – BLISTERS AND NOSEBLEED

A blister on the heel is made by dripping wax from a candle. Nosebleed is made by making red streaks under the nose with red grease paint. Treatment of both are demonstrated and practiced.

Testing Effectiveness of Training

The “County Fair” method can be used to test what has been learned. Stations are set up with equipment and judges at each one. Each Patrol is responsible for setting up and supervising one station, but provision is made so that those on duty are relieved and can take part in all events.

One or more problems are staged and scored at each station. Here is a suggested list of problems:

Personal First Aid Problems

1. You feel faint.
2. You have cut your right arm three inches above the wrist. Blood spurting out. (Lipstick is put on the arm to indicate where cut is.)
3. You have been struck on the head. Blood is running from a wound on the top right side.
4. You have burned your right hand on the back (3rd degree).
5. You tripped, fell and sprained your right ankle.
6. Your nose is bleeding badly (Lipstick below nose).
7. You have a large blister on your left heel from hiking (Wax from candle on heel).
8. You have just broken your right arm three inches below the elbow.
9. You just cut the tip of your second finger, right hand with a knife. (Lipstick indicates where cut is.)

10. SIGNALING METHODS

“Why should 11, 12 and 13 year old Boy Scouts learn Signaling?” The Scoutmaster’s answer is: To “Get messages through in emergencies.” Is the signaling training a Scout receives to be regarded as military preparation? No. The Scouting Requirement permits errors – five per hundred letters. It does not mention speed. It does not include codes with jumbled letters instead of words, for in emergencies messages need not be secret.

Make Signaling Interesting

A Scout’s enjoyment of signaling depends almost entirely upon how it is taught. Since few younger Scouts give thought to future values of signaling, they are liable to forget it faster than they learn it, unless the Scoutmaster provides interesting ways for practicing.

Select One Method and Follow It

Handbook for Boys suggests that for the Troop as a whole you use one of three methods of sending: (1) Instruments, sounding di dah; (2) Lights or whistles (flashed or blown long and short); (3) Flags, swung left and right.

Teach Receiving First

Although Scouts enjoy sending more than receiving experts agree that the best way to learn signaling is to practice receiving until you are familiar with the entire code. Following this advice, plan to concentrate on signaling – indoors and out – for one month every year. During that period let Scouts who know the code send to the beginners, regardless of age and rank.

Absolutely Avoid Dots and Dashes

Experts caution us to absolutely avoid the use or even mention of dots, and dashes in learning the code.

Use Patrols or Teams of Buddies

New Patrols with very few First Class Scouts should use the Patrol as the unit for teaching signaling. However, established Troops may find it desirable, for the signaling month, to organize four-to-eight-man teams, with a nearly equal distribution of Scouts of all three ranks. Each team or Patrol will need one leader who knows the code, and this leader throughout this chapter is designated the “Sender.” In either teams or Patrols, during this month, let Scouts pair themselves off as buddies to work together both in and out of Troop Meetings.

Establishment of a Month Signaling Plan

The plan set forth in this chapter provides signaling activities for four indoor meetings as well as ample material for outdoor meetings. After you have read this chapter and made a skeleton program for your Troop, present it to a PLC (Patrol Leaders’ Council). If you have no Scouts who know the code, train as many as you may need to act as Senders (Group Leaders) in advance of the program. It is in no wise recommended, however, that a Scoutmaster try to do the job alone.

The First Signaling Meeting

1. Play game of Touch.
2. Teach letters of Group I – E, T, A, O, I, N, S.
3. Conduct Letter Go Down.
4. Conduct Word Forming Contest.
5. Announce Group II – H, R, D, L, U, C, 5.

GAME OF TOUCH

Preparation Required

Organize two teams and line them up, facing each other, about four feet apart. The leader of the game names an object in the room, which is the signal for the players of both teams to rush to the object, touch it and return to their positions. Each such round is a game. The team with all its players back on the starting line first wins the round. The team that wins the most rounds is the grand winner.

Suppose the leader wishes the players to touch a door, and there are several doors in the room, he says “Touch,” pauses and snaps out “Door!” The players race pell-mell to the nearest door and return to their original places on the line.

The game leader, by being deliberately indefinite and vague in his commands may aid players in developing the habit of observation. He may say, for example, “Touch something colored – Red!” Few Scouts will think to touch the insignia on their uniforms. The leader may command, for instance, “Touch – Glass!” and even the Scout wearing glasses will usually follow the crowd and go out of his way to touch a window pane.

Just before concluding the game, call, “Touch – Me!” and run. Follow this immediately with the command, “Touch – and then come back and sit down – 4 Walls!” The Troop will now be willing to sit and listen to the Scoutmaster tell them a little (not all) about the signaling plan for the evening (not for the month). He may conclude by announcing that at the next meeting they will play Signal Touch, explaining that in this new game, the names of things to be touched

instead of being called out, are signalled. Next the teams for the month are formed and their team leaders (Senders) introduced, after which Scouts go to their Patrol corners with their Senders for their first lesson. The Senders, of course, must be briefed in advance.

SIGNALING INSTRUCTION

GROUP I

The first lesson is easy. It introduces letters which are in Group I. See instructions in *Scout Field Book* and *Handbook for Boys* for making and using wigwag flags.

In corners of the room each Sender sends Group I – E, T, A, O, I, N, S. After sending it in the order given, the Sender mixes the signals and sends them several times while the Scouts call out the letters after they are sent, one at a time. This requires four or five minutes, and is followed by a Go Down.

GROUP I – LETTER GO DOWN

Line up each team in a corner of the room, in a single front rank, with its Sender a few paces away, facing the team. The Sender transmits a letter to the first Scout in the line. If he calls it correctly the first time it is sent, he keeps his place; if he fails, he goes to the foot of the line. Send a signal to each Scout, then review the signals and conduct another Go Down. Several rounds should complete the lesson. The Scouts may not be letter-perfect at its conclusion, but most of them, through their failures, will see the necessity for buddies to practice together at home before the next meeting in preparation for Signal Touch.



PATROL WORD-FORMING CONTEST

This contest, used to conclude the first signaling meeting, should stimulate Scouts to look forward to the next meeting and to prepare for it. Before beginning the contest let the Scouts know that the words they form will be used at the next meeting in a game of Signal Touch.

Write letters E, T, A, O, I, N, S in large type on a blackboard or large sheet of paper and hang in plain sight of all players while words are being formed from the letters. The words must be names of things found in the meeting place which can be touched. The object of the contest is to see which Patrol can form the most words. The Scribe writes the words as his mates call them. After a time limit the Troop is assembled and each Scribe reads his list. The following rules must be announced before beginning the contest:

1. A letter may be used any number of times in the same word.
2. A singular noun and its plural count as two words; for example, tie and ties.

Boy Scout Games

3. The following are typical items that can be touched in Troop Meeting places: toe, toes, tie, ties, settee, tents (picture) seat, stain, tin.

Scoutmaster's Announcements

Tell Scouts who wish to be prepared for next meeting to review Group I and study letters H, R, D, L, U, C, 5.

Each pair of buddies will need paper and pencil at the next meeting.

The Second Signaling Meeting

1. Review Group I – E, T, A, O, I, N, S.
2. Play Signal Touch with Procedure Signals.
3. Teach Group II – H, R, D, L, U, C, 5.
4. Conduct Group I and II Word Go Down.
5. Announce Group III – M, P, F, W, V, 0 (Zero).

At the outset of this meeting the Scoutmaster may get a show of hands of all Scouts who at the last meeting made dates to practice signaling and who kept them.

Review Group I

The amount of time spent reviewing the first lesson will depend on the extent to which the Scouts studied during the week. The review may be conducted either in Patrol Corners or in Troop Assembly.

SIGNAL TOUCH

Explain the game to the entire Troop.

One leader can handle this game, but if one Sender is available for each team, conduct it on a team basis in Patrol corners. Provide each Sender with a list of the objects in the room to be touched, which were developed in the word forming contest at the preceding Troop Meeting.

The Game

Pair off buddies and have them alternate as receivers and writers. The Sender sends the name of an object in the room. The writer and receiver of each pair then get together when they think they have received the signal. Then the Sender calls, "Touch"! and the race is on to see which pair can touch the object and be back on the starting line first.

Notes for Senders

Give Scouts all the practice you can in using procedure signals in Group I such as: end sentence; cannot receive you; error; use them as often as possible. Make a few errors in order to use the error signal.

If only one pair receives a word, it must be repeated until at least two pairs have received it; otherwise there will be no race.

Actually a writer's only duty is to write what the receiver tells him, but since this is a contest, let both Scouts do their best to receive.

TEACH GROUP II

The time required to teach Group II should be determined by what the Scouts have learned between meetings, but the entire Troop should not be held up by a few who are not

prepared. There is no objection to letting them feel embarrassed by their failure, in the hope that it will impel them to get busy before the next meeting.

GROUP II – WORD GO DOWN

Follow the same procedure used in the Group I

Letter Go Down conducted in the first meeting. In the first round send letters, numerals and procedure signals in either Group I or II. Next, send two-letter words, followed by rounds with single words listed in obeying orders which will be used at the next meeting.

Notes for Senders

Use your judgment about sending more difficult signals to better Receivers.

The practice of sending jumbled, meaningless letters instead of words is not recommended. Remember the Requirement – “Get a Message Through.”

Scoutmaster’s Announcements

You may see fit to encourage Scouts to keep up their good work, for, as the saying goes, “Scouts like boosts better than boots.”

Announce for the next meeting Group III – M, P, F, W, V, 0 (Zero).

THIRD SIGNALING MEETING

1. Comments by Scoutmaster.
2. Review Group I and II.
3. Play Obeying Word Orders with Procedure Signals.
4. Teach Group III – M, P, F, W, V, 0 (Zero).
5. Conduct Group II – Go Down.

Opening Comments by the Scoutmaster

After checking to learn the extent to which Scouts are working outside of Troop Meetings, you may wish to give the Troop a “Pep Talk.”

Review Group I and II

Senders take their groups to Patrol corners, pair off buddies, and review Series I and II.

OBEYING WORD ORDERS

Line up the Troop and explain the game with action. Suppose the Sender wishes to send the word “touch.” He wigwags T-O-U-C-H and end of word signal. Scouts who received the word take a step forward and signal “Word Received.” See HBB. Those who failed signal IMI – Repeat. The Sender repeats and those who receive it this time take a step forward. Then the Sender says, “When I say ‘Go,’ you execute that order on your partner’s back – Go!” Thereupon partners touch each other on the back and are ready to play the game.

The words in the letter list below contain letters in Group I and II. Phrases in parenthesis following words suggest ways in which orders may be executed.

Word Orders and Suggestions

touch (the wall)	rest (yourself)
dash (to Jim Jones)	noise (yell)
tell {your name}	nod (vigorously)
indicate (North)	run (across the room)
toss (your head)	lean (forward)
toe (your knee)	

Tips

Scouts will find this game more enjoyable if running is added. Scouts run to a line and execute the word order. The first one who returns to the starting line wins.

Obeying orders succeeds equally well as a Patrol game. If Patrols meet outside of Troop meetings, give Patrol Leaders the list of words for use in a home Patrol meeting.

Review Group III

This review is recommended principally to help the Scouts who did not study between meetings. Its duration will depend upon the number of Scouts who did no outside work. They must be briefed or the Word Go Down will fail.

GROUP III – WORD GO DOWN

Scouts may submit words or Senders may prepare their own list for this Go Down, which should be conducted just as were those in Group I and II.

Closing Announcements

Announce Group IV and V for the next meeting and all required procedure signals on page 385, *Handbook for Boys*,

Unless the Troop plans to provide pencils and paper, which is urgently recommended, tell Scouts they must bring their own.

FOURTH SIGNALING MEETING

1. Final Review.
2. Preliminary Examination.
3. Final Examination and Carrying On.

Final Review

Conduct this in Patrol corners. Decide in advance how much time will be allowed, because each group must be ready for the examination at the same time. Start by reviewing letters not previously taught and follow with a review of more difficult letters in the entire alphabet. Conclude by letting buddies quiz each other.

The Preliminary Examination

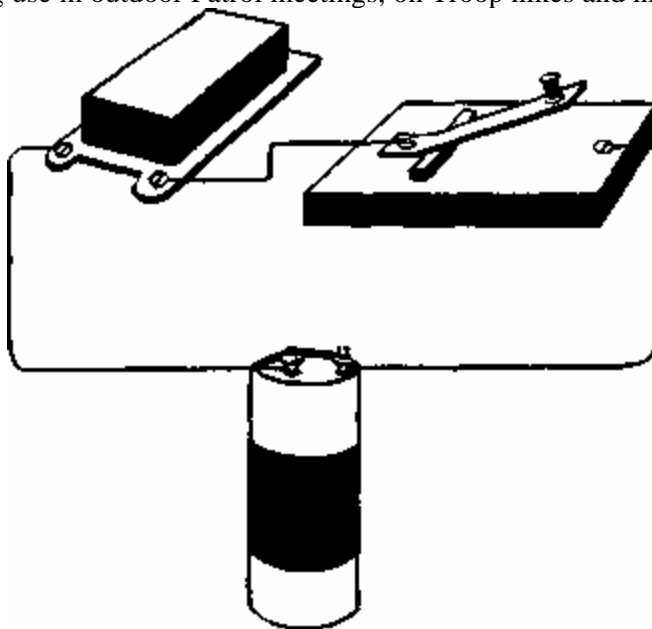
Assure the Scouts that this is not a final examination. Its one purpose is to give them an opportunity to see what they must do to prepare for the final test. This they will readily understand when you tell them they will correct and grade their own papers and will not be required to turn them in.



Give each Scout an 8½" x 11" sheet of paper, ruled, if possible which the Scout can write on as he holds it in his hand.

The Sender sends such messages as "Sympathizing would fix Quaker objectives," "The quick brown fox jumps over the lazy dog" or "Quite a few brave kids enjoy camping in exhilarating zero weather," which contain all the letters of the alphabet.

Following this month of intense indoor training every opportunity should be explored. Encourage signaling use in outdoor Patrol meetings, on Troop hikes and in camp.



One way in which interest may be enhanced in signaling is by the building of buzzer sets either by individual Scouts or Patrols. Here is illustrated a signal device which is easy to make. All that is needed is a buzzer, metal strips from a tin can, a cupboard knob, wire, a piece of scrap wood, some screws, and a dry cell battery.

With these homemade devices encourage boys in Patrol meetings to signal simple messages, following this up with communication from house to house between Patrol members who are neighbors.

Follow Through

Be surprised if a single Tenderfoot gets the majority of the signals correct. They are only learned by constant repetition and use.

Encourage your Scouts as you go along and let them know that they must practice and practice to become accomplished signalers.

This is the time to let your Second Class Scouts understand that they must get busy right now if they expect to qualify as First Class Signalers in the next month.

To sum it all up – the best way to learn signaling is to decide on a method such as is outlined in this chapter, buckle down to the job of learning the code and above all "make it fun."

OUTDOOR SIGNALING TRAINING AND PRACTICE TROOP LEADERS' TRAINING HIKE

It is desirable that the Scoutmaster conduct or at least attend this hike. You do not need to be an expert. Try to get every Patrol Leader, as well as the best signaler in his Patrol to attend. The Scoutmaster (or other leader of the meeting) should make believe he is the Patrol Leader and that the Scouts are members of his Patrol. He should lead these boys much the way he expects them to lead their Scouts in similar outdoor meetings.

Select a Nearby Spot

Bear in mind that Patrol Leaders conduct their outdoor Patrol activities after school in fields, in parks, or even in backyards. You may be able to conduct this hike in one of these nearby spots.

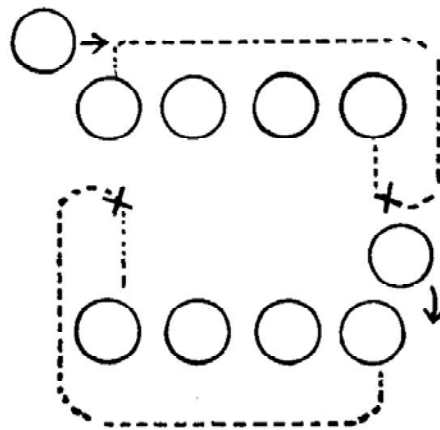
Finish What You Start

The activities suggested for this hike in the remainder of this chapter are simple and easy enough to fit the abilities of Scouts in the lower half of the scale. If your boys are older and superior, you may step up the games and contests, but finish whatever you start quickly and answer essential questions briefly. This actually works out quicker than to stop in the middle of a contest, tell Scouts how to finish it, explain variations and then conclude by answering questions, some of which confuse Scouts who, at the outset, were quite clear.

ALPHABET RELAY RACE

Outdoor Review for a Patrol

Divide the Patrol into two teams and let them improvise a flag for each team. Line up the teams facing each other on opposite sides of the field, in relay formation. Mark a spot in front of each team from which the players are to signal.



The Race

At the word "Go" the Scout at the head of each team runs to the marked spot half-way between the teams and in front of his opposing team where he calls out "A", and wigwags it. If he is correct, his opponents yell, "Right"; otherwise they yell, "Wrong." He then runs

back, hands the flag to the Scout at the head of his team and goes to the end of the line. The next Scout calls "B" and sends it, and in this manner the entire alphabet is sent. Score 3 points for finishing first and 1 point for each letter sent correctly.

RUNNING MESSAGES

May be used for Final Examinations

Outdoor Sending and Receiving Race

Equipment – Flags, Paper and Pencil for each Team. Four-man teams are ideal. The four take turns as Readers, Senders, Receivers and Writers. Although it slows down the action, readers and writers may be omitted, since speed is not an important factor.

The reader and sender of each team take positions at one end of a field and the receiver and writer take their positions at the other end, at least 100 yards apart. Each reader is provided with a test sentence containing all the letters of the alphabet.

At the starting signal each sender signals attention, and when he receives the go ahead response, his reader calls the first word and spells it slowly. The receivers at the other end of the field call out letters as they receive them and their writers record them. Scouts at both ends of the field use procedure signals constantly, since this is the only way they are permitted to communicate. As soon as a receiver and writer think they have the correct message, they run with it to the other end of the field. Score as follows: 3 points for finishing first, 1 point for each letter received correctly. The game is concluded after each Scout has served in all four capacities. The team with the most points wins.

Following are test sentences which contain all the letters of the alphabet:

1. The brave woman joyfully coaxed the quizzing pickets.
2. A squirrel jumped into view but the black fox only gazed.
3. Mixing a few jet black lazy cats provoked the quarrel.
4. Gaze in extreme joy at quaint books filled with very curious pages.
5. A frowning big vice consul quickly punished many jailed ex-citizens.
6. Big prize market value would justify equal exchange.
7. We signify extra prompt zeal by the adjective quick.
8. Sympathizing would fix Quaker objectives.
9. We could amaze jokers vexing them by qualified replies.
10. Knowledge proofs are quite above hazy mixed conjectures.

Tip to Scoutmasters

The work of the Scouts in this contest may be credited toward their completion of the First Class Signaling Requirement, "provided they have no more than 1 error per 20 letters sent provided any errors do not destroy the sense of message, received over a distance of 100 yards.

ALPHABET SENDING CHAMPIONSHIP

Method of Selecting Patrol Signal Chiefs

Outdoors or Indoors

At a Troop meeting call upon your Troop expert to send the alphabet, slowly and carefully, and then explain this contest, which should be conducted in home Patrol meetings.

Boy Scout Games

Each Patrol member who knows the code sends the alphabet. The other members observe, making note of his form and any errors. Score as follows:

For each second required to send the alphabet, 1 point; add 3 points for each letter sent incorrectly and 1 point each time the flag gets twisted. Subtract 5 points from the total of the Scout with the best form, judged by the Patrol. The one with the lowest grand total is the Patrol Champion, and may, if willing, serve as the Patrol Instructor or Signal Chief.

Tip for Scoutmasters

After each Patrol has selected its Patrol champion, let them compete for the Troop championship.

Refer to *Handbook for Boys* and *Scout Field Book* for instructions in making and using wigwag flags.

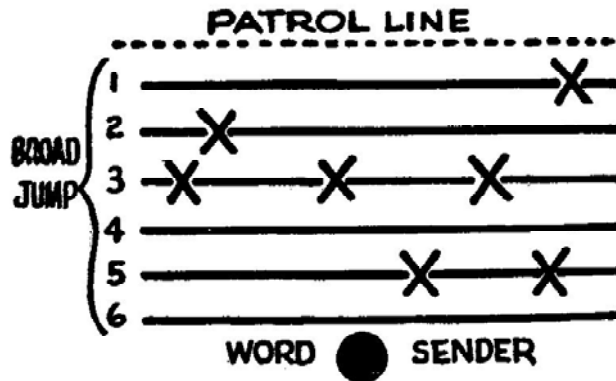
CAPTURE THE WORD SENDER

Outdoor Patrol Jumping and Chasing Game

Players must know the Code

This Patrol game is popular because it includes jumping and chasing.

Line up the players across an open field. The sender stands in front of them, six standing broad jumps away.



The sender starts by wigwagging a two-letter word. All who think they received it respond with the procedure signal T (word received). The sender calls out the word. All who received it take one standing broad jump. Next, a three-letter word is sent, and all who receive it take two standing broad jumps. This is continued until a five-letter word has been sent. When the sender calls that word, he runs, with everybody after him. The Scout who tags him three times on the back is the next sender.

Variation – Capture the Number Sender

This variation involves numerals instead of words. Scouts unfamiliar with the code can play it after brief instruction.

PATROL EXHIBITION SENDING CONTEST

Patrol or Team Rhythmical Signaling Demonstration For Exhibition Purposes

This contest wins the applause of any audience when performed well. Try it at rallies, public demonstrations and especially at parents' meetings. Each Patrol enters a team of accurate senders.

Line up the Patrols in parallel single file, and station a judge in front of each Patrol. Have a prominent person in the audience (warned in advance) write a message of about 25 letters. The Scoutmaster calls the first word and spells it out with a pause between letters. The instant after a letter is called the Scouts send it slowly and gracefully. The judges keep count of errors, which are easily detected even by a person who knows nothing about the code. The team with the fewest errors wins.

Tips to Scoutmasters

As an easy number to precede this contest, let the Scouts send the alphabet.

Be sure to try the contest at a Troop Meeting about two weeks before the demonstration. Invariably all the Patrols will make some mistakes and see for themselves that they must practice.

Let the Patrol Leaders pick their own teams from among those who appear for practice.

If it is convenient to extinguish lights, sending may be done with flashlights.

11. TROOP MEETING FUN GAMES

The skeleton Troop meeting program in the HSM suggests two periods for fun games – The before-meeting period and the recreational games period. This chapter presents games for those periods.

Consider Ages of Troop Members

The Troops that wish to maintain a satisfactory recreational program must consider and do something about the age spread of its members – 11 to 17 years in many Troops. Older Scouts who are now members of the PLC quite naturally have outgrown many of the games they enjoyed when 11 and 12 years old. They consider themselves young men and call those games “kid games.” But what about the 11-and 12-year-old Boy Scouts who outnumber other ages in the Troop? Those so-called “kid games” are their favorites. So the selection of recreational games pleasing to the entire Troop poses a real problem for many Scoutmasters. Some adjustments must be made.

Select Games According to Age Preferences

Proceeding, then, to make the necessary adjustment, older Scouts who show even a vague desire to enter fun games should be encouraged to do so. Some prefer to lead or officiate, others like just to watch, and each should be permitted to follow his choice as far as possible. Few games are played by the older Scout with the same enthusiasm displayed by his younger brother. The Scoutmaster should be prepared for this, but when nearly all older Scouts take

Boy Scout Games

to the side lines, the time has definitely arrived to play new games more to the liking of the older members. This does not mean that games which provide fun for 11- and 12-year-olds can be dropped. If the older and younger Scouts insist upon playing games of their own choice – different games – they may play them separately.

Older and Younger Scouts Meet Separately

It should be very easy to explain to the Troop that since they do not all wish to play the same games it is only fair that Scouts separate during the recreational period and have an opportunity to play the games of their preference with players who are their equals in skill, training, endurance, etc.

SPUD

Vigorous Action – Players Hit Each Other with Ball

Individual Game – Every Man for Himself

No Advance Preparation

Very Soft Ball Required

The Ball and the Formation

In order to prevent players from being hurt, a soft ball *must* be used for spud. Wind one layer of friction tape loosely around a loose wad of absorbent cotton about 4” in diameter and you will have a better ball than you can buy. Give the ball to one player and assemble the others around him in the center of the room or playing area.

The Game

The player who has the ball stretches out his arm, shoulder high, and drops (never throws) the ball to the ground or floor as he calls the number or name of another player, let us say, “Sam.” While the others scatter Sam grabs the ball and commands “Stand!” Sam must also stand on the spot where he picked up the ball and try to hit one of the other players, who may dodge him in any way they please, except that they cannot run. When Sam hits a player that player rushes for the ball while the others get as far away from him as possible. When he gets the ball he carries on just as Sam did, trying to hit someone (Sam included). When a player misses, a “Spud” is scored against him. The players then reassemble and the player who missed drops the ball, calls another name and the game is on again. A player who misses three times becomes “Mark Spud.”



Now comes the real fun for all but Mark, who huddles against the wall trying to present as small a target as possible while the others each take one shot at him from the throwing line about twenty feet from the wall. Then Mark gets a shot at every player who missed him.

Tip

If your ball is not very soft, ask the Scouts to hold back when throwing at Mark, and remind them that he will do the same when he throws at those who miss him.

Buddy Spud

Play this game after the players have learned Spud. Use a basket, volley or soccer ball. The players choose “Buddies” (partners) and the game proceeds just like spud with this variation:

When a player’s name is called, or when he is hit, he either tries to hit another player or throws the ball to his Buddy, if his Buddy is in a better position to hit an opponent. More than one pass is forbidden. If a Buddy “muffs” (fails to catch) his partner’s throw or fails to hit another player, a Spud is scored against both partners. As a penalty for two misses both Buddies stand against the wall, just as in regular Spud, while the other players, one at a time, take a shot at them. Similarly, those who fail to hit at least one of the Buddies are required to stand against the wall and give both Buddies a shot.

Crack About

This is another variation of Spud which may be applied to either Spud or Buddy Spud. It is played the same as those games except that no time is lost in assembling each time a thrower misses. Instead, anyone, usually the Scout nearest the ball, rushes for it and hits someone else, whereas in Spud only the one hit recovers the ball. Just as in Spud, however, when a player misses three times he goes before the “Firing Squad.”

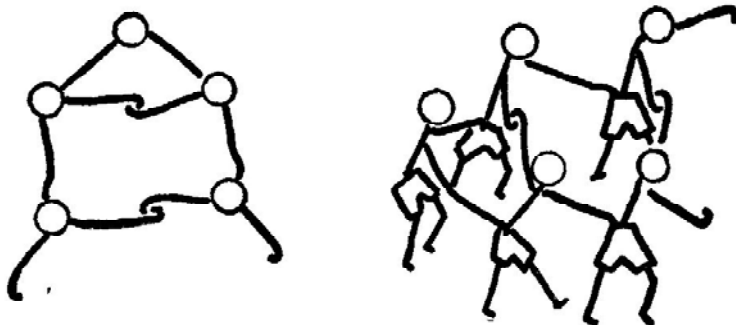
CHARIOT RACE

Fast Recreational Period game

Five or Seven-Man Patrol Teams

Practice required for speed

Neckerchief or handkerchief required



Each team has four or six “Horses” and one “Driver.” The players on a team grip hands with the driver in the center to form a chariot. The chariots are arranged behind a starting line. Each one sets up a neckerchief (wigwam fashion) on the goal line, at the opposite end of the field or room, and waits for the signal “Go.”

Action

The signal is given and the chariots start. As they approach the neckerchief on the goal line, the horses slow down for the turn and the driver picks up the neckerchief with his teeth, without either the driver or horses releasing their grip.

Winner

The chariot that crosses the finishing line first wins, provided no player on the team lost his grip during the race.

Tips

When players develop sufficient skill to pick up the neckerchief without stopping to make the turn, they will call for the game again and again.

After playing Chariot Race the first time announce that it will be played at the next meeting and suggest that teams get together and practice in the meantime.

Spectators enjoy watching this game at parents' nights.

CIRCLE PURSUIT

Exciting endurance running race

Teams form on one large circle

No preparation and no equipment

This game provides a unique method of conducting a foot race. It is equally popular with Scouts and Explorers, even though the younger players are usually eliminated first.

Arrange the entire Troop in a large circle with equal intervals between players. Count off by 2's, 3's, etc., as required to produce teams of no more than 8 players.

To start the race, all No. 1's step to the outside of the circle and face so that they can run counter clockwise around the circle. Every player tries to tag and thus eliminate, players in front of him. When tagged, a player immediately runs into the circle and returns to his original spot. After about one-half minute, time is called and all No. 1 players return to the circle and the untagged players have qualified for a final heat. In this manner, all teams race. The finalists of each team run the final heat to select the Troop grand champion.

Tips

When running the finals, it will amuse the observers and keep the runners alert, if you introduce an element of chance by blowing a whistle occasionally as a signal for runners to run in the opposite direction. You do this about the instant a fast runner is ready to tag a slower one. Of course, slower runners enjoy this.

If you play this on a slippery floor, slow down the runners by having each one balance a coin on the back of his hand and if he drops the coin he eliminates himself.

JUMP THE SHOT

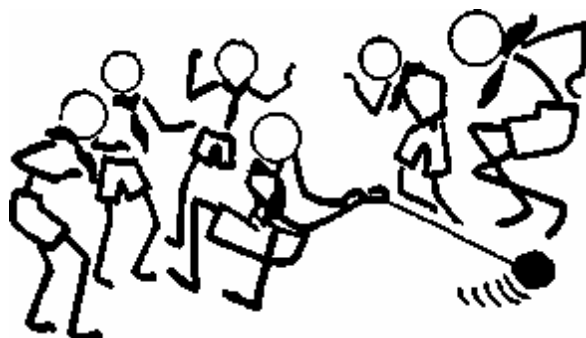
Extremely active before-meeting game

Circle formation

Rope swinger needs practice

Equipment – Rope with weight tied at one end.

Arrange the players in a circle (two circles in a large Troop). Let the leader, called the "Swinger," sit in the center of the circle. Provide him with a rope as long as the radius of the circle. On the end of the rope tie an object, such as a bundle of ropes or a small bag of grass with a small amount of soil.



The Swinger starts swinging the weight on a short radius, paying out the rope as he increases speed, so that by the time the object at the end of the rope reaches the players on the circle, it will be in steady motion close to the floor. The players jump the rope as it passes them. Of course, they must not be permitted to step beyond the circle to avoid jumping. When a player misses he drops out of the game until a second player misses. Then these two players exchange places. Two persons, therefore, will never be out of the game at one time.

Tips

Some Scouts do not have sufficient skill to swing the rope properly. Let those who have skill practice and use only the better Swingers.

Scouts enjoy it when the swinger speeds up the swinging to the proverbial tune of “Salt, vinegar, mustard, all-spice, pepper.” He will rarely reach the “pepper” speed.

In large Troops form two circles and make this a team game. The team having the fewer misses within a specified time is winner. When played thus, the players like to put all members who miss three times on the so called “firing line” and take a shot at them, just as in the game of Spud.

HIT THE SCOUTMASTERS

Fun for both Scoutmaster and Scouts

Teams form on two circles

No preparation

Two basket balls

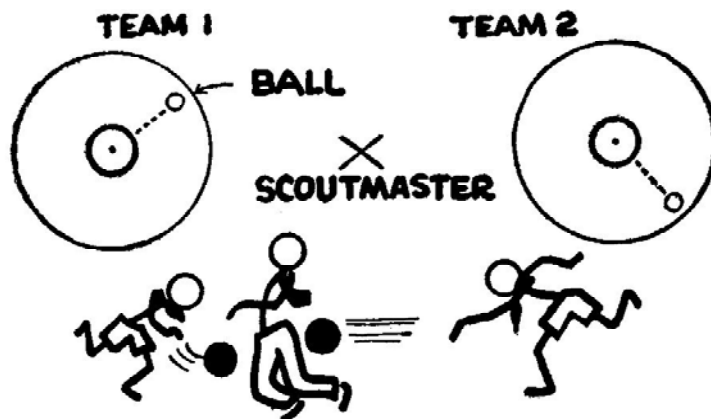
Count off the Troop by twos. Form two large circles and let each team station one of its best basket ball players in the center to act as its “Center Man.”

At the word “Go” each center man passes an air-filled ball (basket or volley ball preferred) to a player on his circle. This player passes it back and in this manner the ball is passed around the circle.

Each time the center man receives the ball all players yell out the total number of passes. Upon a previously agreed upon number of passes (a few more than the number on the circle) all members of the team rush the Scoutmaster who stations himself equidistant from both teams. The Scoutmaster runs where he pleases but the Scouts must throw at him from the spot on which they get the ball. The team whose player hits him first, wins.

Tips

If you teach your Scouts this game, they will call for it frequently, provided the Scoutmaster is the man they hit.



RELAY RACES

Overdoing Straight Relay Races

Straight relay races in which seven-eighths of the Scouts stand and watch while one-eighth performs, may be justifiable in very large Troops with limited playing space but why should such relays be used in small Troops? In straight relays each Scout is engaged only a fraction of the playing time, and the more players on a team, the less time each one is active. If limited space compels you to use relays, select those requiring almost constant intensive action, such as Jump Belt Relay, or use relays in which two players are in action at the same time.

Team Versus Patrols

While Scouting advises the use of Patrols whenever possible, it does not object to occasional use of teams for games played during the recreational games period, when the success of the game depends upon putting teams of nearly equal ability against each other. For such games why not choose sides or when more than two teams are needed select captains and let them choose?

JUMP BELT RELAY

Jumping relay race

Teams or Patrols of equal numbers

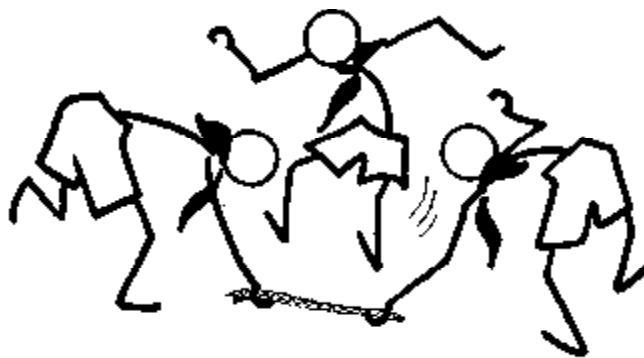
No preparation

Piece of rope or belt for each team

This is an excellent game to use in a small room since running space is neither required nor recommended.

Preparation

Line up the players by Patrols or teams of no more than eight, in relay formation, with an interval between players. The first two players Nos. 1 and 2 of each team hold the ends of the belt very close to the floor, awaiting the starting signal.



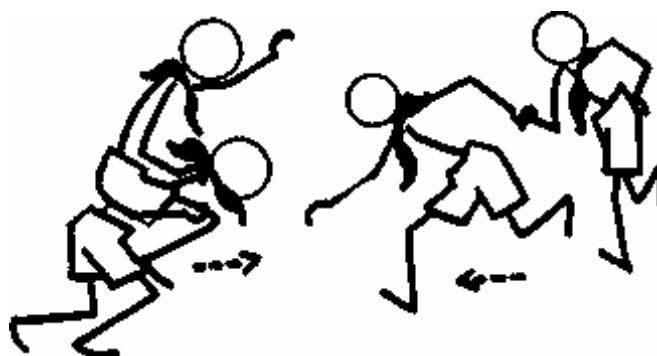
At the signal the No. 1 and No. 2 players run to the rear, holding the belt just above the floor, while their teammates jump over it. When they reach the rear No. 1 player drops the belt and takes his new place at the end of the line, while No. 2 player returns to the head of the line. Here No. 3 player grasps the belt and players No. 2 and 3 carry it to the end of the line, etc. The action continues and the last player in each team to carry the belt returns with it to the head of his line. The team with all players back in their original places first wins.

Tips

If space permits, let the last runner carry the belt forward across a line so that every one can see him. The first to cross the line wins.

Since this game is so popular and requires so little time, run it by rounds. The first team to win two rounds is the champion.

DOUBLE ACTION RELAYS



Pony Express Relay

Players travel in pairs, to the end of the room, where the rider dismounts, takes his pony by the hand and runs him back to the starting line. As they cross the line the second pair repeats the performance of the first, and so on until all pairs have run.

Paul Revere Relay

In this variation of the Pony Express each team selects its lightest member to act as Paul, who does all the driving. There is less danger of players straining themselves in this game than in the Pony Express race.

Leap Frog Relay

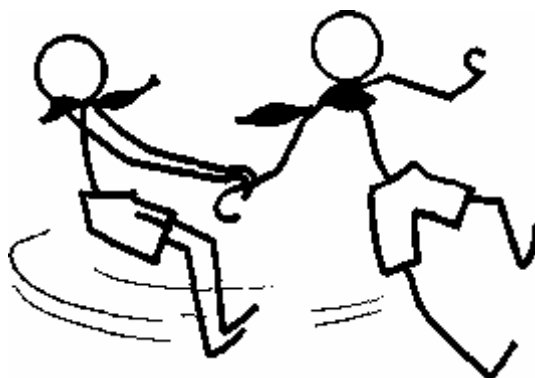
About half way to the goal line, A leaps over B, and on the return trip from the goal line, B leaps over A and runs on to touch off the next pair.



Wheelbarrow Relay

The heavier player wheels the lighter to the goal line, then hand in hand they run back and touch off the next pair.

Spin Around Relay



The “Spinner” of each team takes his station opposite his team and maintains it throughout the race.

At the starting signal the first player runs forward and extends his left arm as he approaches the Spinner, who grasps the runner’s arm and spins him around. Then the runner returns to the head of his line and touches off the next runner.

Tip

Players enjoy being spun around, so give them time to try out different team mates to get their best spinner.

THREE DEEP

Very well known Troop circle game

Each man for himself

No preparation and no equipment



Choose a “Runner” and an “It” to chase him. Usually two good runners will volunteer. Form the remaining players in a circle, facing inward, and count them off by twos. Have No. 1’s step behind No. 2’s on their right. Station the Runner and It diametrically opposite each other on the outside of the circle.

The Game

At the starting signal “It” chases the runner who may exempt himself from being tagged by stopping in front of any pair of players making a row of three, this is, “three deep.” The player in back then becomes the new runner, and hastens to avoid “It,” who by this time will be close upon him. Any runner whom “It” tags must run instantly, because tagging back is permissible.

Tips

There are no standard rules for this game. Each Troop should make its own, basing them upon the rules being used by Scouts in gymnasiums and playgrounds in that community.

To give all players opportunity to act as runners establish this rule especially in large Troops – A runner shall be permitted to run around the circle only once; that is, he must step in front of a couple after he has once encircled all the players.

Encourage the runners to take short runs. Allow them to step in front of the next pair or in front of their own line.

SWAT TAG

Troop or Home Patrol Game

Use Groups of not More than 8 Scouts

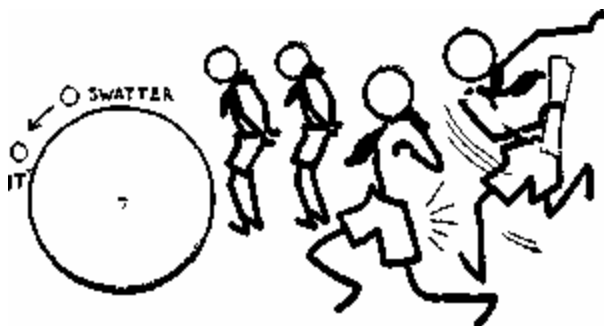
No Preparation

One swatter for each group

This circle tag game is popular with Scouts who get a thrill out of swatting each other.

Form players in groups of not more than eight.

Form seven of them in a circle and face them counter clockwise with hands behind their backs. Tell them to keep their eyes on the backs of player in front of them. The eighth player, who acts as “It,” takes the swatter (rolled and tied newspaper or stuffed stocking) and walks around the outside of the circle and places the swatter in the hands of one of the players. This Scout then becomes the “Swatter” and unexpectedly hits the player in front of him below the belt, as many times as he can while chasing him around the outside of the circle. Then the runner becomes the new “It,” and repeats the performance of the first “It,” while the player who swatted him takes his place on the circle.



Tips

Never play this with too large a number of players in one circle. Even when played with eight players in a group, care must be taken so that every player gets an opportunity to act as "Swatter."

When using this as a before-meeting game, start it as soon as five players arrive, and as more come, form two or more circles, having no more than 8 in a circle.

CHAIN TAG

Lively game

Entire Troop

No preparation, no equipment

Troops play and enjoy this game for months. When first teaching it, have an Explorer direct the game and act as the "Chain Captain." Later younger Scouts can handle it themselves.



The chain captain starts the game by tagging a player who joins hands with the captain. One of them tags a third who joins hands with the one who tagged him. This continues until all are caught. Of course, only the end men may do the tagging.

Naturally, the best players are caught last. To catch them, the Chain Captain huddles the captured members around him and they decide which player they will go after. The younger Scouts enjoy this "ganging up on a big fellow."

Tips

It is advisable to have last caught act as Chain Captain for the next round.

OBJECT PASSING RACE

Use in room with fixed seats
Rows form teams
No preparation
Four different-sized objects for each team

This race is recommended for Troops having small meeting places and for especially those that meet in rooms with fixed seats.

Unless all Patrols have the same number of players organize teams of 6 to 8 each. Line up the teams shoulder to shoulder or if in a schoolroom, have players stand sideward in the aisles. Lay about four objects such as a coin, book, piece of paper, pencil, and common pin at the feet of the player at the head of each line.

The Race

At the word "Go" the player at the head of each line picks up the objects, one at a time, in any order he pleases, and passes them to the next player, who passes them to the next, etc., until they reach the player at the end of the line. He places them on the floor (or desk) and immediately picks them up and starts them on their journey back to the head of the line. The team wins that is first to have all its objects on the floor at the head of its line.

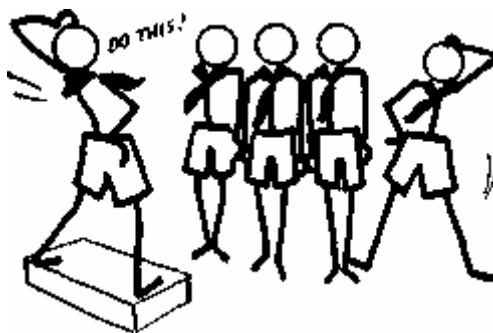
Tip

Avoid confusing rules.

O'GRADY (Do This, Do That)

Troop lined up in open formation
No preparation and no equipment

Arrange the players in any convenient formation facing the leader, who takes his place on a table or box overlooking the area.



The leader issues an order which the players must execute immediately if it is preceded by the words "O'Grady says." If the order is not preceded by "O'Grady says" the players ignore it. A player who executes an order at the wrong time or fails to carry out an order at the proper time is required to pay a penalty. The leaders try to mislead the Scouts by demonstrating nearly every order they give.

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Some leaders have all players who fail drop out. This is not recommended. It is no fun dropping out of any game. Instead, a Troop Leader stops the game at intervals of about one minute and asks all who failed during the preceding period to perform in some manner which amuses those who did not fail. The suggestions which follow should bring to mind many more ideas.

1. Sing part of well-known song, imitating either an opera star or a young woman with a shrill voice.
2. Make a speech with motions of arms, head and lips but not a spoken word.
3. Put hands to ears, wiggle them and make a noise like a jackass.
4. See who can laugh the longest, loudest and funniest.
5. See who can count first to one from 50 counting backwards; name 12 Points of Scout Law backward. Name months of year backwards.
6. See who is last to recite Little Jack Horner numbering each word consecutively thus: One-Little, two-Jack, three-Horner, four-Sat, etc.

Tips

The leader may use both formal and informal exercises. Scouts like informal commands such as pitch imaginary baseball, bat baseball, punt football, run slowly in place, jump rope, etc. A clever leader can give commands based on a theme such as A Day in Camp, as follows: morning stretch, deep breathing, flag raising, run to lake, dive in, swim to raft with breast-stroke, back to shore with crawl-stroke, saw wood, chop wood, and finally, go to sleep.

It is common practice for players to drop out only when the leader catches them. It is suggested that Scouts be placed on their honor to acknowledge their mistakes without being pointed out. However, Scout Leaders should remember that in this game Scouts make mistakes without realizing it. If a leader observes these, he should never publicly point out a player who made a mistake. If a player does it persistently and his fellow Scouts point him out, that is something else.

B-L-L-LACK AND B-L-L-LUE

Very active Troop game

Two teams of equal numbers

Mark out starting and goal lines

No equipment

This popular game is also called Crows and Cranes, Wet and Dry, Black and White, Heads and Tails, Rats and Rabbits. The inventive leader can satisfy Boy Scouts (not Explorers) for years with this game by starting it in the manner described and then adding features described in the "Tips" section.

Preparation

Mark the playing space as indicated in the diagram. Divide the players into two teams. Line them up, facing their goal lines with about two steps between teams, and goal lines two steps from walls.

The Game

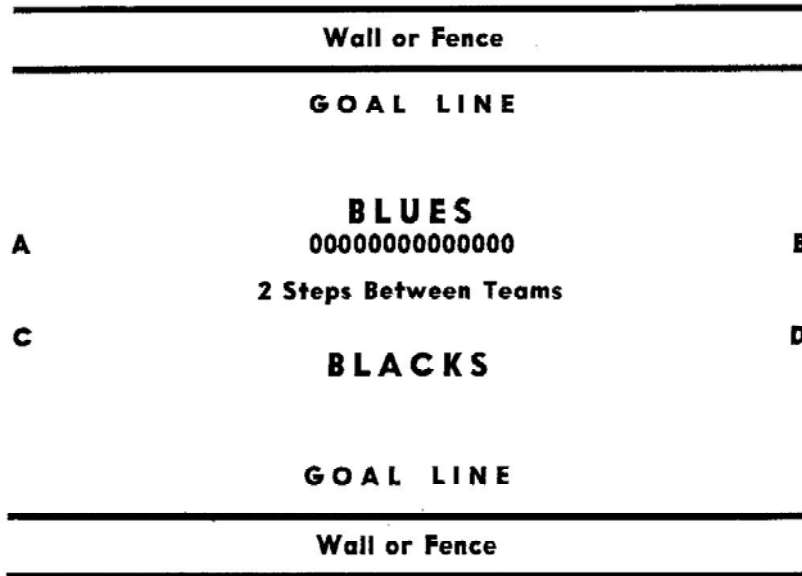
The Leader starts the game by calling the name of one of the teams. Suppose he calls "Blue"; the Blues immediately run, chased by the Blacks. All Blues tagged before reaching their goal line must join the Blacks. When the teams reassemble, the leader calls either Black

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or Blue, and the one called runs, and thus the calling, chasing and tagging continues. The team, having most players on its line when time is called is the winner.

Tips

Story-telling may be part of the game, thus: the leader tells an imaginary story about anything from the weather to an accident. Every time he says either "Black" or "Blue" that team runs.



Starting formation for Black and Blue

The most popular additional feature, which adds to the suspense, is for the leader to intersperse blurting out Black and Blue with stuttering on the letter "L."

To avoid arguments insist that when a player tags an opponent he grasps him by the hand and escorts him to the starting line.

Instead of having players always toe their starting line occasionally have them take an awkward position, such as standing on one foot.

The common practice of permitting a player to tag more than one opponent each round is not recommended.

This game succeeds better as a Team than as an Inter-Patrol game. When Patrols oppose each other, do not ask a Scout to join another Patrol and capture his own Patrol members.

In this and in similar games never have players run *at* top speed to touch a wall. Place a goal line at least two steps in front of the wall to prevent injuries.

BREAK AND RUN

An Outdoor game

Individual circle game

No preparation and no equipment

This game illustrates the way in which the popular outdoor game of Bull in a Ring can be modified and used either indoors or out.

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The Scouts select one member to act as “Keeper” and he chooses his “Bull.” The players form a ring by joining hands, and the bull takes his place inside the ring, while the keeper stays outside. The bull, assisted by his keeper, tries to escape from the ring by dodging between players or under their legs. The keeper helps him by pushing players, knocking up arms and pulling the bull. Both of them may break the circle by breaking the hand-clasps of other players. The two together, however, cannot “gang up,” as the saying goes, on the same player. When the bull gets out they both run and the other players try to tag them. The player who tags the keeper becomes the next keeper and the one who tags the bull steps into the circle as the next bull,

Tips

Since all players enjoy being bull, it is advisable, especially with younger players, to allow a player to act as bull only once. If a player catches the bull a second time, let him choose the next bull instead of serving in the coveted position twice.

INTER-PATROL BULL IN A RING

A variation of Break and Run

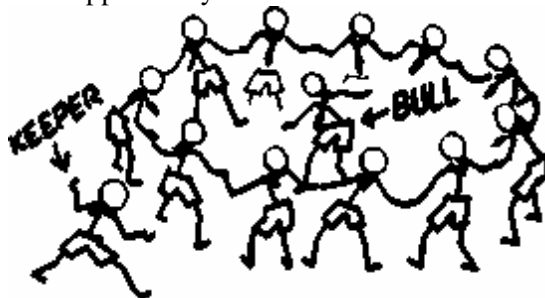
Team circle game

No preparation and no equipment

If one of the Patrols is composed of older and stronger Scouts play this as a team game. Form the teams into two circles and count the players off consecutively.

The Game

The No. 1 players from each team enter the circle of their opponent’s and the players on the circle close it by holding hands. At the starting signal each player in the circle tries to break out by going over, under, or by rushing and breaking the grip of two of the players. The one who breaks through first scores one point for his Patrol. The game is continued until all players have had at least one opportunity to break out.



Tip

One leader cannot watch and judge two teams. Use two judges and have each yell, “Out,” the instant a Scout in his circle breaks out.

STEAL THE BACON

Universally Popular Troop Meeting Game

Inter-Patrol or Teams

No preparation and no equipment

Line up the teams or Patrols, number the players, and place a cap or neckerchief as illustrated.

The leader calls a number, and the two players to whom it was assigned run up and try to snatch the cap and carry it over the starting line. The one who succeeds scores one point for his team provided his opponent did not tag him.



Tips

Call out the numbers in utter disregard of rotation to maintain intensity and fun of expectancy.

To make sure every player's number is called, jot down a number as you call it.

The tendency of a beginner is to rush out to grab the cap the instant his number is called. Explain to him that he will be more successful if he sallies out casually and feints and delays grabbing the cap until the instant he is in position to run to his starting line.

12. DUEL CONTESTS

Review parts of this chapter before developing the Troop recreational program and select contests which will satisfy both the younger and older members of the Troop. Try them out first, then select a few of the favorites for frequent use.

Start Right

When introducing duel contests avoid strength contests, such as Indian Hand and Leg Wrestling, in which less strong Scouts have no chance of winning. The Chinese Get-Up described below is excellent for introducing duel contests, because 11-year-old Scouts have an equal opportunity to win.

Consider the Observers

After each Patrol has selected its Patrol champion, assemble the Troop and select the grand Troop champion.

Introducing Duels

In either Troop meetings or at camp introduce all duels on a Patrol basis, that is, have every Patrol select its Patrol entrant and caution Patrol Leaders to give every Scout an opportunity to enter. Patrol Leaders should urge timid members to try. If you have one Patrol composed of only older Scouts, you may think it is a foregone conclusion that one of them will be the Troop Champion. The other Patrols will not agree with you and you may be surprised. Even in Indian Leg Wrestling a young, strong, fast Scout frequently surprises every one by defeating an older, stronger but slower Scout.

Selecting Patrol Champions

If Patrols meet outside of regular Troop Meetings, the Patrol Leader can arrange so that every member must compete.

PATROL CHAMPIONSHIP		
First Round	Second Round	Final Round
Bye for No. 1	Scout No. 1	
Scout No. 2 }	Winner of First Round	Winner of Second Round
Scout No. 3 }		
Scout No. 4 }	Winner of First Round	Winner of Second Round
Scout No. 5 }		
Bye for No. 6	Scout No. 6	Patrol Champion

If Patrols do not meet outside of Troop meetings, selection of the Patrol champions must take place in Troop meeting. It is suggested that they be selected during the before-meeting period while Scouts are arriving.

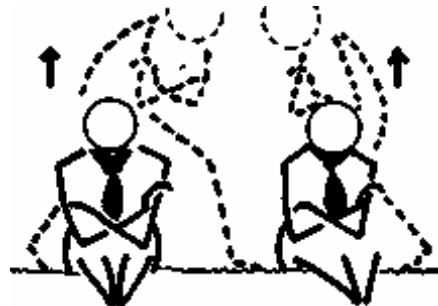
Selecting Troop Champions

Troop championships should be conducted during the recreation games period of a Troop meeting with all possible glamour. Patrols introduce their "Champs" with loud acclaim and a Patrol cheer. If their hero wins his bout they cheer him again. Finally, the Troop cheer leader leads the Troop cheer (every Troop should have one) for the "Grand Champ," and by that time the Patrol whose champion won all his bouts may have some hoarse members,

Duels for Mere Amusement

Most of what has been said in preceding paragraphs about duels requiring skill, strength and dexterity, does not apply to duels intended just to amuse the spectators. They serve their purpose best at indoor and outdoor camp fires, and are sometimes conducted during the Troop recreational period with no advance preparation, other than an announcement at a previous PLC Meeting. Suppose a talk or laugh Fest, pillow fight, cracker wrestling or similar duel is to be conducted just for fun. The contest is announced and the Patrol Leaders bring up their entry. Two or more bouts are conducted, and it is all over in a few minutes, with considerable laughter, but not much genuine enthusiasm and hearty cheering.

CHINESE GET-UP



Contestants sit on the floor or ground, side by side or back to back, with legs extended, feet together and arms folded. At the starting signal they rise to their feet without unfolding their arms. The winner is the first one who comes to a standstill with feet together and arms folded, provided he did not unfold his arms in arising.

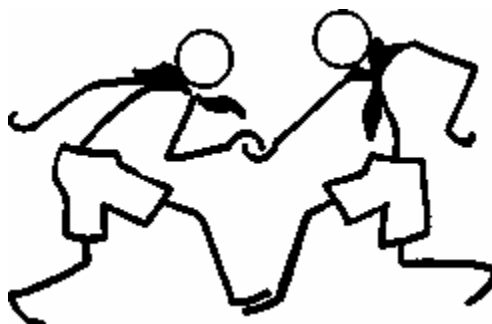
Tip

When a Troop champion is selected a judge must be selected who makes decisions quickly.

PATROL DUEL “CHAMP-NITS”

These are recommended only in the privacy of a Patrol meeting. They are exactly the opposite of championship contests. After each round the winners drop out and the losers compete against each other. The Scout who loses all his matches is the Patrol champ-nit. This contest has merit only in that it provides most practice for the Scout who needed it most.

INDIAN HAND WRESTLING



Each wrestler advances his right foot and places the outside of it against the outside of his opponent's right foot. They straighten arms and grasp hands. At the word "Go" each wrestler tries to knock the other off balance by pulling, pushing or twisting. The player is defeated who first moves either foot or touches the floor with his hand or body.

Tips

If a player "beats the gun," intentionally or otherwise, he has a tremendous advantage. TO avoid this use the following commands when starting a match: "Position!" (Take position clasping hands loosely); "Grip!" (Grip tightly without bending arms); "Pull!" (Start wrestling).

INDIAN LEG WRESTLING

Contestants take position illustrated and interlock right forearms. At the word "Go" they try to roll each other over. The one who is rolled over first is defeated.



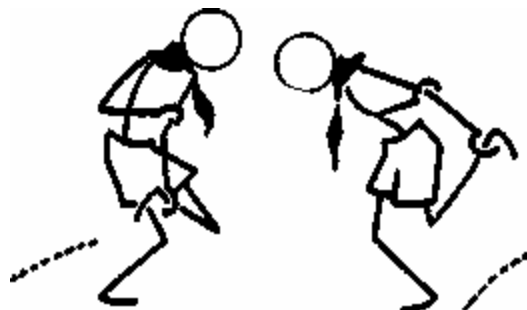
Tips

Start this contest by saying twice “Up and Down” to the rhythm of the raising and lowering of legs. When the legs touch the floor on the second “Down,” say “Go.”

Frequently a heavier Scout is defeated by a lighter and faster opponent who “Gets the jump on him.” However, it is desirable that opponents are of nearly equal weight.

ROOSTER FIGHTING

The two positions illustrated are used for Rooster Fighting. If a combatant loses his balance, or if he unfolds his arms, he is defeated.



Tip

Very cautious fighters hop around waiting for the other one to charge. To prevent over-cautious ones from prolonging the contest, either draw a circle or have observers form a natural one by closing in. The one who gets out of the circle is defeated.

ROOSTER BATTLE ROYAL

Scouts enjoy both watching and participating in this fast moving contest of the “rough house” variety. It is recommended for determining a Troop champion. Patrol representatives enter an eight foot ring and go after each other indiscriminately. The one who stands up longest without unfolding arms or touching ground with raised foot is the Troop Champion.

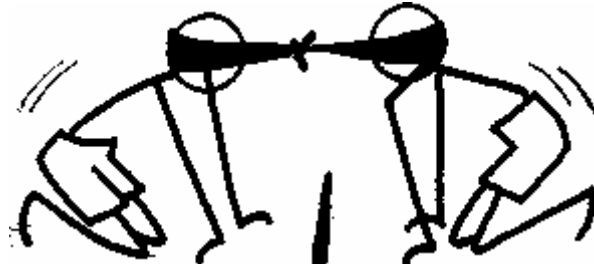
As an inter-Patrol contest between two Patrols put two or three men into the ring from each Patrol.

Tip

If you have a Patrol of little fellows, three of them will enjoy battling two bigger Scouts from any Patrol.

DOG FIGHT

The “Dogs” take position as illustrated- They are joined with a wide collar, belt or neckerchiefs. Each tries to pull his opponent across the line to win a victory. Should a fighter, accidentally or otherwise, slip the collar off his head, he is defeated.



Tip

When a leather belt is used, this duel is popular only with Scouts who take punishment with a smile. The pull of the belt over the ears is painful, unless it is well padded.

HAND SLAP

This contest is fought with duelists standing on a line on the floor or on a piece of 2” x 4” wood with toes and heels touching as illustrated. They extend right arms and touch palms. At the word “Go,” they try to knock each other off the line by slapping hands. The player who wins must remain on the line after knocking his opponent off, and he must strike no part of the body other than the palm.

Tip

A Troop Champion can be selected in a comparatively short time, since no one remains on the line for a long time. To avoid arguments during the finals, have contestants stand on a piece of 2” x 4” wood. At camp have them stand on a log.



PALM BOXING

A small, quick, nimble Scout can readily defeat a larger and stronger slow-moving competitor in “hand push.”

Contestants stand very close together as illustrated with heels together. At the starting signal they try to push each other off balance by pushing one or both palms. They are permitted to feint and dodge by moving palms wherever they please. The one loses who is first to move, or lift either his heels or toes.



Tip

Winners in palm boxing must acquire the art of dodging and keep leg muscles partly relaxed when attacking and resisting.

BUZZING THE BEES



This is one of the more amusing contests. Give it ten minutes in a Troop Meeting; thereafter Scouts will try it on their own outside the Troop.

Three Scouts participate, the one in the center is the “Buzzer,” the other two are the “Bees.” They stand with feet wide apart. Each Bee holds the palm of his outside hand against his ear next to the Buzzer.

He holds the other hand ready to try to knock off the Buzzer’s cap the instant he “stings” him (slaps the back of his hand).

The Buzzer starts the contest by buzzing constantly into the ear of one Bee and then into the ear of the other. Suddenly he stings one of the Bees and instantly ducks trying to dodge the Bee who tries to knock off his cap. The Bee is permitted to strike once only, instantly after each sting, and he is supposed to keep his eyes forward.

The Bees score one point each time they knock off the cap, provided they do not move either foot in doing so. If they do, that does not count and the Buzzer scores one point. If the Buzzer moves a foot the Bees score a point. If the Bees together score three points in two minutes, they win. If the Buzzer scores three points or if the Bees fail to knock his cap off in the two minutes, they are defeated.

Tips

Scouts enjoy this contest especially when the Scoutmaster acts as Buzzer. It looks easy to knock off his hat, but the Buzzer usually wins. Your temper will be tested, because occasionally a Bee will try to outguess you and will strike before you sting him. Then you lose your hat and get the full force of the blow.

Scouts enjoy playing this game longer than its playing value warrants. It should be sufficient to let each Patrol enter two Bees. The Patrol representatives getting the highest score win for their Patrol, and of course, the same individual should act as Buzzer throughout the contest.

FRIENDLY ENEMIES



This amusing duel provides more amusement for the spectators than for the enemies.

The antagonists are blindfolded and provided with a loosely rolled and tied sheets of newspaper. They stand with left hands clasped and right feet touching. One contestant starts by asking, "Where are you, friend?" His friend sways either backward or forward, or right or left, holds his position and then answers, "Here." His opponent surmises where he is, moves his rear foot if he chooses, and takes one and only one swing in the direction from which the reply came. He scores 1 point if he hits his friendly enemy. Then the other contestant gets his opportunity to swat his friend. This continues until one of them scores 2 or more points as agreed upon.

Tips

Secretly coach the friendly enemies to go after each other vigorously. Do not select cautious players; the spectators want action.

If any Committeemen are present, ask two of them to put on this show for the Troop. Also try it at a Father and Son Meeting.

STICK PULL UP



In other than college contests a Stick Pull Up is more popular than the more gruelling Stick Twisting and Cane Spreeing events. Contestants sit facing each other, feet facing the

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contestants feet, and by direct pulling attempt to either secure the stick or pull the opponent off the ground.

Note for Leaders: On alternate pulls, let the players change grips; that is, the one who has the inside grip for the first pull, takes an outside grip for the second. Unfortunately, the stick twists when each player takes one inside and one outside grip.

TALK FEST

In this popular Camp Fire contest two contestants (both prolific talkers) face each other in a talking contest. They may choose their own subject or a subject may be assigned. They talk for one minute and the listeners decide- on the winner. The rules are: Talk and look at each other constantly; talk so that all listeners can hear; carry on as much of a conversation as possible with more nonsense than sense.

Tips

Just before the contest starts coach the contestants indirectly by telling the audience what to observe such as, observe their artistic gestures, their choice of words and phrases, how often they repeat the same expressions, voice inflections, how distinctly they speak, and how well they can be heard, and most important, whether they talk constantly, not pausing for an instant.

The above contest is just a warm-up for the audience and the two finalists. Put them against each other. Select the subject they are to talk about, such as A Boy Scout, A Scoutmaster, A Patrol Leader. One tells why he likes being a Boy Scout and the other why he does not. Let the contestants talk as long as they are going well.

Your Scouts may surprise you, they more often than not favor the negative side of any argument.

Miscellaneous Camp Fire Duels

While the following duel contests can be used indoors they are more appropriate for outdoor camp fire meetings.

Laugh Fest

In this variation of a Talk Fest the contestants laugh “long, loud and funny” and put everyone in good spirits for whatever program follows.

Pillow Fight

Contestants sit astride a pole and try to knock each other off with pillows.

Barrel Boxing

Contestants box while standing in large bottomless barrels.

Smudge Boxing

Contestants box with blackened gloves.

Cracker Whistling

Contestants eat a cracker and whistle.

13.

PATROL MEETING GAMES

So, after trying Home Patrol Meetings for a short time you gave them up? “The boys are too noisy, we can’t stand them any more,” some of the parents said. The boys said, “Okay, we’re not having much fun, anyway!” So no one complained and the meetings stopped.

Patrol Program-Making

Until Patrols have learned to make their own programs you must help them. To do this at a TLC alone is not enough, since the council meetings are always, related to the Troop meetings. Why not conduct occasional (quarterly) Patrol program planning meetings? Devote a portion of each planning-meeting to the swapping of fun ideas. Ask each PL to tell and demonstrate his Patrol’s favorite indoor game, contest, stunt, trick, puzzle, etc., which his Patrol members thoroughly enjoy. You’ll be surprised the way each PL will have something to offer if he knows in advance that he’ll be asked for his contribution. Try it.

Need for Indoor Games of Skill

Scoutmasters say, “We have no problem about outdoor Patrol games, but what about quiet indoor games that can be played in a small room without damaging walls or furniture and which will satisfy both parents and Scouts?” This chapter attempts to answer that question.

Home-Made Games

Ask any Scoutmaster whose boys have made their own games how they liked them. He’ll give you his answer in a word – Great! Take this book to a quarterly Patrol Program-Planning Meeting, let the PLs see the illustrations, and get each one to make and try a different game for a month. That’s all you have to do to get the idea started. Suggest that Patrols swap games about once a month.

Accuracy and Materials Unimportant

Let the PLs know and see that accuracy of construction is not important, not even those of box hockey. Most of the illustrations leave measurements to the maker. Everything illustrated can be made from waste material, old lumber or the loan of mother’s pans, which can be returned in same shape they are received.

Painting and Decorating Important

Scouts pass off the fact that games made from waste materials do not look attractive by saying, “What can you expect, we made it out of junk.” But pride is aroused when different Patrol members supply left-over, bright colored paints and get their most artistic member to wield the paint brush.

BOX HOCKEY

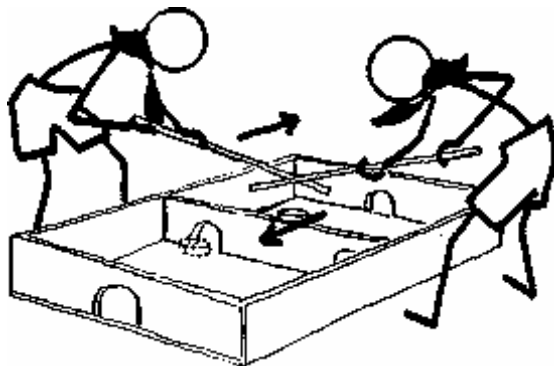
Very Popular Active Game

Two Players

Box, Sticks, Puck Required

Boy Scout Games

This is a most popular Scout-made game. It is recommended as a piece of Troop property for use of all Patrols for equal periods of time.



The box must be well made to stand up under hard use. If possible use a piece of exterior plywood at least ½” thick for the center board. Reinforce the ends. A hockey puck or a 3” square or round piece of wood will be needed. Use either two playground ball bats or straight sticks.

The Game

Two players square off, and at the word “go” they try to knock the puck off the center board and into the opponent’s territory- and then out of the box through the hole in the end. Each player tries to knock it through the hole on his left.

Scoring

If no one is waiting make 5 points to the game. If a few players are waiting their turns, make it 2 out of 3. If the Patrol is waiting make it a 1-point game.

Tips

If you make one box for the Troop and select champions in inter-Patrol matches, you will need rules for any of the games in this section. Since there are no standardized rules, make your own.

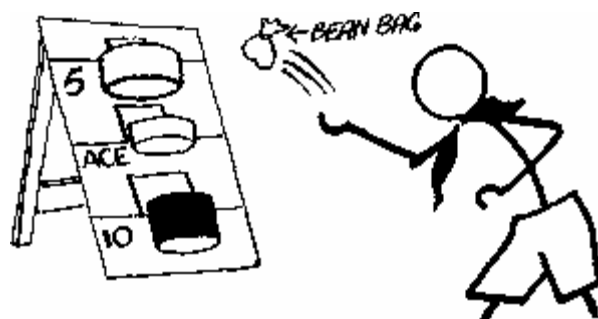
To start the game the puck is placed as illustrated. The players place their sticks (or bats) on the floor (or ground) on opposite sides of the partition, raise them, strike them together as illustrated and repeat the entire operation twice.

If the game is to be played on one spot, a frame without a bottom will do for a box. Secure the frame to the ground by nailing it to 2 x 4’s driven into the ground on the outside of the four corners.

CANASTA TOSS

The back-supports for the games illustrated are not necessary if the board can be leaned against a wall.

The scoring-method was suggested by a Scout familiar with the card-game Canasta. To score a canasta a player must throw at least three bean bags out of eleven throws into one of the cans. For throwing three bags into the No. 5 (top) can he scores (melds) 15; for four bags 20; for 5 bags 25, etc. For 3 bags in the small “ACE” can he scores 60; for four bags 80, etc. For three bags in the bottom can he scores 30; for 4 bags 40, etc. If he throws less than three into a can he scores 0.



Tips

Let Scouts make up their own scoring system and decide how far from the board to locate the throwing-line.

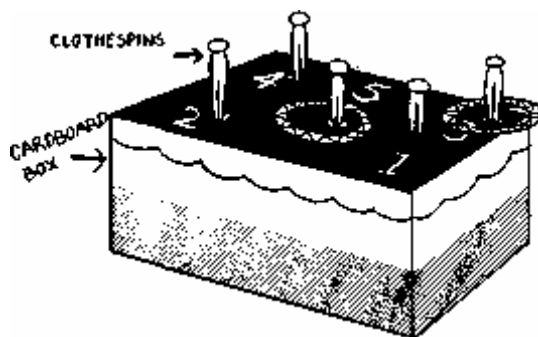
Suggest to Scouts that they use paper bags and pebbles if they can't get their mothers to make bean bags.

BOX RING TOSS

This is very easy to make. Just punch holes in a pasteboard carton, force clothes pins in the holes and number them as you wish. Don't spare paint, use contrasting colors.

For playing partners, make two peg boards, and two or four rings, for playing singles only one peg board required.

Ambitious Scouts will enjoy making rope rings (grommets) the way a sailor makes them. To make a 4" grommet unravel a piece of braided rope about 4' long. Use three (or four) strands to make three or four rings. Form a strand into a 4" loop and then let the rope almost lay itself into the grooves. Follow the groove a third time. Secure the ends by looping them and tucking them over and under, thinning out the rope as you go.



Tip

It is very easy to make grommets by butting the ends and securing them with adhesive or electrical tape.

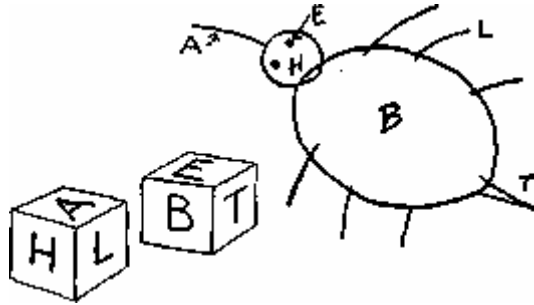
COOTIE

Cootie is the standard name for this game, but if the name brings an unpleasant picture to mind, call it anything you may wish.

Paste or print on each face of a cube one of the letters B, H, T, L, A, and E – B for body, H for head, T for tail, L for legs (6 legs), A for antenna (2), E for eye (2).

Boy Scout Games

Players take turns rolling the cube out of a cup or hand onto a table. As soon as a player rolls B he is in the game and draws an ellipse to represent a body on his card or paper, but without first rolling B any other letter he rolls is worthless to him because he has no body to which to attach the parts, and he passes the cube to the next player. By the same principle, until a player has rolled Head, he cannot use Eye or Antenna. In this manner the players roll and draw the section of the body indicated until the entire cootie is completed.



Scoring

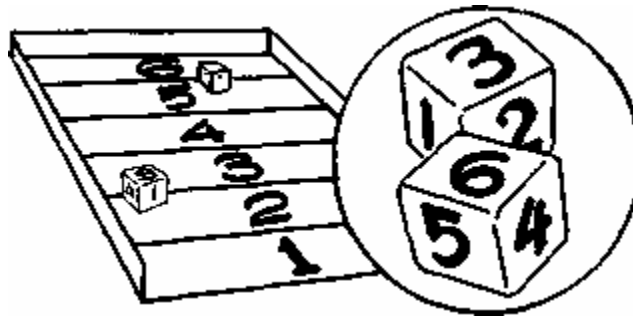
The winner is the player with the most points, scored as follows: point for each completed part, thus 1 point for body, 1 point for head, etc., being 13 points for a completed cootie plus 1 point for each part of a second.

BOX PITCH

Outline and number a piece of cardboard, as illustrated. Tack strips of wood on three edges. Paste or print numerals 1 to 6 on the faces of each wooden cube. Use several $\frac{3}{4}$ " cubes, rounding the edges slightly so that they roll easily.

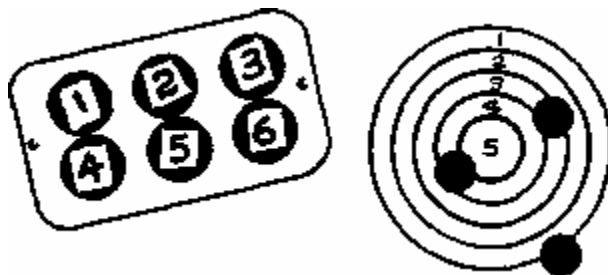
Place the board on a table and roll the cubes onto the board.

Give players the benefit of the higher-numbered space touched by a cube. For example, in the illustration the cube with the numeral 3 up lies almost entirely in the No. 2 space, nevertheless it does touch the No. 3 space, and the player adds the two figures for a total of six points.



MUFFIN TOSS

Place a muffin pan on the floor against a wall. Toss or sail flat disks (heavy cardboard, linoleum, thin plywood, etc.) into the partitions. Score according to the number of the disk on top only. For example, if a player throws disks 2, 4, 6 into one partition and 4 lies on top, he receives only 4 points.



Certainly any Scout can make the target and disks illustrated for use indoors. It may be used as a baseball target outdoors and also in a rope-coiling and throwing contest. Scouts may make their own rules.

14. HIKE AND CAMP GAMES

CAPTURE THE FLAG

New Form of Capture the Flag for 24 or More Scout Teams – Two “Armies” of Equal Number and Ability

Equipment: Improvised Flags and Bandages

Time—Two 15 or 20-Minute Halves

Prepare in PLC First Time Game Is Played

This version of Capture the Flag includes the excitement of chase, capture, prison, escape, rally and triumph, and the despair of defeat. The object of each team or Army is to capture the other’s flags and men.

Playing Territory

Before reading the description of the game study the diagram. If possible select a site suitable for stalking and concealment. Use a gully, ravine or hill for “No Man’s Land.” The fighting territory in which the flags and prisons are located, on each side of “No Man’s Land,” should be about 80 steps deep. Each army erects its flag and locates its prison (a tree or rock) on its baseline. Armies exchange territories at the end of each half.

Preparation

Players are divided into Left and Right Armies. Each Army selects a general and three division captains. Each general should be given time to do the following:

1. Explain the rules of the game and brief his army.
2. Divide his Army into three Divisions – attackers, intermediaries and guards. Each of these divisions selects its captain.
3. Captains brief their men and mark them with neckerchiefs or handkerchiefs. The right army men are marked by bandages on the right side, left army men on the left side, thus: attackers above ankle; intermediaries above knee; guards above elbow.

Generals and captains wear head bandages of different colors, if possible.

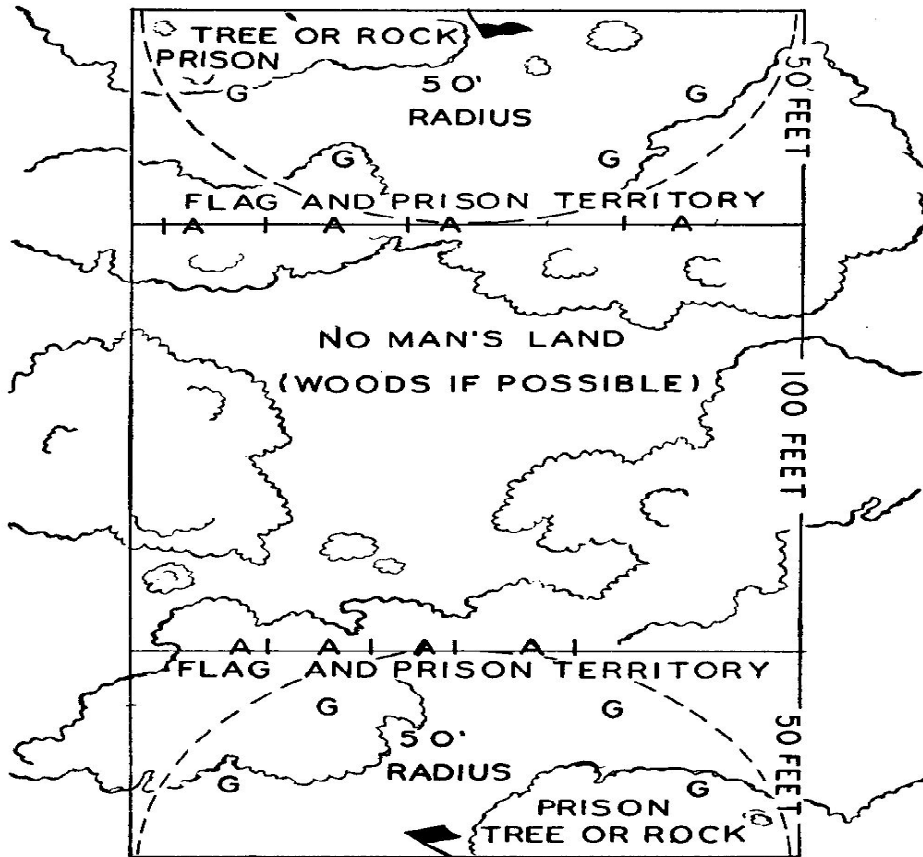
Boy Scout Games

Attackers – Each division has a major and minor responsibility – Attackers try to capture the flag and release prisoners and, when needed, to capture opponents in No Man’s Land.

Intermediaries try to capture enemy attackers and guards in No Man’s Land, and assist their own Guards when they call for help.

Guards are usually busy guarding their flag and prisoners. They may use their judgment, however, about crossing over into No Man’s Land to capture an escaping prisoner or flag thief.

Notice that intermediaries do not capture each other in No Man’s Land, where they are free to go wherever they please, and each Division operates in two of the three territories.



The Game

When both generals yell, “Ready,” the timer who also acts as referee blows his whistle and the attackers move forward swiftly and cautiously to cross No Man’s Land without being captured by intermediaries. Those who reach the enemy flag and prison territory conceal themselves and watch for an opportunity to secure the flag and carry it safely across No Man’s Land. To capture a player an opponent must hold him long enough to call, “caught” three times. Anyone who secures the flag may call for help in No Man’s Land, where friends may form interference and protect him just as football players protect ball carriers.

Treatment of Prisoners

When a Scout is captured he throws up both hands and hustles off to prison. Upon arriving there he takes his place at the end of the line where he touches the prison (tree or rock) with hand or foot and holds hands with others who were previously captured. In this manner prisoners stretch out toward No Man’s Land. To release a prisoner a friend rushes in and

Boy Scout Games

touches any player in the line, which releases, not the prisoner touched, but the first prisoner in the line. Friend and released prisoner hold hands and walk to the edge of No Man's Land where the prisoner throws up both hands and hustles to his starting line, after which he enters the game again. His friend is free to run wherever he pleases as soon as he reaches No Man's Land.

Scoring

The army having the most points at the end of the second half wins, scored as follows:

- 2 Points each time flag is captured.
- 2 Points each time a flag is carried into No Man's Land.
- 5 Points each time a flag is carried across No Man's Land.
- 2 Points each time opponent is made a prisoner.
- 1 Point each time a prisoner is released.

Tips

If possible, get different colored flags for each army, so that players can quickly spot an opponent crossing No Man's Land. It will speed the game if each army has a spare flag to replace the one stolen without delay. Do not permit players to conceal a flag while carrying it across No Man's Land.

This is not a standardized game, so have no hesitation about changing it to fit your Scouts and your playing field.

Suggested Line-Up for Starting Game

Field 100' x 200' for 24 Players

A for Attackers, I for Intermediaries, G for Guards

PIONEERS AND INDIANS

Played in Two 15-Minute Halves

Two Equal Teams of any number

Involves Stalking, Hiding, Chasing and Bandaging

Equipment – Slips of Paper Bearing Names of Supplies with Numerical Values:

Gun-25, Ammunition-25, Flour-20, Dried Beef-20, Hardtack-15, Jam-15, Fruit-10, Sugar-10, etc.

Preparation

Divide Scouts equally into Pioneers and Indians. Station a besieged pioneer in the block house. Give each pioneer a slip of paper. The Indian chief distributes his Indians at strategic points in the wooded Indian territory. The Indians wear a head-bandage. The leader of the pioneers distributes his men on the borders of the Indian territory.

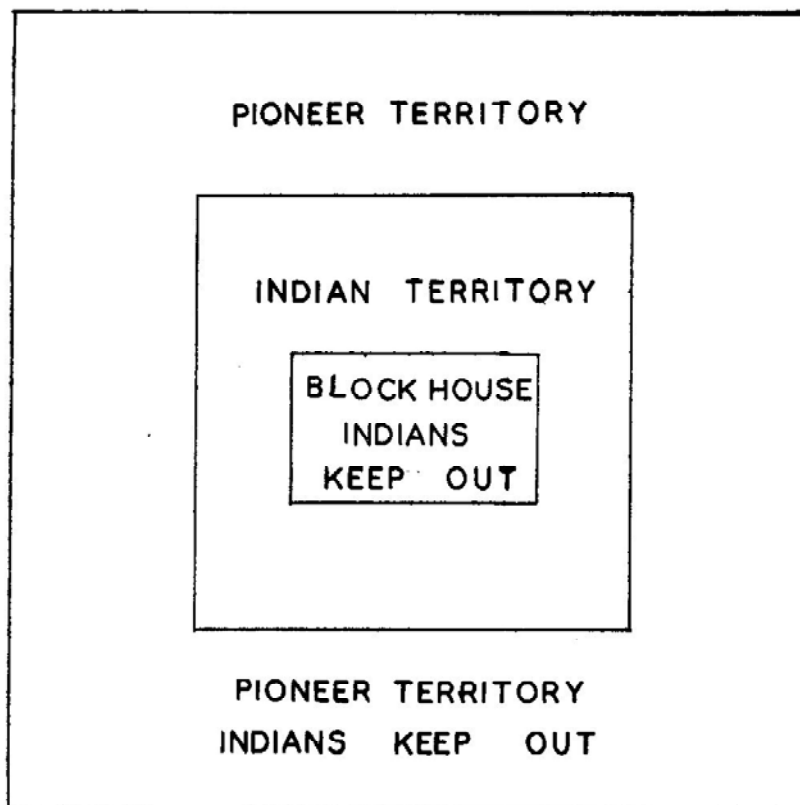
Objectives

The object of the pioneers is to deliver supplies to their besieged comrade. Indians try to capture pioneers and confiscate their supplies.

The Game

The game is played in two halves of about 15 minutes, each. Teams alternate as pioneers and Indians. At the starting signal the pioneers enter Indian territory and attempt to get to the block house without being captured (tagged). When an Indian captures a pioneer he searches him for a hidden supply. If he finds it before the pioneer counts to 100 as rapidly as

possible, he confiscates it; if he fails to find it, he turns the pioneer loose, gives him a start of 10 counts and begins to chase him. If the Indian again captures him, the pioneer must surrender his supply. If a pioneer loses his slip of paper, he throws up both hands and returns to a designated spot, where the Scoutmaster gives him another slip.



Scoring

At the end of each half each team adds the numbers written on its slips of paper. The pioneers count only the slips delivered to their besieged member in the Block House. The side with the larger total for the two halves wins the game.

Tip

Usually it is advisable to let Scouts draw supplies from a hat. Blow a whistle at the beginning and end of each half.

NATURE CHASE

A Recreational Nature Review

Teams or Patrols

Outdoor Variation of B-1-I-lack and B-1-I-lue

No Equipment or Advance Preparation

Two captains or Patrol Leaders toss for sides-runners and chasers. The chaser-captain assembles his Scouts behind the starting line. The captain of runners assembles his team in a compact huddle behind the safety line, a short distance across a field or road. There they decide upon the name of a nature specimen – a bird, mammal, reptile, edible plant, shrub or tree. A

specimen should be used only once, should be common in the territory, and it must have been seen by at least one member of the team.

Suppose the runners decide on a blue jay: They go to the starting line, toe it, and say, "We are birds," whereupon the first chaser on the left of the line calls the name of a bird. If wrong, the runners reply, "Wrong," and the next in line calls a bird. This is continued until one of the chasers guesses blue jay. and the runners dash for the safety line, pursued by the chasers, who receive one point for each player tagged. The teams then change places and the team having the most points at the end of a predetermined number of innings is the winner.

Tip

After all chasers have tried and failed to guess the name of the object, start again at the head of the runners and have each runner tell one thing about the object before his opponent has another try at guessing.

THE CRAZY ABYSSINIAN KING

**Humorous Camp Game – Mock Trial
Requires Good Actor to Play the King
Afternoon and Evening Performance
No Equipment or Rehearsal**

Divide the campers into two equal parts. One team acts as the disloyal "Army of the King." The others act as members of the loyal "Senate." The soldiers claim that their "King" is crazy and want him deposed. The senators refute these charges and do all in their power to prevent the soldiers from proving their charges before a group of judges at the evening camp fire.

Part I – Securing Evidence. One of the leaders of the camp who has ability in acting is selected as the King. He dresses as crazily as possible and takes a position in a clearing or on a hillside where his actions can be easily observed. About every three minutes he performs some foolish stunt, such as making a speech to departed spirits, turning somersaults, acting like a jackass, or any clownish stunt that he can think of. This he does for about an hour during the afternoon preceding the evening camp fire meeting.

Each member of the army must provide himself with paper and pencil, because no evidence against the King will be considered unless it is in writing. The soldiers conceal themselves in all kinds of hiding places and take notes. The senators hunt the soldiers and capture them by simply tagging them. When a soldier is captured, he is required to give up his papers and is then released. To distinguish the players, each soldier is required to wear a handkerchief around his head.

Part II – The Trial. At the evening meal the camp director announces that the King is going to be tried for insanity at the council fire. After the meal each faction holds a meeting, collects its evidence, and selects its representatives. Later a mock trial is conducted. Of course the King is allowed to explain his actions. Finally a committee of judges, usually camp officials or visitors, decides upon the King's mental condition.

ROADSIDE CRIBBAGE

**For Use on a Nature Hike
A Scout Way of Reviewing**

Boy Scout Games

This game is intended for a small group or a Patrol on a hike. Explain the game in advance of the hike, letting the Scouts know that they will return along the same trail. Have someone familiar with nature conduct the hike along a wooded trail, pointing out objects in plain sight along the borders.

The Game

Each Scout gathers twenty-one counters, such as pebbles, acorns, seeds, etc. The purpose of the players is to get rid of their counters by throwing away one or two (as indicated in the list below) each time they see one of the objects listed.

An Important Rule

Until a player actually passes the object he is identifying he should not throw away a counter. Then, as he calls it to the attention of either the group or the leader, he may throw them away.

Suggested Nature List

- | | |
|--|------------|
| 1. Each wild mammal or sign identified.... | 2 counters |
| 2. Each specified bird | 2 counters |
| 3. Each reptile | 2 counters |
| 4. Each specified scarce tree. | 2 counters |
| 5. Each specified common tree | 1 counter |
| 6. Each specified bush..... | 1 counter |

NIGHT GAMES

Have you ever tried night games at camp or in Troop meetings, outdoors or indoors with lights out? No? You'll be surprised then to see the fun there is in even the simplest game. Restrict all night camp games involving running to flashlight games, and even then, be cautious. Play them on bright nights and start them at twilight.

JACK, JACK, SHOW YOUR LIGHT

Early evening game

Flashlights, Whistle, Watch required

This is a simple chase, the object of which is to capture one of the players, "Jack," who is permitted to run where he pleases in a small area with clearly defined boundaries. Select a camper to act as Jack and provide him with a flashlight and a whistle. To avoid confusion all other players must be forbidden to carry a light of any kind.

Assemble all players in a clearing and give Jack a head start of fifty counts, more or less, depending upon the denseness of the woods. At the end of the count the players scatter and give chase. Jack is required to show his light at intervals of about one-half minute, by slowly swinging his flashlight in a complete horizontal circle. The players yell (some yell almost continuously to overcome their fright), "Jack! Jack! Show your Light!" When anyone sees the light he is on his honor to yell, "Run, Jack! Run!" If, after showing the light, no one tells Jack to run, he should stop, blow his whistle, and swing his light continuously. Finally some one will see the light and yell, "Run, Jack! Run!" At the end of about one-half hour the timekeeper blows his whistle as a signal for Jack to stop on whatever spot he happens

to be and blow his whistle at half-minute intervals. The player who finds Jack takes his place in the next round.

Usually the players become so enthusiastic about this game that they want to play it again, and again. However, two rounds should suffice for one night.

Tips

In dense wooded territory don't let Jack get too well hidden. Give him only a half-minute start and have him show his light at half-minute intervals.

FLASHLIGHT PASSING RACE

Indoor or Outdoor Game

Small Objects and Flashlight for each Patrol

Use Patrols or divide the Scouts into two or more teams of equal number, and line them up shoulder to shoulder on parallel lines. Lay a flashlight, pin and stone in front of the first Scout of each team. Turn out all lights and start playing.

The first Scout on each team picks up and lights his flashlight, passes the pin and stone to the next player in line, followed by the lighted flashlight. The other players continue, always passing the flashlight last and lighted.

The last player on each team starts passing the objects back. The team whose leader is first to extinguish his light after receiving the pin and stone, is the winner.

Tip

The rule to pass one object at a time is quite needless; the weight of the objects takes care of that.

O'GRADY ALL LIT UP

Night Variation of O'Grady

Flashlight Required for Each Player

This game is more fun than the Troop Meeting form of O'Grady, because flashlights make the errors stand out like a sore thumb.

Line up the players as for setting-up exercises, with the leader in front, elevated if possible. The leader demonstrates an exercise, then gives commands for its execution, but the players – flashlights in hand – execute only those commands preceded by the words, "O'Grady says." For executing commands not preceded by these trick words, Scouts pay a penalty.

NIGHT SARDINES

Flashlight for each Player

On a dark night select a first hider and coach him in advance (See Tips). Give him a flashlight and one minute (more in an open woods) to hide somewhere within the boundaries (not in a tent or building). Blow a warning signal about fifteen seconds before the minute is

up and fifteen seconds later blow it again. Then players, with flashlights in hand, scatter and hunt the hider. Any player who spots him tries to slip in, unobserved by the others, and hide with him. This is continued during a time limit (about ten minutes) or until all the players crawl into the hiding place like a pack of sardines. The one who first finds and tags the hider becomes the first hider for the next round.

Tips

Here's a rule you can suggest but enforcing it is another story. Nobody except the first hider is permitted to run.

Select the first hider at supper and let him explore in advance for a hiding place in the woods large enough so the others can join him. Then, let him tell you when to start the game so that he can reach his hiding place in the one minute allotted him.

FIRE FLY RELAY RACE

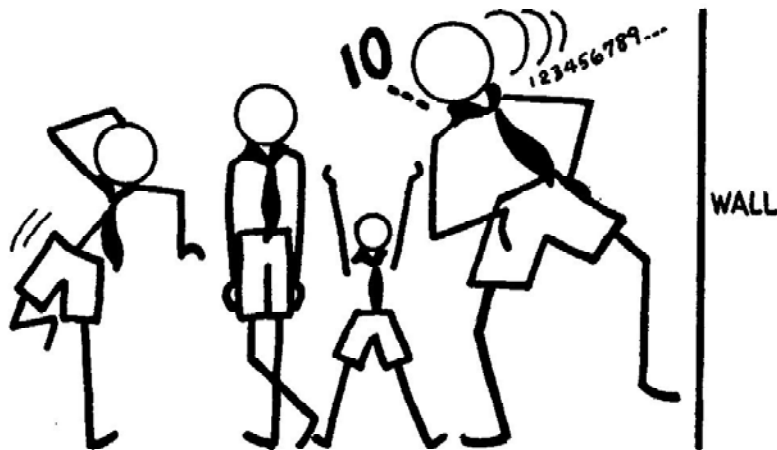
Flashlight for Each Patrol or Team Camp and Indoor Troop Meeting

This game is recommended for both indoor Troop meetings and camp.

Teams or Patrols are lined up on parallel lines, with Scouts shoulder to shoulder. Players at the heads of the lines have their flashlights lit. At the word "Go" they pass them to the second in line, and in this manner the lights are passed to the end of the line. For the firefly effect just tell the Scouts to pass the light the reverse of the way received, that is, received lit, passed unlit, and vice versa. When the player at the end of the line receives the light, if unlit, he turns it on, runs to the head of the line and passes it back. The game is continued until the player originally at the head of the line returns.

FREEZING

(Also called Moving Statues and Red Light)



After the game is explained each player demonstrates the statue-like pose (the more comical the better) he will take throughout the game. The player selected to be "It" stands

Boy Scout Games

against a wall or tree while the others form on a starting line 40 feet (more or less) from the wall.

Players hold poses until "It" says "Go" and then they move forward, while It counts as rapidly as possible to 10. Then while calling "Red Light" or "Freeze," It turns and points out players who are moving, swaying, or posing incorrectly, whereupon they return to the starting line. This continues until one of the players touches the front wall. He is the winner, and he takes It's place for a second round.

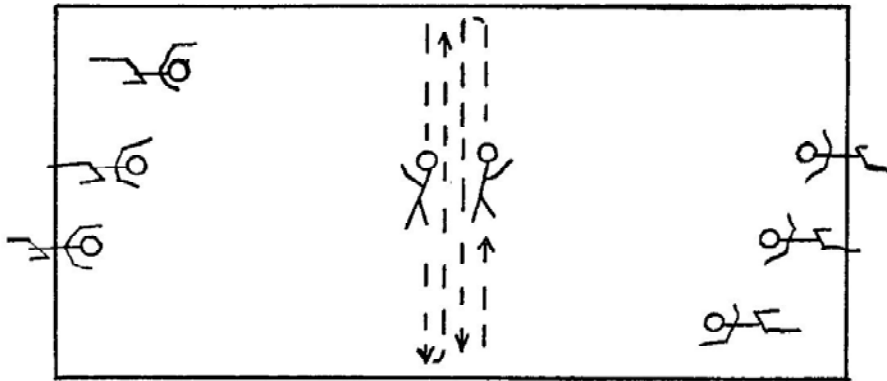
INFILTRATION

(A dark night game)

**Excellent Inter-Troop game
For Camp, Camporee or Rally**

At each end of a field about 300 feet in length two sentries walk back and forth the full width of the field.

One Troop spreads out at one end of the field and the other Troop does the same at the other end. Members of one Troop wear neckerchief, members of other wear none.



The Game

At a starting signal both Troops move silently toward each other. When players near the end of the field, they crawl, walk or rush in an attempt to cross the sentries line without detection. If they succeed, they score one point for their Troop and return to the opposite end of the field for another try. However, if a sentry hears or sees an "infiltrator" and points him out with his flashlight, that player also must return for another start. This continues for as long as thirty minutes.

CONCEALMENT

**Requires wooded territory
For two Troops or Patrols**

The players are divided into two groups, the "Observers" and the "Stalkers." The observers spread out across one end of the playing area and conceal themselves as much as possible. The stalkers are stationed behind trees at the opposite end of the field. All the players gather ten counters (pebbles, acorns, hard berries) and put them in one pocket.

The Game

At the starting signal the stalkers move cautiously, walking, crawling or darting from cover to cover, moving forward in an attempt to cross the opponents' line without being observed. The observers remain in the hiding place they originally chose and every time they see a stalker moving they transfer a counter from one pocket to another. Similarly, every time a stalker sees an observer, he transfers a counter. At the end of about 15 minutes time is called and the score taken thus: Observers score 1 point for each stalker observed in motion and they deduct 5 points for each stalker who crossed their line and an additional point for each member who was observed by a stalker.

Tip

Announce this game at the preceding indoor Troop Meeting and recommend that Scouts read Chapter 13, Tracking and Stalking, *Handbook for Boys*, and suggest they study the pictures on the last three pages.

SWIPE THE DISPATCHES (Conducted after dark)

A circle with a radius of seventy-five feet and an inner circle seven feet in radius are laid out. Two blindfolded listeners equipped with flashlights are stationed in the center of the inner circle. Scouts are scattered around the edge of the outer circle. Small pieces of white paper bearing messages are placed in the circle about three feet apart. Each Scout moves silently into the circles, secures a piece of paper and returns with it to the outer edge. If he is *heard* by a listener he is spotted with a flashlight. He goes to outer circle and tries again.

The boy with the most dispatches at the end of a half hour wins.

15. **OPEN HOUSE GAMES** **AND CONTESTS**

If you are planning to conduct an annual "Open House" for Scout parents and friends, begin by reading *Open House*, Catalog No. 3005, which covers the organizing and promoting of such an event. While this chapter describes recreational Scouting activities specifically designed for an Open House, with slight modifications, they may be used in a regular Troop or Patrol Meeting.

Secure Explorer Cooperation

It will help if you get a nearby Explorer Unit to work with you in making your Open House or Parents' Night a joint affair. With a little encouragement, perhaps they will bring their girls, and Girl Scouts in the neighborhood no doubt would enjoy the show.

The Evening's Program

The 3 ½ hour program suggested in the Open House pamphlet includes Supper, Ceremonies, and Awards, a Fellowship Camp Fire, Introductions and Recognitions and Fun-

Boy Scout Games

Producing Activities. Get-acquainted games, Scouting demonstrations and exhibitions and a county fair are some of the activities described in this book.

The County Fair

Just as at a regular county fair, stations or booths are spotted around a large room or gymnasium. People are organized into groups, which move from, booth to booth upon signals. In each booth exhibits are set up for the activities selected, such as knot tying, axemanship, knife work, compass, first aid, life saving, signaling and fire by friction.

Number of Booths

Set up as many booths as you can with the leadership available. Assign two Scouts to each booth.

Description of Booths

A booth is nothing more than a station. It may be open and enclosed on three sides with four chairs and a piece of rope to keep people within their assigned space. Leave the front open. Each booth should be numbered and decorated. Colorful signs are a great help, especially if decorated with funny illustrations.

Timing Booth Activities

This is very important. The number of minutes spent in each booth by the different groups will depend upon the total time available and the number of booths. At the end of five minutes sound a signal to cease action, check scores and observe the exhibit while Scouts clean up and prepare for the next group. Then, at the end of a minute, sound a second signal for everyone to move on to the next booth.

Create Play Spirit

At the very outset break the proverbial “ice” and create sufficient esprit de corps to get everybody into the festivities. Have all the booths ready and start the game described below just as soon as four or five visitors have arrived.

WHAT COUNTRY IS IT?

Each arrival is given a card and instructed to visit all the booths, where Scouts will explain their exhibits and demonstrations. Then they point out an object or picture and ask everyone to study it and write on the card, opposite the number of the booth, the country they think the object suggests. After checking to be sure they have all written the name of some country, the Scouts direct the group to the next booth.

SUGGESTED COUNTRIES

Booth No. 1 – United States

Make this and all other countries as easy as possible. Hang up a picture or set up a miniature Statue of Liberty on a decorated box for pedestal.

No. 2 – Canada

A print or drawing of a maple leaf is easy to secure, or, Scouts might make leaf prints.

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No. 3 – Hawaii

A Scout wearing a grass skirt, made up as a girl with a flower wreath around his neck should be humorous, especially so if he will dance.

No. 4 – England, Scotland, Ireland, Wales or Australia

Any country in which cricket is played may be depicted by two Scouts—one making believe he is bowling overhand to a Scout with a roughly fashioned cricket bat. Balls and a wicket will enhance the play. (Consider the name of any country in which cricket is played correct.)

No. 5 – Spain, Portugal, Mexico or almost any Spanish-American Country

Should be considered the correct answer for the picture of a bull fight. Scouts might add to the fun by dramatizing this.

No. 6 – Holland

A Scout-made miniature windmill or wooden shoes would be satisfactory.

No. 7 – Italy

A dish of spaghetti should be easy to guess and Scouts will not object to eating it.

To conclude the game, secure the attention of all the groups and read the answers to them while they check their own cards. This usually finds everybody ready to join in the fun to follow.

Importance of getting acquainted

Even though parents and visitors are quite well acquainted, the social reserve is dropped or the “ice” broken quickly if a get-acquainted game is played. “Name Crossword” described in *Open House* is excellent.

OPEN HOUSE TREASURE HUNT

This type of treasure hunting is well-known in Scouting throughout the country, since many Councils use it at the first meeting of training courses. It is guaranteed to break down the social reserve of any group.

Organize Provisional Patrols

Before explaining the hunt count the guests and divide the total by the number of booths to determine the number of players in each “Patrol.” The Patrols then have short meetings to get acquainted and elect a Patrol Leader. Advise them to select the man in the group who knows Scouting best, and try to have in each Patrol a Committeeman or former Scout.

Select Appropriate Patrol Names

After the leaders have been chosen, each Patrol decides upon its name, that of an animal or bird whose call can be imitated reasonably well. After the Patrols have practiced their calls start the game.

The Hunt

Line up the Patrols behind their Patrol Leaders and start a grand march, during which everybody follows the antics of the march leader. Suddenly a whistle is blown, the music stops, and players scatter and hunt for treasures – wrapped candy and sticks of gum – partially

hidden in conspicuous places, that is, hidden in sight where they can be seen without moving furniture.

Whenever a player sights a treasure, even though it is sighted by a previous player, he gives his Patrol call repeatedly. When the Patrol Leader hears the call he runs to the spot and picks up the treasure. Patrol Leaders *only* are permitted to pick up treasures.

In about a half-minute, when the hubbub is at its peak, the game leader suddenly blows his whistle, after which Patrol Leaders are forbidden to pick up treasures. The line then forms and the march continues until the whistle sounds again for another hunt. This is repeated until nearly all of the treasures are picked up.

Tips

Do your best to get players to observe rules, but as the game progresses and the din of the Patrol calls drowns out the whistle, it becomes an impossibility.

Advise the leader of the grand march to walk, skip, trot, sing, whistle, etc. Have them do things players can easily imitate, since actions must pass down the line from player to player.

THE COUNTY FAIR

The fair may be announced with a fanfare of bugles and much hullabaloo. Get just the right person to do that.

Organize Permanent Teams

Organize as many teams as there are booths, number the teams, and after a very brief description of the fair, send them to the booths bearing their respective numbers. The leaders of booths must be ready to start their activities the instant teams arrive. Similarly, they must stop at the five-minute signal, and at the six-minute signal they must move to another booth. Cooperation at this point is a large factor in success.

Organize Small Groups

Determine the number in each group by dividing the number of parents and guests by the number of booths. Try to have enough booths so that there will be no more than six in each group.

Keep Group Scoring System Simple

Use a scoring system which encourages everyone to try. Score one point for trying and another for succeeding. Give those who fail a second and third chance, if time permits. Record only total group scores.

Award Amusing Prizes

Prizes are not needed, but certainly the right kind add much to the fun, as evidenced by the following quotation from SCOUTING Magazine:

“Refreshments in the form of cookies and punch were served. Then came the awarding of the prizes.

“A ball of twine was given to a member of the Executive Board so that he could practice his knots. A man who had trouble with compass directions was given a leash with the advice that he attach his dog to it and follow him home should he lose his bearings again. A little tin saw went to the man’s wife who failed in the hatchet test. A father who didn’t do very well in spelling with dots and dashes was given a set of alphabet blocks.

“A mother was given a candle and a box of matches so that she could practice fire lighting in her own back yard. A girl was advised to have a life saver handy when she went near the water; she was given a rule to aid her in judging. A man was given a potato peeler to help his whittling. A pancake turner was given to the man who couldn’t make the flapjacks flip. A young lady who had not had much success with flint and steel was given a box of matches.”

Square Knotting

Teaching the Square Knot

The instant the group arrives at the booth teach the square knot. When the Scouts think everyone can tie it they start the contest.

The Contest

The contestants first tie the square knot with eyes open; second time with eyes closed; third time behind backs. Score one point each time a member of the group ties the knot correctly.

Life Saving

Rescuing a Roller Skater

This event is conducted down the center of the room between other booths. It does not require a booth.

The Demonstration

One Scout has a rope with a bowline on each end. The instant the group arrives, he slips the small bowline over his left wrist and throws the larger bowline to the roller skater, a Scout at the other end of the room. Without getting out of a 3-foot circle the skater tries to grasp the bowline; if he succeeds, he slips the large bowline over his head and around his waist, and his buddy hauls him in.

Coiling the Line

Hold the large bowline in the right hand (lefties do the reverse) and slip the small bowline over the left wrist. Coil the line (about 25 feet long) into the right hand. Throw the line with an underhand toss.

The Contest

Give each team member at least two tries at coiling and throwing the line so that the skater can grasp it without leaving his circle. Score four points for success on the first try; three the second; two the third. If all tries fail, score one point for trying.

Contact Wood Splitting

A Scout demonstrates wood splitting with a hatchet, using the contact method and a chopping block about 20 inches high. All members of the group who split a stick receive two points; failures receive one point for effort.

Fire-Lighter Whittling

One of the Scouts shows the group a fire-lighter, explains its use (to light a fire on a windy day by first lighting the fire-lighter) and demonstrates how to make it.

Whittling a Fire-Lighter

For an acceptable fire-lighter, cut not less than five shavings (at least 4 inches long) on the end of a soft wood stick. The trick is to cut the first four shavings so that they remain on the stick and then to make the fifth cut down through the stick so that the five shavings are removed from the stick in one bundle.

Give each couple a sharp Scout knife and a straight grained piece of soft wood about $\frac{3}{4}$ " x $\frac{3}{4}$ " x 8", which may be used several times. Score 3 points for 5 shavings, 2 for 3, 1 for 1 shaving, plus 1 point for trying.

After the contest let Scouts demonstrate knife sharpening and fuzz-stick whittling. As a novelty let group members try to light their fire-lighters in front of an electric fan going full blast.

Spark Striking and Catching

A three-man team contest

This is recommended as a thrill-producing novelty. It could be demonstrated once to everybody in the room, then the instant they reach the booth teams could be organized and they could try either to make a spark by rubbing sticks, as described in the three-man method, page 54, or by catching a flint and steel spark, as described in *Handbook for Boys*.

Compass Board Labeling

Two compass boards and two sets of labels required

Involves only 8 Compass Points

For a board draw a circle on a piece of cardboard and secure it to a wooden board with brads at each of the eight compass points. Let the brads protrude about $\frac{1}{2}$ inch, and mark one point "N" for North.

Initial the eight points of the compass on small pieces of cardboard with a small hole in each label.

The Contest

This is a team contest in which members (one from each team) compete in placing seven labels (omit North) on the brads quickly and correctly. A contestant receives one point for placing the labels correctly and a second point for doing so first.