



THE SCOUTER'S BOOKS – No. 10

100 IDEAS FOR SENIOR SCOUTS

Published by
THE BOY SCOUTS ASSOCIATION
25, BUCKINGHAM PALACE ROAD, S.W.1

Published 1955
Reprinted 1958

Printed by
LEVERIDGE & Co. Ltd., St. Thomas Road, Harlesden, S.W.1.

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Thanks to Dennis Trimble for providing this booklet.



Editor's Note:

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

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Introduction

The high dignitary had been holding forth at some length and the floods of rhetoric were worthy, perhaps, of a more receptive audience. He told us of the possibilities of Senior Scout adventure in no uncertain terms, the expeditions involving considerable, and, on occasion, acute discomfort, to the top of this mountain or the bottom of that pot-hole. It had been a good talk and most of the audience was full of enthusiasm as the applause testified. But, as the old silent films had it, "came the dawn" or rather, in this instance, came from the Chairman, "Any questions?"

From a third of the way down the length of the hall came a quiet but firm voice from a quiet but firm-looking man who said, "I have listened with great interest to the speaker's account of Senior Scout adventures and I am sure that all he said is very important but he, no more than any other speaker on Senior Scouting I have heard, has answered the only question I want answered. What am I supposed to do with my ten Senior Scouts on a succession of wet, foggy, November Friday evenings?"

It is in the belief that this is one of the most important questions of all that this small booklet is offered to you. I hope there will always be Scouters and Senior Scouts who will plan and execute what one might call the higher adventures, but these adventures are not fundamental to Senior Scouting; they merely grow out of good, steady, routine Scouting. The continuing problem of Scouting and Senior Scouting is the one posed above or, put another way, what have we to offer next week that is sufficiently interesting, purposeful, and compelling, to bring our Senior Scouts to the Troop Room? Looked at from the Scoutmaster's point of view, there are few qualities more important than good leadership, the ability to turn up regularly, and the

ability to produce something interesting. Spasmodic firework displays are interesting but they have about as much bearing on character training as has a chipped cup in common with a collection of Ming china.

Once we grasp the fact that a lot of Scouting is routine we can then put our wits to work to make the routine sufficiently interesting as to make our chaps want to come with regularity to our meetings.

This book is concerned not with the higher adventures, the higher lunacies, or with anything that in any sense can be regarded as extravagant; it consists of ideas culled from many sources, contributed by many Scouters, some knowingly and some unknowingly (and the latter I think even more than the former), ideas that in themselves have no particular merit, although obviously some are better than others, but they are the things that experienced and reasonably successful Scouters have found helpful in their efforts to obtain and retain the interest of their Senior Scouts.

You who read this book may well say that you want to do none of these things and I for one would not quarrel with you provided you are willing to produce one hundred ideas for your Senior Scouts which are at least as practical and as realistic as those offered in this book. I hope that at least you will find that reading through the suggestions is stimulating, and may I suggest that you do not just read straight through but sip and savour, pause and ponder and, as you mentally digest each of the ideas suggested here, you try to match it with one of your own No! not the one you tried last week but the one that up to this moment you had not even thought of.

JOHN THURMAN,

CAMP CHIEF – GILWELL PARK.

100 IDEAS FOR SENIOR SCOUTS.

1. EMERGENCY SERVICE

Find out about the St. John's Ambulance Emergency Scheme, and see if you can help as runners during a turnout, or as messengers, or signallers on the scene. There might be a job of sorting clothes, food, blankets, etc. Invent a system of call-out for the Senior Troop and see the Police after you have perfected your scheme. Keep it up to date. Try it out in practice.

2. DISTRICT NURSE

On a foggy night make sure that everyone can find the house of the District Nurse. (If she's pretty why wait for a fog?).

3. EMERGENCY LANDING

Visit, by arrangement, an R.A.F. aerodrome: –

a) Find out about the ejector seat of a modern fighter aircraft. Find out what NOT to do when attempting to help.

b) Try to gain information about parachute landings and how you can help, for example, a parachutist stuck in the top of a tree.

c) When you get home, reconstruct the incident and carry out the rescue.

4. “I CAN DO IT ON MY HEAD”

Senior Troop or Patrol split into pairs and provide gear to go over Tenderfoot Tests, plus one cushion.

Each Senior in turn stands on head supported by companion (if necessary) and when truly vertical ties Tenderfoot knot, states briefly the history of the flag, draws Scout signs with chalk on floor. First Aid may be omitted (or allowed to arise naturally, particularly in regard to “correct treatment for kicked-out teeth”).

5. DEVOTION TO DUTY AND SINGLE MINDEDNESS

One group (2 to 4 Seniors) sit inside small chalked circle and attempt to do an easy co-ordinated job, e.g., produce a manuscript list of changed numbers from one page of two different editions of telephone directory. They are allowed such gear as they think fit. The others, without entering the circle, make it as hard as possible, e.g., wind from vacuum cleaner, light extinguished, rain from watering can, flashing light from signal lamp, noise from gong; the refinements of itching powder could be added later!

6. SIGNALLING

One party is returning from a long hike and wants to pass a message to base camp at night. Light fire and use it to send very simple words, etc. in morse. Base camp has proper signal lamp to query or acknowledge receipt. This can be practised on any piece of open ground.

7. TREE FIRELIGHTING

Light a fire up a tree at least ten feet above the ground level and use it for: –

- a) Making tea or cooking a damper.
- b) Signals.

Great care must be taken to avoid damage to the tree – sheet of iron, etc.

Two parties of Seniors in adjacent trees can exchange tit-bits over a simple runway.

8. NEW ACTIVITIES

Investigate the cost of learning the following outdoor activities and report on the joys thereof. Each Scout to take one and find out all he can about it for a month, and then explain for fifteen minutes:

- Skiing.
- Rock Climbing.
- Aqualung Diving.
- Gliding.
- Horse Riding.
- Pot-holing.
- Wrestling.
- Fencing.

Then put it to the vote and, being realistic (e.g. NOT choosing skiing for June) Have a Go!

9. TARZAN COURSE

Construct an “off the ground course” along an avenue of trees, or through a wood, or in the H.Q., using as much equipment as necessary. All equipment used must be transported in the air from the start of the course. Out of doors set a minimum height standard which can be raised on repeat endeavours.

10. COOKING

Borrow a fully equipped kitchen and try either some fancy baking, home made bread (real yeast bread) or a whole dinner. Aim at superlative standards. Repeat until expert at a few dishes. Work on individual, pair, or Patrol basis – And don't forget the cleaning up !

11. FIRE

Thick smoke from damp grass in old oil drum, set in hut. Victims and objects suitably spread around. Senior Scouts to rescue and resuscitate victims. A few trip wires and baths of smoke-screened water tend to test the degree of skill (and temper).

12. THE EVENING WITH A DINGHY ON THE CANAL

- a) Methods of rescue of persons from the water in daylight.
- b) Wide game involving use of dinghy – daylight/dusk.
- c) Variation on "Blind Pirate" – Seniors in pairs in dinghy to attempt to row under a footbridge without being heard. Others on bridge but below level of side, with suitable missiles to lob over the top if they think they hear the dinghy. (Played in the dark).

13. MALAYAN JUNGLE COOKING

Seniors to light fire and cook something, but to keep fires and selves hidden from prowling bandits. (Scouters with suitable watery missiles). If Seniors tail, let Scouters try.

14. FANCY ROPEWORK

Try to get an expert to teach you fancy ropework. Embellish your H.Q. and your equipment with such things as bell ropes, fenders, box handles. Plenty of ex-R.N. types are glad to help.

15. FOREIGN LEGION

Try to have a 'foreign evening' when you invite visitors from other countries. Also try part of a meeting when 'speaking English' is forbidden.

16. BACKWOODS COOKING FROM THE HARDWARE STORE

Backwoods style cookery, using Aluminium Foil and sticks as utensils and wrapping. 'Test to destruction' (The aluminium, not you.)

17. MOTOR CYCLING

Persuade one of the Rover Crew to come along with his motor bike (preferably a light weight model). Let the Rover teach the safest and correct way of riding. Watch the insurance and legal position and, in fact, learn about it.

If the Rovers are hard up the Seniors can, show off their affluence and reverse the programme.

18. INDOOR MOUNTAINEERING

In stocking feet or plimsols. Scouts are required to make a traverse of the walls of the room without touching the floor. (The course should be arranged so that the various "pitches" will "go" although varying in standard from "moderate" to "very difficult". Speed is not important.)

19. AQUATIC OBSERVATION

Props, required: A bucket of water with a little milk added, a short length of rubber tubing, a pint mug, twenty-four assorted articles.

The articles are placed in the bucket. Each player in turn must set up a siphon between the bucket and mug and must spot at least twenty of the twenty-four articles before the mug is filled. If he fails the contents of the mug are returned to the bucket.

20. INDOOR CHARIOT RACE

Two or more Patrols, under Seconds, construct trestles with Scout staffs and sisal. P.L.s rig up an Obstacle Course with forms, chairs, ropes, spars, and anything else available. Patrols then carry each man in turn round a given course (over, under, and through obstacles) and are timed with watch.

21. IMPROVISED TACKLES

Scouts in pairs provided with an assortment of cordage, battens, brass or iron rings, and any other oddments available (other than pulley blocks). Ask them to set up improvised tackles to give a six-one purchase. (Note: the actual strength of the tackle is immaterial so long as the mechanical advantage of six to one is obtained.)

22. BEACON CHAIN

Scouts in pairs, each pair with 1" O.S. Map of district, are required to draw up a scheme for transmitting a simple light signal (maximum visibility two miles) from one given point to another twenty miles away with minimum number of signal stations. Map references must be given. Schemes are then compared and criticised and later tried out in practice.

23. FLOOD WARNING

Scouts in pairs, each pair with 1" O.S. Map of district and sheet of tracing paper. They are told to imagine that all rivers in a given area of one square mile will flood to a height of 6' above their existing boundaries. Scouts must prepare tracings to show probable area of inundation and indicate where sand-bag barriers should be erected to limit the extension of the flood. Tracings are then compared and criticised.

Carry this a stage further and make models.

Scouts should make suggestions for siting of emergency food stores.

24. PATROL CORNER PIONEERING

Scouts in pairs. Each pair prepares a demonstration-cum exhibition of pioneering shifts and expedients (see Gilcraft's "PIONEERING" and "PIONEERING PROJECTS") including: –

Spanish Windlass Parbuckle Rope tackle. Barrel Hitch. Scaffold Hitch. Lever Hitch. Catspaw.

Start with a simple list and gradually, at subsequent meetings, add to the extent and difficulty.

25. IN THE CREVASSE

While crossing a glacier, your companion has slipped down a crevasse and is hanging on the rope. Luckily you have been able to hold him, but you find that you cannot by your unaided strength haul him to the top. Each of you has an ice-axe, and each has a waist-loop with a snap link attached. In addition you are carrying an extra length of climbing rope. Obviously you will have to set up some sort of purchase to increase your pulling power, or to enable your friend below to assist you by pulling on the rope himself. How would do this? Demonstrate, and don't despair.

26. DEAD RECKONING

After instruction in the use of the prismatic compass, give each Scout a course on a postcard, hand him a prismatic compass, place a light tea-chest or cardboard container over his head, and turn him loose to navigate himself over the course. Played with six Scouts simultaneously it is more fun and more difficult.

27. REGENCY DAYS

Scouts in threes are provided with chairs, staffs, sisal, groundsheets, and asked to improvise sedan chairs. One man in each trio then sits in the chair and a sedan race is held round the Troop Room, the passengers being required to carry round with them a pint mug of 'spa' water. Be democratic and change passengers at frequent intervals.

28. SUB-EDITING

Each Scout is handed a carbon copy of a long-winded report which he must 'blue-pencil' down to, say, one third of its original length without altering the sense.

Alternatively, work the other way round and give each Scout the barest note of some event, asking for press copy.

29. LOCKS, BOLTS AND BARS

Scouts in pairs, each pair having a Patrol box or chest with hinged lid. The problem is to devise and fit to the box an improvised locking device which can be operated easily by anyone who knows the secret but is otherwise difficult to spot. This can go on for weeks!

30. CONVEYOR BELTS

The P.L.s of two or more Patrols are provided with an assortment of odds and ends – cotton reels, corks, gum-strip, cardboard, paints, pins, nails, pipe-cleaners, pine cones, empty match boxes, etc. and a few tools, and are allowed half an hour in which to work out a scheme with their Patrols so that saleable articles (toys, etc.) can be mass produced on the conveyor belt system at the rate of one every three minutes (or what you will). The conveyors then compete.

31. TELEPHONE RELAY

Each Scout is provided with call box fee and instructed to be at a call-box or private telephone (if available) at a given time. A verbal message is then relayed from one to the other and so back to the H.Q. whilst a Scout on a bicycle, or on foot according to distance, goes round the same course and tries to beat the message back to H.O.

32. CORDAGE

Let Patrols practise coiling and hanking hawsers, ropes and lines. One P.L. (warned in advance) to give a brief yarn on storage and care of ropes and cordage. Overhaul all Troop cordage and renew whippings, etc. where necessary.

Learn the Liverpool Docker's splice and West Country Whipping. Make sure you really can 'whip'. Doubtful if one Scout in five is in any sense a 'good whipper', and it's in the Tenderfoot Test!

33. MOUNTAIN ROPE STRETCHER

Patrols improvise a mountain rope stretcher and demonstrate it in use.

34. TOUCH

Mount small pieces of different grade glass paper on to cardboard. Blindfold the chaps and get them to put the cards in the correct order. 2" x 2½" is a convenient size. Try with other materials, e.g., fur, satin, silk, etc. You never know when that sort of skill may be useful.

35. SAILING SHIPS

- A. Create from natural materials model sailing ships and race them.
- B. Produce a paper glider that will remain airborne for five to ten seconds.

36. THREE QUICK GAMES

A. Small chaps 'pick-a-back' the big chaps and on the signal the little chaps have to circumnavigate their 'horse' without touching the ground and receiving any help from the 'horse'.

B. Start as before, but this time pass through the legs of the 'horse' without touching the ground, with as much help as possible from the 'horse'.

C. Equal number of Senior Scouts stand alternate either side of a chalk line, so that the right hand of No. 1, holds the right hand of No. 2, but No. 2's left hand is held by No. 3's left hand and so on down the line. The object is to push your own team over the line or, alternatively, pull the other team over the line. Small doses essential.

37. SCULPTURE

Give each chap about 3 ozs. of white Windsor soap and get him to carve something into it, using a pin, nail-file, knife, etc. It not only keeps you quiet for a bit but has the advantage of cleaning the hands!

Why not a 'jungle' for the Cub Pack? Yes, Akela can be included.

38. INDOOR CRICKET

Indoor cricket using a rounders stick and a table tennis ball. Change the rules often to aid quick thinking, e.g. first five minutes if caught you're out: second five minutes if caught count four!

39. TREASURE HUNT

Two forms of clues for Treasure Hunts: –

A. – Using existing letters in names of streets, shop names, church notice boards, etc. Here is an example: –

"In eighteen hundred and fifty-eight
George Henry Taylor met his fate;
Some bombs were dropped upon the town
And now his tombstone's upside down.
(Initial letter of month he died)"

This is obviously a clue to the bomb-damaged church yard. The letters collected can either be where the treasure is hidden, or a fairer way is to collect letters forming an anagram, e.g., EXPEDITION rearranged will make DOPE IN EXIT.

B. – Another way is to set trick questions such as: "If your father's brother's son is your nephew, write H. If he is your cousin write R." or "If O is opposite to S, what is opposite to I?"

Invent a Troop code and use it!

40. NOUGHTS AND CROSSES

Two teams of five, one to act as captain. Nine chairs or marked places. Teams take it in turn to start and captains only decide where his men will sit. First team to have three men in a row wins. Can also be played with Commissioners!

If the Troop is large enough, Living Chess is quite a game.

41. HERALDRY

Every Senior Scout to make his own personal shield depicting name if possible, and his life history so far, e.g., school crest, hobby and personal motto. These should hang in the Senior Den for all time.

An open competition to design shields for each other adds to the interest.

42. JUST FOR FUN

Relay race, spinning a table tennis ball in an inverted two pound jam jar.

Blowing a table tennis ball along the floor into a suitable tin.

Bouncing a table tennis ball into a jam jar.

Bouncing the ball on the floor and catching it in the jar.

43. OVER THE BAR

Lash a spar between two trees, about 7 ft. high. Blindfold all Patrol except P.L. P.L. gives Patrol the orders to get them over the bar, giving his orders from about fifteen yards away. The P.L. also arranges for the Patrol, still blindfolded, to get him over the bar as well, after which the whole Patrol usually qualifies for membership of the Handicapped Branch.

44. BLINDFOLD RUC-SAC PACKING

As many sets of gear available as Scouts and rue-sacs as near alike as possible. Take it seriously, at any rate to start with. After packing rue-sacs get Scouts to write lists of what they think they packed.

45. SIGNATURES

Obtain signatures or Information from:

Member of town soccer, rugger or cricket side.

A local Alderman or Councillor.

A member of the Group Committee.

Left-handed person; finding the person by observation.

Female Old Age Pensioner.

Person who has lived more than twenty years overseas.

Person being in Movement before 1912.

Person who knew B.-P. personally, or has spoken to him.

Don't try this sort of thing too often and make sure that standards of courtesy are high – that's the real object of the exercise.

46. SHORT NIGHT TRIP

Preparations: Suitable spot for affair; farm often favourable. Place to change beforehand, and showers afterwards.

Strip down at H.Q., or elsewhere. TRIP MADE IN DARK.

1. Scout pace to The Spot.

2. Dead Man's Crawl along rope.

3. Over a hut or similar building: no help except one rope. Team work needed.

4. Stilt walking through or along stream.
5. Hand vaulting over fences.
6. "Get to the other side of this pond, direct."

Course should be circular if possible. Vary to suit local conditions.

47. INVESTIGATION OF SEMAPHORE

Discover by trial and error what the maximum range of visual signalling is:

- a) With red and yellow flag,
- b) Blue and white flag.
 1. In a good light.
 2. In a poor light.

What is the maximum speed over the maximum range in good light, with naked eye. Repeat with field glasses and night glasses. You'll be amazed!

48. TIGOY (For Sea Scouts)

Any number of boats with their normal crews, provided the boats and crews are reasonably matched. Each boat has heaving line of same length, with large rope knob on end. The object is to get the knob fairly between the gunwhales of some other boat whilst avoiding receiving the knob-end of someone else's heaving line in one's own boat. Played in yachts, with two reefs down in a half-gale, this game is terrific!

49. TREASURE HUNT (Particularly for Sea Scouts)

With a length of line and a weight, somebody moors a bottle or water-tight can containing the message which leads to the treasure. The line is just too short and the bottle or can floats just below the surface. The clue to its whereabouts is given by compass bearing and/or transits.

50. TREASURE HUNT (Particularly for 'Landlubbers')

The same thing, except that the bottle is buried 12" deep in a field.

51. COMPASS TRAIL

One Patrol will set out on a short hike and will blaze a trail from one point to another which, in the end, will lead to a buried 'treasure'. They will not make marks on the ground, but will make a record of the journey on a piece of paper which they will give to other Patrols to follow subsequently; if they can! The record will include the compass bearing of each route from one point to another and the point at which the course changes for another direction will be indicated by cross-bearings and/or transits. (A transit is when two conspicuous objects, such as a church steeple and a factory chimney, are in line with each other and with the observer.) The compass bearings in the record may be either True or Magnetic, so long as the record says which is which and gives the angle of variation. This may sound complicated – it is!

52. FIRELIGHTING

Using a primus stove is "cissy"? Try lighting it without matches. By the American method, for instance; a drill and bow and a fire-board (*Outdoor Cooking*, Page 7). If this is too difficult, try using a piece of ½" thick balsa wood for the fire-board.

Can you really handle a primus – in a wind – on a tossing deck – in the dark.

53. SPOT HUNT

A map of Scale 1/25,000 (2½" to the mile) or larger. The blindfolded Skipper pin points a spot on it. The Patrol wins which can get all its members to the exact spot in the quickest time.

It helps if the map is of the same locality you are in! Otherwise, scrap all other programmes for a month.

54. SIGNALLING AGAIN

And why not again? You're not much good at it!

A twelve-volt car battery connected to one strand of a barbed wire fence, the positive terminal to a morse key and then to the wire of the fence; the negative terminal to the ground (an iron spike decently shoved in). The distant end of the wire will also be connected to a morse key and thence to the ground. Send messages round the field. Take care that the same wire is used at both ends of the circuit! Move any courting couples before beginning activity, and replace after completion!

55. PATROL NAMES

Assuming that the Senior Scout Patrol names have been chosen because the heroes of the past are worthy of respect and recognition in the Movement, it is of value to encourage Patrols to investigate the stories of great deeds and high example told of their name-sakes or of other Patrol names. The search for information is an individual or Patrol matter but the result will be of interest to all and is best imparted in the form of a playlet. All the characters have been associated with some colourful event in history or conquest over nature and these are simply illustrated by a Patrol. The decision of the theme, checking facts, writing the script, producing props and costumes, are all activities of interest and provide useful experience.

56. CAMP LAY-OUT

As a natural development of the construction of a model camp, a useful hour or so can be spent on a winter's night discussing camp lay-out and illustrating points with the models. An example is for the Scouter or P.L. to provide certain factors such as prevailing wind direction, lay of the land, situation of trees and buildings. The Scouts are then called upon to plan the site with the models of tents, store tent, lutrines, flag-pole, etc. and give reasons for their choice. Senior Scouts who are accustomed to the use of hike tents and light weight equipment will have their own special problems in planning the lay-out of a site.

This idea can be adapted in many ways to provide an entertaining method of instruction and, at the same time, to re-live memories of camps gone by and, more usefully, to plan the ideal camp that is to take place in the coming Summer.

If models are confined to real sites then you can provide opportunity for trying out the plans in action on the sites.

57. A MODEL CAMP SITE

Regardless of the size of the Senior Troop or Patrol, the building of a model site provides plenty of scope for natural handicrafts, ability, and originality. The work is done preferably in Troop or Patrol meetings in order to obtain a certain uniformity of design and construction. Small scale models where the tent pole is the size of a match stick are attractive but not always of great practical value. The individual pieces should be large enough to be handled easily and to be moved about the ground base.

Incorporate pioneering projects into the camp as well as the obvious essentials.

58. HORTICULTURIST

This is a long word for a simple subject. Make sure you can identify with certainty all the main edible vegetables and fruits, and if you can get a plot of ground carry out simple experimental work in planting. Identify:

- (a) By seed.
- (b) By young growth.
- (c) By mature growth.
- (d) By taste – raw and cooked.

Try the same with fruits – what a programme!

59. RESCUER

This leads naturally from the Master Swimmer and every Senior Scout should be competent to help other people in emergency. Through practice, Seniors should know their personal rescue capacity in point of distance and bulk of party to be rescued.

60. MASTER SWIMMER

It should be a point of honour with a Senior Scout Patrol that every member earns this Badge. Practice as a Patrol and help each other.

61. AIR GLIDER

Try to arrange a weekend camp near a Gliding Club's base. Whilst in camp visit the club; meet and get to know some of the members and see if you can get yourself invited to take part in the activities of the club.

62. VENTURER

Make sure you can all do Section 4 of this Badge, which is not very difficult, and whenever you are in camp try to devote some time to setting up a venturer project of your own. The way to do this is to seize your opportunities, which may be a fallen or hollow tree trunk, a pond, a slippery bank, a culvert, or a ditch; anything which will lend itself to a little ingenuity. Don't wait for the ideas to be given to you but produce some of your own.

63. AIRCRAFT CONSTRUCTOR

- (a) Pay a visit to, or arrange a visit from, a Model Aero Club.
- (b) Try making model aircraft, both static and flying scale models.

64. TRACKER

Make sure you can recognise the footprint, shod and unshod, of each Member of the Patrol. This can be practiced by making plaster casts, using a sand trail or track, making an outline drawing, and many other ways. Practice setting each other trails from camp and when hiking.

65. READER

Occasionally spend an evening discussing what the Patrol has been reading. Books the Patrol owns should be properly cared for.

Build a Patrol book case.

Visit the Public Library together.

66. ORATOR

A good winter activity is 'stump speeches' either prepared or just taken out of the hat.

Subjects:

Should Sunday football be banned?

Are Commissioners necessary?

Does the Fourth Scout Law work?

Scouts should not smoke.

67. PIONEER

You can do a lot in the Patrol Den by trying out simple pioneering principles, e.g., lashings, use of blocks and tackle. By using models or Scout staves you can then try out in practice some of the projects. Indoor work of this sort makes for success out of doors.

68. NATURALIST

A Senior Scout should never be content to pass anything without making an effort to find out what it is. If you are hiking and spot a bird you don't know, make a note of it or sketch it and look it up when you get back. If you see a strange tree take a leaf home and find out what it is.

Next time you hike find at least three things per Scout that you don't know.

69. MUSICIAN

Compose and learn a Patrol song, and make it a good one. No! Not a parody: a whole new song.

70. PATHFINDER

As with Master Swimmer, it should be a point of honour that a Senior Scout knows his way about his own area so that he really can direct strangers. This means that your knowledge must be kept up to date and deliberately making available to the whole Patrol any knowledge of changes. Probably the best thing is to have a map of the district in the Patrol Den, brought up to date as necessary.

71. METEOROLOGIST

If you can set up a simple weather station at the Troop Headquarters and keep regular records, taking it in turns to run the show, you will get a great deal of interest. But – you must keep on the job.

72. MASTER COOK

I would recommend a whole weekend on this. It is liable to cost a little more than the average camp but can be a tremendous occasion. Arrange for a lorry to take you home!

73. MAP MAKER

Have maps of various scales showing your favourite camping or hiking area and keep them in the Patrol Den. Make a habit of using the maps before you plan any outdoor project.

Make a decent map press to keep them in.

74. INTERPRETER

Try an occasional half-hour at Patrol Meetings when only French or German is spoken. Try to invite some foreign Scouts in for the evening and speak their language half the time and yours the rest – you'll be ashamed!

75. HIKER

One useful handicraft is the making of simple hike gear. In the winter practise kit packing in the dark and in the wet and gradually become really proficient at handling your own kit.

76. HANDYMAN

First of all, undertake to keep Group Headquarters in good order. This is a worthwhile project for any Senior Patrol. Through this experience you will learn how to handle the various household jobs which are really quite valuable.

About Christmas time, collect broken toys, repair them and make them available to a hospital as a simple and effective good turn.

77. HANDICRAFT

Try to work this in two ways: Have a Patrol handicraft and a personal one for each Senior Scout. Get experts to demonstrate and take the Patrol to visit exhibitions when possible. Better still, try to visit workshops and people in the district who are known to be good at handicrafts.

78. FORESTER

Really get down to tree identification, both in summer and winter. Experiment with the various timbers for fuel and gadget purposes.

Offer your services to any land owner who has timber. Save up and get a hand axe at least for each member of the Patrol.

Here's the start of a quiz:

- a) What is a raker?
- b) What is a peevy?
- c) What size is a cord?
- d) A beetle is an insect – Yes?

79. AIRCRAFT RESCUE

At normal meeting Skipper enters and asks A.S.M.(S) if "There has been a standby as aircraft has crashed somewhere?" A.S.M. details two Scouts to stand by telephone (kiosk). Message comes through "From Air Control: Report to S.M. aircraft crashed on bearing 00 mag. from map ref. / . . . Please investigate." Luckily maps, protractors, etc. are available. First Patrol despatched. Second message follows in eight or ten minutes: "Further information available – new bearing and new map reference." The two bearings cross and at this point a burned airman with broken legs, unable to speak English, is found. He has to be carried at least a mile to H.Q.

80. FIREMAN

Put the whole Patrol through a Fireman's Badge Course: the local Fire Brigade will always arrange this, and probably something can be arranged on a District basis.

Make sure the Patrol Den and the Group Headquarters are properly equipped against fire risks.

81. FARMER

Spend at least one weekend each year camping on or near a farm, offering your services to the farmer, and don't always go at the easy time of the year!

82. DISPATCH RIDER

Practise message carrying. In the winter and in bad weather send the Patrol to various points in the town. As suggested with an internal combustion engine, strip down an old motor bike engine and learn all about it.

Try on each other methods of concealing simple messages.

83. CAMP WARDEN

Try to camp on as many different sites as possible during the course of the year and keep a log of the advantages and disadvantages of each. Collect all the information you can about the way in which the sites are run, the soil, the trees, and the general lay out. Gradually form a picture of your ideal camp site and its uses.

84. BOATSWAIN

Spend an evening on Sections 3 and 5 of this Badge, making an eye splice in wire and trying out Worming, parcelling, serving, and make the following: – Turk’s Head, two kinds of sennit, long splice, chain splice, and be able to point a rope and apply West Country and Sail-maker’s whippings.

N.B. You don’t have to be a Sea Scout to do these things.

85. ELECTRICIAN

Once you know something about the subject, undertake to maintain the electrical circuit in the Group Headquarters and to expand it as necessary. Possibly you can learn to make simple stage lighting equipment; lighting worked from batteries and accumulators for camping has its uses. Try rigging up a morse buzzer to send communications both inside and outside the H.Q.

86. ASTRONOMER

We have had a shot at this in the Air Observer Badge, but a good winter activity is covered by Section 4 of the Badge, which is to make a simple astronomical model to illustrate some feature of the solar system, if you have a Patrol Den of your own you might even make use of the ceiling!

Try to get someone to visit you with a fairly good telescope; this will be a bit of a gamble with our weather but you can always take the telescope to pieces and find out about it, even in a thick fog.

87. ARTIST

Get someone to visit you who knows a little about painting. Ask him to talk to you about it and demonstrate, and then try your hand at it. Ask him to guide you – it isn’t so difficult as you think.

88. AMBULANCE

Make sure the Patrol can all demonstrate four methods of carrying a patient. Practise all the recognised methods and experiment with some of the unrecognised methods. Invent your own method: Not everything has been thought of!

89. AIR OBSERVER or THE 4th SCOUT LAW

As members of the International Brotherhood, section 4 of this Badge should be intriguing to you. Try to make a coloured chart of the flags of Great Britain and the Dominions and twenty-four foreign nations, and in addition be quite sure you can recognise a Scout from another country (a) by his flag, (b) by his uniform. Find out what language he speaks and what currency he uses.

90. AIR NAVIGATOR

Can your Patrol point out The Plough, Pegasus (not the football team), Orion’s Belt, the North Star (All right, Australia, The Southern Cross) and Cassiopeia? Get someone to explain the magnetic compass and then try to plot a track on a map allowing for specified variation, deviation, and drift. Make sure you know what all these things are.

91. AIR MECHANIC

Get hold of an old motor car engine and, for those who are interested, spend a few hours in the winter stripping it down, re-assembling it, and generally getting to know how it works. Any whole pieces left over can usually be sold for Patrol Funds!

92. CAMP FIRE

Conceive, write, learn, produce, and perform a really original Camp Fire item. It doesn't have to be funny!

93. FIRST AID

First Aid instruction to Seniors must be vivid and practical. Stage the accidents as carefully and accurately as possible. Members of the "Casualties Union" are willing to give valuable advice on the presentation of mock fractures and the "staging" of blood, etc. Experience has shown that, to the average Scout, the text book alone is not adequate and that a demonstration in which he takes a part himself is of very great value. If the Seniors are warned by the Scouter to stage certain incidents, in pairs or small numbers, an amazing illustration of versatility and originality may be shown in the result.

94. SOCIAL GRACES

Get someone to teach you to dance. Don't have your Seniors as male wallflowers. Learning to tie a bow is as useful as most knots!

95. COOKING

Many Scouts do not begin to practise outdoor or backwoodsman type cooking until they are outdoors on the first day of camp; tired, hungry (and therefore impatient) and often wet and cold. Their cooking ventures would be much more successful and enjoyable if they gained for themselves a little preliminary 'know-how' beforehand.

Backwoodsman type cooking can be practised during winter evenings in the H.Q., over a primus stove and one of those "sixpenny" "toasting gadgets which ironmongers sell for use on oil and gas stoves.

Tile target should be one project per evening per Scout, as follows: –

- a) Twist or Damper, or Flap-jack.
- b) Subsequent experiments as per Patrol Book No. 17.
- c) Kabobs – Same book.
- d) Broiling: Fish and Meat.
- e) Skin and gut a rabbit. If this is done at the beginning of the evening and put into the pot straight away it will be ready to eat before "Dismiss" and it makes a change from cocoa.

None of these projects should occupy more than half an hour of the Troop Meeting and they will all be a waste of time if the earliest opportunity is not taken of doing them outside over a fire (Patrol Book No. 17, pages 4-16). Don't wait until going to camp before achieving this.

96. MOCK MAGISTRATES COURT

In addition to the normal staff available, a Police Sergeant and a lawyer are necessary. The defendant is charged with a crime and the remainder present are divided into two parties, representing the prosecution and defence witnesses. The Scouters are on the Bench. The defending lawyer is handed the charge and both sides have ten minutes to prepare their cases.

As the defence has no idea what the police are going to allege to be true, the case can become very involved and extremely amusing. No witnesses can be recalled and witnesses of both sides should be separated until their evidence is given, when they become the public.

It helps considerably if somebody learns beforehand what the real court procedure is.

97. PIONEERING

Plan a large scale model project, from the drawing board through a 1/12 scale model, 1/4 scale mock-up, and final erection of the finished project in the minimum time. All major projects are the easier for mock-ups.

98. CRITICISM

Ask the local Film Club or a friend to bring along a home-made film which can be viewed from a critical point of view. Show the Dim and then discuss how it could be improved, both from the camera angle, the construction, and the sequence of the film. Scout films come in very handy for this sometimes!

99. ROVERS

Invite them to visit you. Tell them what you want when you are Rovers and let them tell you what you're going to get. This is known as democracy!

100. RECRUITS

Try a recruiting week. Most Senior Troops are too small and you're such nice chaps that it's a pity to keep the thing a secret!

THE SENIOR SCOUT TROOP MEETING

Whatever else is done, through Patrol Meetings and adventurous activities, the basis of all good Scouting is well run, regular Troop Meetings. With Senior Scouts circumstances will determine whether such meetings are held weekly, fortnightly, or even monthly, but there should be regular, formal, purposeful, and enjoyable meetings.

The actual ingredients will vary according to the needs and desires of the moment, but there are certain vital qualities that need to be understood. These are: –

1. The preparation of the programme by the Scouters and the Court of Honour.
2. The insistence on (a) Punctuality, (b) Discipline.
3. Some degree of formality in Opening and Closing Ceremonies. Again, local custom will vary, but it is right to begin a meeting with Flag Parade as an acknowledgement of our adherence to that part of the Scout Promise which covers duty to the Queen. The proceedings should end with Flag Down and Prayers as an acknowledgment of our acceptance of the first part of the Scout Promise.
4. In general terms, the more active part of a Troop Meeting should be at the start and the more thoughtful part towards the end, although there are occasions when it is right to reverse this or to devote the whole evening to one aspect of Scouting. There are many advantages in preserving the balance inside the framework of the meeting as well as in our whole conception of Senior Scout activities.
5. All Scouters concerned must be on parade and if humanly possible – and it nearly always is – should be in Scout uniform.

6. Whatever the Court of Honour may have decided should be the programme for the evening, the Scouters should preserve to themselves a few minutes to introduce an item that the Patrol Leaders know nothing about. Some element of surprise is a vital ingredient of a good Troop Meeting.

7. A well run meeting will end when those taking part would like to go on. A well constructed programme will contain reserves of material. Scouters must learn to adjust the programme not only to the opportunities of the moment but also to the mood of the moment, which it is impossible to assess in advance. It is folly to proceed with a set programme when it is out of tune with the wishes of those taking part that particular evening. A good Scoutmaster is able to adapt the programme to the changing moods and constantly presented opportunities.

HINTS ON PROGRAMME PLANNING

1. In a rather loose way there should be an overall plan covering the whole year. It is usually found convenient to plan in terms of 1st October to 31st September rather than to attempt to use the calendar year.

2. Within the plan for the year there should be integrated a three months immediate plan, and inside that a one month plan, and within that the plan for the next meeting. If Scouters think and plan along these lines, always using the Court of Honour, programmes will have a continuous thread. It is possible to plan an ordered but never dull progress for the Troop as a whole and for the individuals in it if all concerned, Scouters and Patrol Leaders, have a clear aim in view and adequate time to prepare their special parts in the scheme.

3. Senior Scouting needs to be balanced and due attention given to the practical skills of Scoutcraft, service to other people, the stimulation of the mentality and, not least, the programme should help the moral and spiritual development of the Senior Scouts.

4. Whilst planning is vital, we must not become slaves to our plans. Unforeseeable opportunities will present themselves and these should be seized and the master plan of the programme adjusted accordingly.

5. Finally, for the Scouter: Running a good Senior Scout Troop is not merely a matter of what you think Remember B.-P.'s words – "The end is character training." In the last resort, what we do matters far less than the way in which we do it and the reasons for which we do it. There is only one valid reason for doing anything in Senior Scouting and that reason is: To help the boy to grow into a better man than he would have done without us.