



THE SCOUTER'S BOOKS -No.9

# 100 IDEAS FOR CREW MEETINGS

Compiled by the Rover Scout members of the Publications Board  
of the Boy Scouts Association and edited, with a foreword by  
John Thurman

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

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## FOREWORD

Only this afternoon, just after I had finished putting together the contents of this book on behalf of my colleagues of the Publication Board who contributed most of the items, I was talking to a Rover Scout. The conversation went something like this:

R.S.: "I have decided to leave my Crew."

Myself: "I'm sorry. Why?"

R.S.: "Well, they don't do anything."

Myself: "What do you mean by 'they don't do anything'; don't they meet?"

R.S.: "Oh yes, they meet once a week but all they do is talk about what they are going to do. I've been there a year and I have never done anything that even remotely interests me."

Myself: "Then what sort of things have you done?"

R.S.: "We've had a few talks and a great many discussions but we haven't done anything practical."

Myself: "But don't talks and discussions interest you?"

R.S.: "Some of them do, but I have to work with my brain and in my leisure time I like to do something with my hands; particularly I want to go out, but the Crew just talks and listens."

Well, there it is; another young man lost to Rover Scouting. I would not place all the blame on the Rover Crew or the Rover Leader; I think some of it belongs to the Rover because surely the Crew must determine its own programme. What is apparent in this particular Crew is the complete absence of balance in the programme. I would be the first to agree that Rover Scouts ought to talk and discuss and, indeed, to listen to talks by people who know what they are talking about. I should be just as astonished to learn that a Rover Crew never had a talking meeting as to learn that a Cub Pack did have one, but it does seem a pity for a Crew to take just one aspect of the Rover Scout Programme and to flog it to death, ignoring all the other opportunities.

That is why some of us are now offering you what I hope you will agree is a varied selection of things that a Crew might attempt. Obviously, some will appeal to one Crew and some to another, and it is conceivable that some of you who read this book will think they are just stupid and pointless. We have a lot of young men in this Movement with very different interests, and the job of the Rover Leader is to try to cater for all of them.

The last person to be considered should be the Rover Leader. One of the dangers of leading Rovers is that of forcing your own interests down their throats. I was once in a Crew where the Rover Leader was a First Aid fanatic and the Crew became not a Rover Crew at all but a First Aid Training Brigade and gradually the fellows drifted away. It would have been just the same if the Rover Leader had tried to force any one subject.

Rover programmes need these qualities for success:

1. Variety.
2. Active participation by the Rovers.
3. Seeking for and seizing whatever opportunities are available.
4. Purpose.
5. Enjoyment.

6. Whatever is done ought to be done in terms of the Scout Promise, which should be the yard stick which guides the programme of any Rover Crew.

This little book deliberately avoids the more grandiose and exotic forms of Rover Scouting. You will find in it nothing about climbing the Pyrenees, taking a Kontiki-type raft across the Irish Sea, or expeditions to Iceland to bring back specimens of rare plants; not that I want to stop anyone doing these things and I hope you will be lucky enough sometime to do whatever it is you want to do. As I know the problem of Rover Scouting, it is finding something worthwhile to do on a ordinary mid-week evening, when to some extent we must base our activities on the confines of the Rover Den, and the kind we can do inside a weekend.. All the ideas suggested here are offered to you with that background thought in mind. On behalf of my colleagues and myself I hope you will find something in the book which, even if you do not try to reproduce it exactly, will set you thinking about something worth doing.

Anyway, good luck in your endeavours, and what ever you do with your Rover Crew, for Heaven's sake do something, even if it is only taking this book and tearing it apart.

JOHN THURMAN,

*Camp Chief.*

**B.-P. said:**

“As I write these lines there is, camping in my garden, a living example of what I hope may be the outcome of this book, on a ‘.0 wider scale.

With all my heart I hope it.

He is a hefty Rover Scout, about eighteen years of age, that is a fellow training to be a man. He has tramped from a distance with his pack, in which were his light tent, his blanket, cooking pot and food.

He carries on him his axe and lariat. In his hand a serviceable staff with a weirdly carved head, his own handiwork.

In addition to this load he carries a still more important thing – a happy smile on his weather-tanned face.

He slept out last night in bitter wind and rain, although I gave him the choice of living under a roof. He merely remarked, with a laugh, that it had been a hot summer, and a little cold wind was a change and would do him good. He loved the open. He cooked his own meal, and made himself all snug with all the resourcefulness of an old campaigner.

Today he has been showing our local Scouts how to use the axe with best effects, and he proved to them that he could ‘rope’ his man unerringly with his lasso. He knew the trees by their bark and the birds by their note. And he could climb any tree or crag that he came across. Altogether a healthy, cheery, skilled young backwoodsman. Yet this chap is a ‘Townie’, but one who has made himself a Man.

As he admitted to me, he is in ordinary life an apprentice in some engineering works in a big city. He enjoyed getting out into the open not merely because it was a relief from his work, for his work interested him, but because it took him out of the filthy talk and foul language that was supposed by his fellow-workers to be the manly thing to carry on.

He told me he had got a ‘thick-ear’ more than once for not taking part in it, and he had managed to deal out a ‘thick ear’ or two on his part in urging cleaner thought.”

# 100 IDEAS FOR CREW MEETINGS

**SCOUTCRAFT** – A little practical Scouting now and then won't come amiss.

## 1. Practical Revision Nights.

You soon forget: Every Rover ought at least to know the dozen most useful Scout knots and his First Aid. A revision evening once in a while will keep the Crew in form.

Discussion Topic – Which are the “dozen most useful knots.” Try tying them:

- (a) under water (the rope – not you),
- (b) wearing boxing gloves.

## 2. One Summer Evening.

Try an all night hike, finishing up with communal breakfast.

Remember other people may be asleep and want to stay that way.

Try navigating by Stars and Compass.

## 3. “The Scouter.”

Now and then the R.S.L. should lead a discussion on the current issue of “The Scouter”, and not only on the Rover pages. Rovers (many of whom will be warranted) may like to try out some of the ideas and games amongst themselves before trying them with the Troop. Such features as “Dear Editor” will offer many a topic for intelligent discussion.

## 4. Pioneering.

Try to reproduce in ropes and spars any bridge you may see on a hike or travel. Make indoor working models of *new* projects – then try out-of-doors drawings and models in the Den; the project in Camp.

## 5. Venturer Badge Project.

The Venturer Badge has proved one of the most popular of the badges introduced in 1946. Rover Crews can perform a real service to Scouting as a whole by devising and trying out in practice various incidents.

Simple suggestions:

- (a) Original ways of crossing a stream.
- (b) Incidents involving tree climbing.
- (c) Incidents involving rescue work from buildings, crevasses, swamps, etc.

(d) Various types of trail, e.g. blindfold, backwards, nature.

(e) Incidents involving physical agility, e.g. going through suspended motor car tyres.

The possibilities are almost limitless. The best approach is to survey the terrain and to take advantage of any natural features such as a large mound of earth, a culvert, a disused barn or loft.

Incidents should be capable of being carried through by a Patrol in not more than half an hour.

### **6. Handcraft.**

Using only an axe and a knife make:

(a) A three-legged stool.

(b) A pair of book ends.

Make a Carillon using empty bottles and, having done this, try to devise a mechanical method of playing it.

Design and make a gate to a camp kitchen capable of being operated by a fellow who is completely laden with a pot of soup in one hand and a pile of plates in the other.

### **7. Rambler Badge.**

– Composite effort for Crew as a whole. Set Routes for pairs of Rovers to cover in total 100 miles. In Den have large scale map in outline of area on which Rovers mark route as completed. Also provide for information under various heads, e.g. Architecture, Archaeology, Agriculture, Afforestation, Footpaths, etc.

### **8. Crew Bulletin.**

Produce a magazine-type bulletin, which should include genuine news items relative to the Crew and information about Rover Scouting in other countries.

This project can be tackled in two ways, either to spread it over a week or two, which will produce a better job but is rather less fun, or, better, confine the whole operation to one evening, giving members of the Crew various assignments and leaving an editorial staff in the Den to co-ordinate the work and produce the bulletin.

### **9. Morse Signalling.**

Invent and be prepared to demonstrate in practical use two original ways of sending and receiving the Morse Alphabet, the sending to require apparatus and the receiving to require apparatus if possible.

The aim should be to be as original as possible and the method should be capable of being used from distances varying between ten yards and a quarter of a mile.

### **10. Peculiar Gadgets.**

Construct an apparatus for blowing up a fire, capable of being worked from a distance of five yards.



### **11. Patrol Cooking.**

Suppose that as a Crew you are detailed to prepare a programme for a weekend Training Course for Patrol Leaders, with special reference to Patrol cooking; work out a scheme you think would succeed and try it out amongst yourselves. Lay particular stress upon originality, avoid completely the use of tinned foods and having worked out the whole in theory, prepare and consume at least two of the culinary items.

### **12. A Project with no Particular Purpose.**

You will all have read stories in which the detective or the hero, having been trapped by his adversaries, is placed in some quite impossible position where he is liable to be killed by six different methods operating at the opening of a door or the cutting or burning of a rope. See if you can devise a set of situations and carry them out in practice using, it is hoped, a dummy as the victim.

Put more simply, make a dummy and devise six separate ways of disposing of it, all to be actuated by an initial impulse.

### **13. Inventing Games.**

There are two approaches to this project:

- (1) To decide the purpose of the game,
- (2) To select various articles and devise games by putting them to use.

As an example of (1), Invent a Round Game, i.e. one which involves the whole Crew; a Relay type game; a version of Football or Cricket or the two combined, using five, six, and seven on each side.

As an example of (2), Take a miscellany of articles such as a croquet mallet, a golf ball, a dixie with a hole in it, an empty medicine bottle, a length of rope, and try to devise a purposeful game bringing all these things into use.

### **14. Knotting again.**

Rover Scouts can investigate knotting to an extent far beyond what would be expected in the Troop, e.g., devise an apparatus and construct it in order to test and find the breaking point of various knots, e.g. Middleman's, Bowline, Spanish Bowline, Surgeon's, Fisherman's and the Carrick Bend.

### **15. Mapping.**

Spend half an hour with a map of an area within reasonable reach of the Crew. From the map select four possible camp sites, ignoring whether or not they are available for camping. At the first opportunity visit the sites. Before you go, try to plan the lay-out of the site, and when you visit it make comparisons between your plans and the actual possibilities of the site and list the advantages or otherwise of your suggestions. For this project you need maps of 1 in., 2½ in. and, if possible 6 in.

**16. Project for a Hike.**

Using a map in the Den select a number of points within easy hiking distance of each other where it would appear from the map that you could erect a chain of beacons visible one from the other. As a hike project, test your mapping skill and see if the points are in fact visible one from the other.

**17. Estimation Golf.**

A Rover Scout ought to keep up his skill at estimation and this is a pleasant way of doing so. Divide the Crew into pairs and play either nine or eighteen holes. One Rover in each pair has the "honour" at alternate holes. The game is played as follows:

One Rover Scout looks at, say, the width of the road and says, "I think it is 40 ft." His opponent says, "I think it is 38 ft. 6 in." The Rover whose estimation is most nearly correct becomes the winner of the hole. If either is more than ten per cent out then there is no score. The game can be played indoors or out or a combination of both, and can include such things as the Rover Leader's waist line, the height of the fire place, the width of the hatch into the kitchen, the perimeter of the seat of a chair, etc.

**18. Inventing Yarns.**

Here are two simple suggestions which can be very good fun at the end of a Crew Meeting:

(a) Choose six apparently peculiar and unrelated characters or objects and, either individually or collectively, devise a five-minute yarn bringing in all these characters or items. Suggested lists:

A chiming clock.	A dustbin.
A pond.	A Mayor.
A hose.	A rolltop desk with wood-worm.
An announcer.	A kettle.
A sewing machine.	An ironing board.
A policeman.	A basket of apples.

(b) Have a bag or box with a number of articles in it. Someone starts a yarn about nothing or anything in particular and speaks for one minute. The first Rover then draws one article from the bag or box, something he will not have seen before, and he carries on the yarn for one minute introducing into the story the article he has found in the bag or box; the second Rover does likewise, and so on until all the articles have been withdrawn and introduced into the yarn, and the originator of the story then tries to round it off and make the whole yarn complete.

**19. Fire by Friction.**

Have a shot at making fire by friction. There are several ways of doing this but the most original of which we have heard is by getting so hot yourself that you can be used as an immersion heater!

**20. Kim's Game.**

Try to devise half a dozen really original forms of Kim's Game. To get you in the mood, try these:

(a) Articles dropped down a chute and the only opportunity of seeing them is when they come out of the chute and fall into a box.

(b) Throwing the articles from one member of the Crew to another who immediately puts them out of sight.

(c) A variation of (b); As the article passes through the air it is inaccurately described.

(d) Knotting Kim's Game; various knots displayed, to be identified and remembered and, at a more advanced stage, identified by touch. It is as well to omit the common knots, which will handicap the contestants very severely.

## **21. Relief Map.**

Construct a relief map of your area, to scale, showing public and historic buildings.

## **22. Gear.**

Make your own lightweight camping kit. Crew could own simple aids, e.g., palm and needles, eyeletting machine.

## **23. Summer Evening Meeting.**

Arrange meetings in the open in unexpected places. Send a postcard to each member giving a map reference of the place for the outdoor meeting. Remember to have something worth doing when you get there.

## **24. Camp site.**

Get an Ordnance Map, decide where the best Scout Camps might be held. Later, go out, look at them and if still suitable, see the owner and if permission is given for camping, inform the D.C. or just try them yourselves.

## **25. Orienteering.**

Organise an Orienteering activity for a Saturday afternoon, or a whole weekend. Route Orienteering offers the greatest opportunities for testing skills with map and compass. The Organisers decide the route and display large map at the start. The Competitor copies the route on to his own map. On the way the Competitor notes any "stations" he may pass which are indicated by large flags. The winner is the one who found the greatest number of stations and noted them correctly on his map.

**WOODCRAFT** – "Training in Citizenship through Woodcraft."

## **26. Recognition Quiz.**

A Recognition Quiz from pictures. (A Rover can take on providing these as a small job of service.)

**27. Tree hike.**

Special Purpose Hike. Tree recognition (a small book taken in the pocket), photography, sketching, listing.

**28. Talks.**

Talk on their aims, etc., by a member of the Society of Trees.

**29. Talk by a game-keeper on his life and problems.**

**30. Talk by a timber merchant to give us the commercial aspect. How to assess the value of standing timber; methods of measuring trees; trees near hedges and fencing can lose him money; indiscriminate use of nails and wire in a young tree grown into the timber, ruining blades, etc. A most useful aspect of the ultimate use and value of trees in the forest.**

**31. Talk by a forester on his problems of felling and replacement. Diseases and fungi that attack trees. A visit to one of the Forestry Commission's nurseries gives an insight into the progress in recent years with preparation of seedlings for planting out in the forest.**

**32. Awakening interest.**

Visit any area of woodland and survey it from every possible natural point of view and with special reference to how it could be used to interest in woodcraft newcomers to the Crew when up to now they have had no interest whatever in woodcraft.

**33. Tree Identification.**

Try to identify by actual examination the following trees (or any others) and prepare a fool-proof table of the points of difference so that identification may be sure and simple:

(a) Sycamore.	(b) Cedar.
Norway Maple.	Cypress.
Canadian Maple.	Scots Pine.
Field Maple.	Spruce.
Plane.	Larch.

**34. For Filling in an Odd Moment.**

Catch two worms. (a) Measure their lengths accurately to 1/16th inch, (b) time them for speed over a course of not less than one yard, (c) in a box of loose earth time their burial rate, (d) try to establish their relationship. Why stop at worms? Rattlesnakes have possibilities!

**35. Know Your Woodlands.**

Collect specimens under the following heads, and prepare an exhibition; Fungus, Coppice Growth, Coniferous Trees, Parasitic Growths, Shrubs, Weeds, Herbs, Edible Fruits, Poisonous Fruits, Ground Creeper, Dry soil growth, Wet soil growth, Ferns, Tree or plant which disperses seed by explosive mechanism, Tree or plant which disperses seed by parachute method, Tree or plant which relies on animals to disperse seed, Tree or plant which relies on birds to disperse seed. This should keep you going for an hour!

**36. Astronomy.**

Study “Stars of the Month” in *The Times* and then go out to recognise them in the sky – if cloud permits.

**SERVICE** – “Train to Serve – Practise how to Serve – Serve.”

**37. Good Turn.**

Do a good turn for your own or the local church or chapel. A little regular help is usually worth more than sporadic excess.

**38. A Job a Month.**

One evening a month could very well be devoted to the needs of the Group, e.g. running a Group Magazine, mending roof or floor, painting, making slides from camp photos, etc.

**39. Crew Good Turn.**

A Crew might well “adopt” a Society and do all they can as a Crew to help it, e.g., Local Eventide Home (an especially worthy cause), Blood Transfusion Scheme, Dogs for the Blind, etc. Spend an evening on discussion and decision and an occasional evening on planning and carrying out specific good turn for chosen Society.

**40. How to Do It.**

Rover car-owners learn to carry out their own maintenance and simple repairs. Or, more important, help others in distress. Buy an old car engine, no matter how worn, and learn the construction and working of the i.c. engine. Collect maker’s handbooks and discuss, practically if possible, remedying simple faults.

Repeat for motor cycle.

Discussion: The Law relating to Cars and Motor Cycles.

**41. First Aid.**

“First Aid and Ambulance Work” by Watkin W. Williams gives a basis for many Crew Meetings. Keep up to date – Methods change.

**42. Instructor.**

Each member of Crew to specialise in one or two technical Scout subjects so that they can instruct or examine in Pack or Troop.

e.g., First Aid, Signalling, Ropework, Pioneer, Handicraft.

**43. Community Service.**

Look out for a project in your neighbourhood or in a village near one of your Camp sites where a little voluntary labour would be welcomed.

e.g. Marking and clearing overgrown foot path.

Stabilising stepping stones.

Removing weed from weir.

**44. Work on Camp Site.**

Offer your regular service as a working party on District, County or Headquarters site or at Gilwell.

**45. Handicapped Scouting.**

(a) Offer the help of the Crew to the nearest handicapped Pack or Troop.

(b) Try to “adopt” handicapped boys and give them Scouting in their homes.

**46. Knots.**

Make a Knotting Board for the Troop. Make a simple one for the Pack.

**47. First Aid.**

Make and maintain a really good First Aid Box for the Group Headquarters.

**48. Training.**

(1) Tackle Part I Wood Badge.

(2) Attend Preliminary Training Course.

(3) Attend Cub Instructors Course.

**49. Badge Courses.**

In co-operation with the D.C. arrange and run short courses for some of the Scout Badges.

e.g., Forester, Pioneer, Ambulance, Rescuer, Cook, etc.

### 50. Local Societies.

Make a complete list of all the societies of a reputable kind which operate in your district, e.g., Rotary, Round Table, Dramatic Society, Aquarist, and Horticultural. Over a period of, say, six months, try to make contact and see if there is anything that Rover Scouting can do on a co-operative basis which will be mutually beneficial to the societies and to Scouting as a whole.

### 51. Spring Clean.

Clean the Den thoroughly and give each member a task to do. When finished, see if the Church has another Spring cleaning job to do.

### 52. Don't forget the Pack and Troop.

Ask the C.M. and S.M. if they want help and try to give them what *they* want – not necessarily what *you* want to give.

### 53. Archaeological Societies.

Offer service to local or County Archaeological Society to go into Camp at an Excavation during the summer, and do any labouring required.

**SOCIAL** – “Good behaviour is the oil that keeps the wheels of Civilisation turning.”

### 54. A Party Evening.

Probably once a year at Christmas or New Year is enough. Coffee supplied by the Crew, cakes by their wives, sweethearts or mothers, games half intellectual, half energetic. (Plenty of examples of each in Gilcraft's *Indoor Games for Scouts*, which can be refashioned for Rovers.)

### 55. Learn to Entertain.

Learn and practise one or two good songs (in harmony if you can sing it correctly) so that the Crew will be ready at any time if called upon to perform without making fools of themselves or the Movement (both of which Crews regrettably have done in the past).

### 56. One Winter Evening.

Have a sausage and mash supper and invite friends of the Crew (Minister? Group Committee?) to it.

### 57. Anecdotal Evening.

Each member of the Crew to produce (after at least a week's warning) a true anecdote about something – frightening, humorous, praiseworthy or otherwise – which happened to himself.

**58. Knotting!**

Learn to tie a bow tie and to do up a hook and eye at the back of a girl's evening dress.

**59. Visits.**

A Crew Meeting can well be (occasionally) a meeting of the Crew visiting somewhere together, e.g. a theatre, a concert, a local industry, a place of interest in the neighbourhood, a local antiquity, etc.

**CULTURAL.**

**60. Radio.**

Find an interesting radio talk which most of the Crew can listen to and discuss the subject matter at the following meeting.

**61. Read a Good Book Lately?**

Choose a good book, either fiction or non-fiction of some literary standard and get the Crew to read it in the next three months. Then have an evening discussing it.

**62. Exhibition.**

Every Rover to bring something – a set of photographs, a stamp collection – something he has made or carved, etc., to display to the others and answer their questions about it.

**63. Poetry.**

Suggestions:

(a) Talk by English master in local school on modern verse, or comic verse, or some particular anthology.

(b) Each Rover to read his favourite poem and say why he likes it. (If Crew large, ten volunteers!)

**64. Hobby Report.**

Every Rover Scout should have an outdoor or physical hobby, e.g., caving, climbing, hiking, bird-watching, etc. Have an occasional evening when some of the Crew can talk about recent exploits or some facet of their hobby.

**65. Back Room Boys of Cinema.**

How often do we wait impatiently for the credit titles of a film to finish and for the film itself to start? Wouldn't it be a good thing to study these names, and their jobs, the merits of a particular cameraman, the art director, etc.?



Perhaps a development of this could be a visit to the projection room in your local cinema.

This might develop into a lasting and interesting activity, viz:

### **66. Cine-Club.**

This involves a financial outlay but it has been done! Its scope is endless and is most absorbing, particularly if you reach the stage of making your own films, from a story written in the Crew. Rover-Ranger co-operation a possibility?

### **67. Camera Club.**

Less expensive than a Cine-Club, but none the less interesting. Perhaps the two together with your own experts in each department.

### **68. Play Reading.**

For play-reading, you can probably obtain plenty of material from local sources, but there is always the British Drama League if you wish to widen your reading.

### **69. The Critics.**

Do not be afraid to link outside activities and recreations with the Crew. Your Rovers must patronise some of the entertainment and sport that is available to the general public. Get them to give a criticism of a Soccer Match, a day at a County Cricket Match or Test Match, a day at Wimbledon, a particular play or film, a topical “best-selling” book.

### **70. I Don’t Like Ballet, Soccer or Artichokes.**

Take any subject you’re *not* interested in and through discussion, visits, etc., try to convince or convert yourselves.

### **71. The Rover Den.**

As a corporate effort, design with scale plans and scale models your idea of the perfect Rover Den, this to incorporate a meeting place, kitchen, sanitary arrangements, and storage for equipment. It should be designed as an entirely separate entity and not as part of any existing Group Headquarters.

### **72. Literature.**

Take any book which appeals to you and which contains a fair amount of action. Choose a passage from the book, read it aloud, and dramatise it, writing the script, making any necessary costumes, and generally trying to bring it to life.

**73. Design.**

Design posters advertising (a) The Group Show, (b) “ Bob-a-Job “ arrangements, (c) the local Church Fete. Try to be original; use colour. **It** is hoped that some of them may prove of practical use.

**74. Local Crafts.**

Every County has its own crafts or industries. Visit a nearby one and learn its value to the community.

**CIVIC.**

**75. Air and Sea.**

After an expert has explained the working of a dock or airport, go the next week on a visit to see for yourselves.

**76. Pastimes.**

Get a member from each of the leading Political parties to come along to answer questions, which can either be sent to them in advance or be drawn from a bag on the evening.

**77. Subjects for Discussion.**

If possible get an expert or someone knowing more than the average about the subject to introduce the discussion briefly (fifteen minutes?). Suggestions:

The problem of the aged.

“To let the punishment fit the crime.” Is peace an illusion?

Amateurism and professionalism in sport, etc.

**78. The Law.**

On three successive evenings arrange for a J.P., a solicitor, and a Police Inspector to talk about their legal activities.

**79. My Job.**

Talk followed by discussion, e.g.:

The Town Clerk.

A Sanitary Engineer.

A Probation Officer.

A Hospital Matron, etc.

### **80. Crime and Punishment.**

(a) If a large Crew, or perhaps a District activity – The work of the Police Force co-operating over a series of demonstrations from a crime to the detection, arrest, charge, and finally to the magistrate's court.

(b) Crime does not pay. An interesting talk from a member of the local C.I.D. on their work with an actual crime, with cuttings, photographs, and exhibits.

### **81. Doctor in the Den.**

Get a doctor friend of the Crew's to come and chat on any subject he chooses.

### **82. Know Your District.**

Photographs of unusual spots in district, taken at unusual angles.

Project: To collect information of geographical, historical, and civic interest. The whole formed into an interesting booklet. This could form the basis of training aid for Troop and/or Seniors for wide games, or as an interesting quiz for District activities.

### **83. Mock Meetings.**

Hold a mock Town Council Meeting with all the correct ceremony. (You may be able to get an old Agenda and work to it.)

### **84. Parliament.**

Hold a Parliamentary debate on a current issue.

### **85. Probation Officer.**

Get the local Probation Officer or Youth Employment Officer to your Crew meeting. Find out if the Crew can help in any way.

### **86. P.A.Y.E.**

Get an expert to explain the mysteries of P.A.Y.E. and discuss taxation in general.

### **87. National Service.**

Get a National Service Rover on leave to describe the opportunities and difficulties in the Services for the N.S. man.

## GENERAL.

**88.** Surely every Crew has knowledge of people in and out of the Movement whose job has led them to work among people in other lands. They can help us to understand those people, their lives, their hopes, their problems.

**89. International Visits.**

Link up with a Crew from another country and arrange to camp abroad. Study country, its people and language. Exchange letters, logs and photographs.

**90. Quiz.**

Every Rover to provide two questions on Scouting or local history or any agreed subject (to which he must know the answers). Rovers, individually or in pairs or Patrols attempt answers.

**91. “Let Off Steam.”**

If you are blessed with sufficient room and the fabric of the building will stand up to it, some good vigorous games are a good safety valve.

We like “Plate Hockey,” which was fine until somebody presented us with a plate that weighed 20 lbs.!

**92. Quiz.**

Here are a few ideas for a “Right or Wrong” Quiz. (The answers are not included!):

1. In crossing from Liverpool to the Isle of Man one is on the North Sea for part of the time.
2. Edward VII was known as “The Peacemaker.”
3. Sir Rob Lockhart is the Deputy County Commissioner for London.
4. B.-P. formed the Senior Scout Section in 1918.
5. A plate layer is a dentist’s assistant.
6. Sarum is the old name for Salisbury.
7. Guy lines are attached to the brailing of a tent.
8. A pantechnicon is a maker of pots and pans.
9. If you have tummy-ache Mascara is a wise thing to swallow.
10. A gudgeon is a fish.
11. A bludgeon is a sort of cosh.
12. A farthingale is a cheap wind.
13. A tarantella is a poisonous spider.
14. Rover Scouting was started in 1911.

15. The Silver Wolf was originally a proficiency award.

**93. Acting a Message.**

Divide the Crew into two halves placed a reasonable distance apart, preferably out of doors. There is a sound barrier and no communication is to be made by sound. Give half the Crew a message which they must convey to the other half, avoiding the use of the following methods:

Morse or Semaphore in any form.

Carrying the message.

Throwing the message.

If in other words, the only way to convey the message is to act it in dumb show so that it can be received accurately. Example of message, "Two cricketers made ducks at Nuneaton." "Bill Wood caught a cold at Gateshead." N.B. You will need to allow plenty of time for this activity.

**94. Discussion.**

Discuss the implications of the Patrol System to Scouting in regard to Boy Scouts, Senior Scouts, and Rover Scouts.

**95. Experiment.**

Try out new methods of running Crew Meetings. Don't waste time giving out endless notices but put them on a Notice Board. Let each *young* Rover in turn contribute a major item in the programme.

**96. Motoring?**

Buy an "old crock." (The R.S.L. may have one.) Maintain it and enter it for the "old crock" rallies.

**97. Charcoal Cooking.**

This is now being used extensively in America. What about

(a) Making it.

(b) Using it.

(c) Experimenting with it.

**98. "Try Anything Once."**

Experiment with plastics and other new materials for

(a) Cooking. (b) Tentage.

### 99. Old Maps.

Get the oldest available maps of your area and compare them by actual survey with modern maps. Try to trace and account for changes – especially of names.

### 100. The Founder.

Read about him – read what he wrote – get people who knew him to come and yarn.

### 101. The One for Luck.

Try a Recruiting Campaign.

Most Crews are too small.

Don't sit back waiting – go out and bring them in.

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