



**The Patrol Books.. No. 4**

**400 IDEAS  
FOR  
PATROL LEADERS**

*Collected by SKIPPER*

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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

By Colonel J. S. Wilson, O.B.E.

Director of the Boys Scouts' International Bureau.

During the many years that I was privileged to be Camp Chief at Gilwell Park I used to study carefully, but quietly, the standard of camping and of Scouting displayed by those who used the Camping Fields. I have no hesitation in saying that the higher standard was always shown in the independent Patrol camps where the P.L. had come prepared with a short and simple programme of training for his Patrol. It was obvious, too, that the Scouts in these Patrols enjoyed their Scouting because their P.L. and possibly they themselves, had ideas about it which they could put into practice.

The 400 ideas in this book – there are more than that if you count in the alternatives – should prove of real help to Patrol Leaders in helping them to lead their Patrols in the way in which our Founder, Lord Baden-Powell approved. *Scouting for Boys*, from which the whole practice of Scouting has sprung all over the world, was a book of suggestions – of ideas – and did not set out a lot of rules and regulations. B.-P. wrote in 1932: “It does not require great expense or apparatus to devise new ideas; the boys themselves can often help with suggestions. Where a Troop resounds with jolly laughter, and enjoys success in competitions and the fresh excitement of new adventures, there won't be any loss of members through boredom.”

What B.-P. said about the Troop he would have said with equal, if not greater emphasis, about the Patrol. A Patrol Leader who has ideas, who gets the members of his Patrol to help with suggestions, will have a Patrol that resounds with jolly laughter, and enjoys success in competitions. His Patrol will keep its members because they will have adventure and excitement in their Scouting. What is more; his Patrol will have a tradition that will be a help to each Tenderfoot that joins it and that its old Scouts will remember and benefit from many years after they have grown up and are engaged in their life's work. They will hope that their sons will become Scouts and will have the good fortune to belong to a Patrol of the same name. Perhaps these sons will even become members of the same Patrol in the same Troop!

In this book a Patrol Leader will get over 400 ideas to apply to the training of his Patrol. I trust that he will not remain satisfied with that number, but will add another 400 of his own and his Patrol's suggestions. Then his Patrol is bound to enjoy Good Scouring and Good Camping.

## HOW TO USE THE BOOK

This is one way of using the book. First get the Patrol together to prepare for the next Patrol meeting. We will suppose that some of the Patrol are working away at Pioneering, others at Signalling and Woodcraft.

First look up Knotting. The Patrol want activity, so jot down 265, and look up in *Scouting for Boys* to see what B.-P. has to say about it.

Then turn to Signalling. You want to get out of doors if it is fine, so note down 296 which also brings Distance Judging. But, Be Prepared, for it may be wet, so why not try 321, which will keep the Patrol jumping about the den!

Now for Woodcraft. Here again if it is fine the Patrol could go out of door, so 370 could be chosen for a fine night, or 391, which brings in Kim's Game for a wet night.

Remember that as a general rule, only one Idea for any given Test should be used at any one meeting. This will avoid monotony. For example, Nos. 101, 102 and 103 are all concerned with map drawing. The “story” or “general idea” behind each of these is different, however. In

101 a sketch map is drawn from the imagination. In 102 the map of a trial flight of a new aircraft is drawn. Idea 103 gives the chance of a Good Turn. But in each case a map of sorts has to be drawn, so only use one of these at a meeting.

Most of the ideas are very simple and obvious, and no claim is made for originality, for they have been gathered from all sources. But it is handy to have all sorts of ideas noted down for ready reference; and a keen Patrol will soon invent better ones for themselves.

Scouting is a great game, and B.-P. wanted everyone to learn by playing. He also expected a lot from Patrol Leaders, so read once more what he said in *Scouting for Boys*:

“I want you Patrol Leaders to go on and train your Patrols in future entirely yourselves, because it is possible for you to get hold of each boy in your Patrol and make a good fellow of him. It is no use having one or two brilliant boys and the rest no good at all. You should try and make them all fairly good. The most important step is your own example, because what you do yourselves your Scouts will do also. Show them that you can obey orders . . . and that you can carry them out, whether your Scoutmaster is present or not. Show them that you can get badges for proficiency in various handicrafts, and your boys, with very little persuasion will follow your lead. But remember that you must give them the LEAD and not the PUSH.”

## AXEMANSHIP

### SCOUTING FOR BOYS (Yarn 8)

#### Outdoors

1. Visit a saw mill or place where tree felling is taking place.
2. Cut fire wood for the aged and sick. (A useful Christmas Good Turn).
3. Find a fanner or landowner who would allow the Patrol to help him with logging up and sawing, or felling light timber and trimming hedges. (This might be a way of obtaining staves or timber suitable for pioneering).
4. Using only a handaxe build a lean-to or natural shelter. (See 21).  
*Alternative.* If it is not possible to cut down a tree, each Scout in turn could demonstrate with a different tree how he would fell that particular one.

#### Handicrafts

5. Make sheaths for axes, knives, etc.
6. Using tree branches as miniature trees, make a model to show how a tree is felled.
7. Try carving and whittling.
8. Make a "stone-age" axe as used by primitive man.  
*Variation:* Make a model axe and label its different parts.

#### Miscellaneous

9. Rig up a chopping block, sawbench and grindstone in the Patrol den, and practice chopping and sawing and sharpening axes and knives at Patrol meetings. (A chance for Good Turns).  
*Alternative:* Hold a quiz on Safety First Rules. Also each Scout draws an axe and names its parts from memory.

## CAMPING AND HIKING

### SCOUTING FOR BOYS (Yarns 8 & 9)

#### Outdoors

10. Divide the Patrol in half. See which half can pitch a tent in the shortest time.
11. Try tent pitching in the dark.  
*Variations:* Hitch tents to trees.
12. Build a sleeping shelter in a tree.
13. Make hike shelters from old ground sheets slung to trees.
14. Experiment with different kinds of beds, using leaves in bags, ferns, and spruce tree branches.
15. Make a camp loom, as suggested in *Scouting for Boys*.
16. Experiment with a hammock slung between two trees, and covered with a shelter cloth. (B.-P. used such a bed).

17. Try heating stones for use in sleeping bags. (These are fine in cold weather, and save a blanket when hiking. They can also be used to dry a damp sleeping bag). See how long they keep warm.
18. Invent and experiment with a weather proof sleeping bag. This could be used instead of a tent.
19. Run a camp-gadget-making competition between members of the Patrol.
20. Select a possible camp site on a large scale map. Then inspect the actual site, and plan the site. Use pegs stuck in the ground for tents, kitchens, latrines, etc.
21. Make a Zulu, or some other kind of hut as suggested in *Scouting for Boys*. (See 4).
22. Run a week end Good Turn Camp.
23. Obtain permission when hiking to use a farmer's barn instead of a tent. (Try and do him a Good Turn before leaving).  
*Alternative:* Organise a "Robinson Crusoe" camp, or go hiking with entirely home made equipment. Try also camping under as many different conditions as possible, i.e., open downs, islands, mountains, or in snow.
24. Try the following types of camps: boating, cycling, hiking and trekking.
25. Organise explorer camps. Make maps as you go and bring back full reports of the area explored. Combine hiking with visits to places of interest, and visits to brother Scouts. (See also 36, 42, 63, 67, 68, 70, 377).

#### **Handicrafts**

26. Make model tents, full size tents and bivvy sheets.
27. Construct a Patrol trek cart, capable of going anywhere.
28. Make tent pegs and bags for pegs and tents.
29. Make rucsacs and sleeping bags.
30. Make model Patrol and Troop camps for handicraft exhibitions.
31. Collect pictures of as many different types of tents and shelters as possible. Stick these in a scrapbook. Try and make "Dioramas" of the camps of famous explorers. These are like a stage scene of a model theatre. (Many museums have Dioramas).

#### **Miscellaneous**

32. Overhaul camp gear. Pitch tents in the den.
33. Try out new methods of packing rucsacs, and trek carts,
34. Plan hikes and treks on the map. Work out times and distances, gear to be taken, menus, etc. Check weights of various items.
35. Make large scale sketch maps of Patrol camps. Put in all details such as tents and latrines, etc. Lay out camps with the models suggested in 26 and 90.  
*Alternative:* See how many different types of tents each member of the Patrol can draw from memory.

## CHIVALRY, SCOUT LAW AND PROMISE

### SCOUTING FOR BOYS (Yarns 2, 3 & 20)

#### Outdoors

36. Go out as “Knights Errant” looking for chances of doing Good Turns. This could be combined with a hike.
37. Organise special Good Turns, such as giving entertainments in children’s wards in hospitals, and for old people, helping at Parish fetes, church cleaning, etc. (See 2, 3).
38. Go carol singing at hospitals at Christmas. Feed birds.
39. Take a blind person for walks. Take out a cripple.
40. Make toys and repair old toys for Christmas presents.
41. Act as guards at skating, bathing, skiing and tobogganing places. Help motorists in foggy weather, or yachtsmen.
42. Explore the old Pilgrim Ways. Combine a hike with a pilgrimage.

#### Handicrafts

43. Make Christmas Cribbs, crosses or Scout Law Wall-Charts.
44. Collect pictures which have a bearing on the Law and Promise. Mount each on a separate card, and use for instruction. Also pictures of famous men. (See 51 & 52).
45. Make illustrated wall calendars, showing the Scout Law in action. Pictures of foreign brother Scouts could be included. These could be given away as a Good Turn, or perhaps sold for Patrol Funds.
46. Collect stories bearing on the Scout Law from the papers, and stick them in a scrap book. Also articles dealing with the history of Scouting.
47. Construct bird boxes and feeding tables.
48. Learn to darn, patch and sew.  
NOTE: Obtain a cash box for the Patrol Funds, and paint it in the Patrol colours. Make your own cash and equipment books.

#### Miscellaneous

49. Signal the number of one of the Scout Laws. See who writes down the law first. Act plays based on the Scout Law. Dress up for these. Stories from the Bible and *Scouting for Boys*, lives of the Saints and other famous men will give you ideas. (These also make good camp fire and display items).
50. Pair off the Patrol. Each pair in turn acts one of the Scout Laws without speaking. The rest have to say which Law was acted.  
*Variation:* Divide Patrol in half, each half makes a tableau illustrating a Scout Law in turn. The rest have to say to which law the tableau refers.
51. Using the cards suggested in 44. Lay these on the table in any order, after all have memorised their position, turn the cards face downwards. Each Scout in turn has to say to which Law a particular card refers.  
*Alternative:* P.L. begins a yam bringing in the 1st Scout Law. This is continued by each Scout in turn. Each time a different law must be mentioned until all the ten laws have been dealt with.

52. Using the same cards (44) put these in a hat. Each Scout in turn draws a card, and has to say to which Law it refers.
53. Pair off Patrol, each with copy of *The Scout* or *Scouting for Boys*, etc. See which pair is first to find a picture or story in the book dealing with a given Scout Law.
54. If Patrol meets in the home of one of its members try to do a good turn to the hosts.

## **COMPASS AND MAP**

### **SCOUTING FOR BOYS (Yarn 5)**

#### **Outdoors**

55. Pair off the Patrol. See which pair is first to lay out a 16 pt. compass. Use twigs and stakes to form and mark the points. Orient the compasses correctly.
56. Practise finding the North by means of watch and sun, and at night by the Pole Star.
57. Take bearings of prominent objects round the Patrol den or camp. Log the results. Note also the bearings of the different constellations., Moon and Stars. Convert from magnetic to true and vice versa.
58. Log the wind direction. Note if the direction changes with height of clouds. If possible inflate toy rubber balloons with coal gas and follow their drift. Try also sending model aircraft on given courses. (See 81).
59. Try a Bee Line hike. Follow a given compass course and see how far you can go in that direction by climbing over and under obstacles, etc. (Don't trespass).
60. Plant a number of flagged sticks, out of sight of each other and not in a straight line. Mark on each the compass bearing and distance to the next. (Polar explorers leave depots of food at long distances apart marked by cairns and flags).
61. When a really thick fog occurs on a dark night, plan a short trip on the map. Then go out and try to follow the course so planned. Help others that may be lost, such as motorists, etc.
62. Borrow a telescope, and try Star Gazing on a clear night. See how many constellations and stars can be located. (See *Pathway to the Stars* – George Philip & Sons).
63. Carry out a night hike, finding the way by the stars.
64. Give each half Patrol a copy of the same one inch O.S. map. Then go out and check local details. See which half of the Patrol brings back the most corrections.
65. Make sketch maps of local bridle paths, Pilgrim Ways, Roman Roads, or of the nearest river or stream.
66. If there is a nearby railway station or bridge with a good view of the track, send out the Patrol to make sketch maps of the rail lay out, and signalling system. Ditto with docks.
67. When out for a hike or in a strange place, let each Scout in turn pin-point the Patrol's exact position on the map and orient (i.e., set) the map properly.
68. Go hiking without a map, but with a home made compass. Make a sketch map of the hike as you go along.



*Variation:* Try finding the way through a little known wood by compass without a map, or with the map alone and no compass.

69. When motoring, ask the driver if he will allow one of the Patrol to act as “navigator.” Find the way by map. Do not use sign posts.
70. Divide the Patrol in half, each with a copy of the same map. Each follows a different route, but they meet at a pre-arranged spot, pinpointed on the map. Sign posts must not be used. This makes a good cycling exercise.
71. *A Woodland Exercise:* The Patrol is divided into two or more parties, each with a copy of the same map, and a compass. They agree to meet at a certain spot pin pointed on the map, but enter the wood at a different place. Try this also at night.
72. If there are caves in the neighbourhood of the Patrol den, explore these, if possible, and bring back sketch maps of them.
73. Visit a nearby airfield or harbour and work out the compass course of aircraft and shipping,
74. Take the Patrol to a place where there is a good wide view. Bring one inch O.S. maps, field glasses, compass and protractors. Then set the map and practise spotting from ground to map, and vice versa. Take bearings of prominent objects, and convert these from magnetic to true. Log, rail and road transport. Draw panoramas. (See 87 & 93).

*Variation:* Draw panoramas from the nearest church tower, if permission can be obtained to use it.

NOTE: Always take compass and maps when hiking, and compass and charts when boating.

### **Handicrafts**

75. Make a compass. Cut a circular card, marking it with the 16 points. Magnetise a needle and stick the needle under the card. Float a compass in water, and check with an ordinary compass.
76. Obtain transparent tracing paper. Draw accurate compass on this and use it with maps.  
*Variation:* Make a compass wall chart. Also a wall chart showing all the conventional signs.
77. Stick 16 drawing pins to represent the compass points into a board. Mark the North point with a larger pin. Use this for finding compass points when blindfold.
78. Collect air photographs of the countryside taken from aircraft, and mount these in an album.
79. Collect copies or pictures of old maps. Stick these in a book alongside the corresponding modern maps. Add pictures of old and modern navigation instruments.
80. Try making a Star Chart to hang up on the wall. It could also show the various constellations, and comets and moon phases. (See 62).
81. Make jig-saw puzzles out of maps.  
*Alternative:* Paper Hot-Air Balloons. (See 58).
82. Make a ruler suitable for measuring distances on maps.

83. Make a wooden waterline model of a ship. Fix a compass on its bridge.
84. Make a non-flying model of an aircraft, and fix a small compass in its cockpit.
85. Make a sundial, portable or otherwise.  
*Alternative:* Collect maps of the country of the Troop you are linked up with. Mount these and hang up on the den wall, or stick them in a scrap book. Ditto, make or collect street maps of the principal towns in that country.
86. Make a view finder for use when drawing panoramas. Obtain a strong piece of cardboard or wood, and make a viewing slit in it of about 8x4 inches. Divide this opening into a grid, with thin string or wire. Look through the viewing slit when using it.
87. Make a mapping board. Fix a compass on it, and draw scales down its sides.
88. Make a weather cock, as a Good Turn to a benefactor, or for the Patrol or Troop den.
89. Cut a number of small cards. Draw one conventional sign on each, use these for Kim's games.
90. Make sets of model houses, churches, trees, etc. Use these for laying out model villages, according to a previously drawn sketch map. Draw maps of the village. Use the compass with these models.  
*Variation:* Make a picture map.
91. Make relief maps.  
*Variation:* Make a long scale map on a board using coloured tape and string and pieces of coloured cardboard for conventional signs.
92. Collect maps of different scales, but of the same area. Put these in a scrap book, (See 79) and use for instructional purposes.
93. Make this "gadget" for converting magnetic bearings to true or vice versa. Obtain a couple of transparent protractors, one should be smaller than the other, the smaller of the two being circular. Pin the protractors together at their centre, the smaller one being on top, and must be free to rotate. Thread through their centre a length of gut. By setting the top protractor to the magnetic variation, it is possible to work out the magnetic and true bearings of one place to another in one operation by means of the length of gut.
94. Paint a large compass on a piece of wood. The North point only must be actually named. This can be used in various ways. (See 98).  
NOTE: A sand table is a most useful thing, and is well worth making.

### **Miscellaneous**

95. Using the "gadget" suggested in 77, try finding the compass points by touch when blindfold.
96. One of the Patrol is told to point to a given compass point, e.g., East. He is then blindfolded and turned round several times. See if he can point out the same compass point while still blindfold.
97. Each Scout in turn "boxes the compass." See who can do this in the shortest time. This could be done by signaling.

98. Draw a large compass in chalk on the floor or table, or use the “gadget” suggested in 94. In any case the only point on the compass which must be named is the North Lay a small model aircraft, or waterline ship model in the centre of the compass. Signal to each Scout in turn a compass point; he then moves the model in the required direction.
99. Signal a compass point, e.g.<sup>3</sup> N.E. See which Scout is first to call or signal back its opposite., i.e. S.W.
100. Lay a model aircraft or small ship waterline model on a map or chart. Each Scout in turn works out the compass bearing of the model from a given point. (See 83, 84 and 93).
101. Each Scout draws a sketch map from imagination. A sixteen point compass should be added, and all conventional signs worked in. Compete for the best map.
102. In early flying days, pilots drew sketch maps of their trial flights. The route taken by an aircraft is given; make sketch maps of it.
103. Each Scout makes a sketch map, which could be given to a stranger to help him find his way from the local bus stop or station to the Patrol den. (Keep these maps for they might be useful).
104. Signal the names of the conventional signs. As these are signalled the Scouts have to draw them. Or signal the compass course taken by an aircraft or ship, and each Scout draws a track chart of the course.
105. Darken the room. An aircraft is represented by the light of a moving torch flashing on the ceiling. Each Scout in turn calls out its compass course.
106. Mark an area on an O.S. map. See who makes the best enlarged map of that same area.
107. One of the Patrol describes the country travelled over while hiking, giving distances, etc. The rest of the Patrol draw sketch maps of the hike while he is talking. The route is described from studying a one inch O.S. map and the sketch must be checked by this map, when they are completed.
108. Obtain tracing paper, and make a tracing from an O.S. map. No names must be added, then see who is first to find the area so drawn on the O.S. map.
109. Show a simple sketch map to the Patrol. The where-abouts of a hidden treasure is marked on this map. After a good look at the map, the patrol draw similar maps from memory. When a Scout has drawn a correct map showing position of the treasure, he can look for the treasure which must be hidden in the den.  
*Alternative:* Give or signal the name of a place, or Group H.Q. See who is first to plot it on the map.
110. Lay out two O.S. maps of the same area. The second map which can be in a larger scale, however, is laid the wrong way round, with its North edge alongside and touching the North edge of the first map. Hold a spotting competition from one map to the other. This is good practice for Air Observers.  
*Alternative:* An aircraft with failing engines can only climb to say 500 ft. It has to fly from one named place to another in hilly country. See who can plot the shortest and safest route for it to take, and the best landing place.

111. Compare air photos with maps of the same locality. Compete in spotting from one to the other. Find the compass points of the photographs and compare with the map. Or, show the Patrol an air photo. See who is first to find the corresponding map.  
*Alternative:* Give each Scout in turn a compass and map. See who can orient or set compass and map in the shortest time.
112. Make a contour road map between two places. (See the Contour Road Book of England or Scotland).  
*Alternative:* Draw a large scale map of the Parish for the Parish Priest, or of the District for the District Commissioner, putting in all group H.Q.s.
113. Divide the Patrol and give each a copy of the same edition of a one inch O.S. map. Then run a competition to see which can find in a given time, the most bridges, churches, cuttings, etc., etc., or the steepest or highest hill, or deepest channel in a harbour.
114. Name the starting place of an aircraft, and state the direction and speed of flight, and give the time it spends in the air. See who is first to plot its landing place on the map.  
*Alternative:* Pair off the Patrol. Each pair is given in turn the compass bearing of a small object, hidden in or near the den. See who finds it in the shortest time.
115. Divide the Patrol, and give each a map as in 113. Then name a starting point, and signal the names of a number of towns or villages, or of famous ruins, or modern Abbeys, or ancient battle fields. Then run a competition to see which half Patrol is first to write down the correct distance and compass bearing of each of these from the starting point.  
*Alternative:* Write down or signal a number of compass bearings; each Scout then converts these to True. See who completes his list first. Then do the same, but convert from True to Magnetic. See also 278.  
NOTE: Always draw a map of all hikes in the Patrol Log Book.  
If possible have a map on the wall of the den and mark all hikes with coloured threads and flags to show camp sites.

## **COOKING AND FIRELIGHTING**

### **SCOUTING FOR BOYS (Yarns 9 & 10)**

#### **Outdoors**

NOTE: When possible cook something after lighting a fire.

116. See which Scout can lay and light the most fires in a given time. The fires must be kept going. See also who leaves the tidiest patch of ground after clearing up.
117. Find out which Scout knows the most ways of laying a fire. (The fires must be lit to show that they really work).  
*Variation:* Practise starting fires with as many different substances as possible, i.e., birch bark, orange peel, punk and so on.
118. Make a clothes-drying fire and frame. Use it for drying something.
119. Light fires in the rain, or wet the ground and the wood.
120. Practise lighting fires in windy weather or snow.  
*Variation:* Practise also on sand and shingle. (See 23 alternative).

121. Hold a water-boiling race.
122. Build a camp fire and have a singsong. If possible invite another Patrol.  
*Alternative:* Obtain an old bucket or large tin. Make holes in it and use it for fires. See how long they can be kept burning.
123. Lay and light a fire on a raft, floating on water.
124. Try making fires without matches (i.e., flint, friction, glass).
125. Light fires and cook in the dark.
126. If possible visit charcoal burners. Try and make charcoal. (This could be done as a Good Turn).
127. Experiment with a Norwegian Hay Box.
128. Find and log for future reference the fuel value of different kinds of wood. (See 138).
129. Cook a meal without utensils, i.e., kabobs, sausages toasted on sticks, flap jacks and twists, potatoes, eggs, etc. Also cook a meal on home-made utensils, but make sure no one is poisoned! (See 134).
130. Each half Patrol makes a complete Patrol Kitchen suit able for a standing camp. Cook a meal if possible, and see which half leaves the cleanest site.
131. Divide the Patrol in half. Each half then makes a raised fire place, so that cooking can be done while standing up. Finish off with a water-boiling competition.
132. In some places open fires are not allowed. So practice cooking on stoves, but *not* in a tent!
133. Run a week-end camp specially for cooking experiments, and the making and using of camp ovens, etc.

### **Handicrafts**

134. Make cooking pots out of boiled-out tins.  
*Alternative:* Make wire hooks for hanging cooking pots on.
135. Carve wooden cups, spoons, etc.
136. Make small bags for food, and cooking pots. These are used in rucsacs.
137. Make a Norwegian Hay Box. (See *Scouting for Boys*).
138. Mount the twigs of different kinds of trees on a board. State their fuel value and name them. (See 128).
139. Make a pipe for blowing up a fire. Elder wood, with a pithy centre taken out is good for this. It should be about 3 feet long and can be decorated.
140. Make a model Patrol kitchen. Also models of different kinds of fires and fire-places.
141. Make a Patrol cookery book.

### **Miscellaneous**

142. Cook at Patrol meetings, if necessary on a stove. See also what can be done with a candle.

143. Entertain another Patrol to a Patrol feast.  
*Variation:* Cook a meal for someone as a Good Turn.
144. Work out food menus for hikes and treks. Estimate weights and quantities. Do the same for standing camps of varying lengths. (Polar explorers spend a lot of time during the winter months working on these same problems. Also work out menus which are easy and quick to cook, and methods of cooking without utensils).
145. Make a tripod out of three staves for hanging a paint pot on.
146. Use the “gadget” suggested in 138. Cover names and see how many twigs can be recognised and if their fuel value is known.
147. Devise improved methods of carrying and packing food on hikes, etc. Also larders for hiking and standing camps.  
NOTE. – Overhaul cooking gear and stoves before and after a camp.

## ESTIMATING

### SCOUTING FOR BOYS (Yarn 8)

#### Outdoors

148. Explorers have to do a lot of estimating heights and widths, and distances. Send Scouts out in pairs to estimate the dimensions of suitable objects near the Patrol
149. Pair off the Patrol. Give each pair a map reference and tell them to estimate the dimensions of certain objects, and to bring back a sketch map showing their location, and a sketch of each object. Check for time and accuracy. Make both of these a competition. (Each pair should be sent in a different direction).
150. Blindfold each Scout in turn and tell him to walk a given distance, or tell him to walk for a certain length of tune.  
*Variation:* Estimate the width of a ditch, or height of a bush while blindfold. These objects could be found by means of a string trail.
151. Combine nature study with estimating. Choose a well-wooded place where there are several kinds of trees. The Scouts are then told to estimate for example the height of the beech which stands thirty yards due North of an elm tree, or the width of a pool forty yards South-East of a sixty foot Scotch fir tree.

#### Handicrafts

152. Mark inches and feet on home cut Scout staves.
153. Collect a number of objects of different but known
154. Make a long measuring cord or tape. Mark it in six inches, feet, and yards.
155. Cut a measuring stick for estimating heights. Mark it in inches. Make a pair of scales. (See 153).

#### Miscellaneous

156. Each Scout makes a note of his own personal measurements.
157. Guess the dimensions and weights of small objects blind fold. (See 153).

158. Try various methods of estimating heights, weights and widths, then check with the gadgets suggested in 153,
159. Estimate the weight of articles carried on a hike, and the weight of a complete rucksack. Check results.
160. Estimate distances on a map and check results.
161. Estimate number of pages in a book, and the number of words in a page.  
*Variation:* The number of people there are in a picture for example.

## **FIRST AID AND EMERGENCIES**

### **SCOUTING FOR BOYS (Yarns 2, 16, 23, 24, 25)**

#### **Outdoors**

162. When bathing, practise rescue work. When skiing, tobogganing and skating be prepared for accidents. Practise with life line. (See 175).
163. Practise lowering from a sandpit, tree, wall or window. Make and use a rope ladder for rescuing purposes.
164. Go hiking, and look for medicinal herbs. (See 381).
165. Hold a life line throwing competition. (See 175).
166. Hide an “injured” Scout. Signal his whereabouts, or give a map reference, and what is the matter with him. When found render First Aid.  
*Variation:* Scouts can be led to him blindfold by following a string trail, or a trail can be “blazed” with red wool.
167. Pair off Scouts. Send each pair in a different direction to find out the address of the nearest doctor, dentist or hospital. They must bring back full particulars regarding surgery and visiting time, and telephone number.  
N.B. Fire Stations.  
*Variation:* They can also make sketch maps, showing how to get from Patrol den to the doctor, dentist or hospital, etc.
168. Visit a Fire or Life Boat Station, St. John’s Ambulance and Red Cross Headquarters or units. Offer to help on special occasions.

#### **Handicrafts**

169. Make a box for First Aid gear. Paste instructions inside the lid. Fill it with labelled bottles, bandages, lint, splints, etc. Use the box for instructional purposes. Make another set to give away.
170. Make bandages, dressings and slings.
171. Make up small first aid sets for hike use.
172. Make a Red Cross Flag, for use in camp, etc.
173. Make splints.
174. Collect herbs which could be used for medicinal purposes and press them in a book.
175. Make a life line of about 60 feet in length. It must be of light and flexible but strong cord, and of a kind that does not kink when thrown. It must have a padded weight of

about 8 oz. at one end, and a loop at the other. Each Scout should have his own life line. N.B. The weight should float.

176. Make a scrap book containing accident reports and hints and tips on how to deal with various emergencies, and First Aid work generally.

### Miscellaneous

177. Tackle one land of emergency at a time and dramatize them; e.g., an injured man is found near a time bomb (alarm clock). Render first aid before the “bomb” explodes.
178. Divide the Patrol in half and each half deals with an ice accident.
179. The same as above, but this time a man is on fire.
180. The same again, but stretch an “electric” cable between two points. Rescue a man who is in contact with this cable.
181. Stage a mad dog, runaway horse incident, or a gas rescue.
182. Hold a life line throwing competition. (See 176). Use a target and keep on moving it further away.
183. Try putting on bandages blindfold.  
*Variation:* Blindfold each Scout in turn. Then give him an article to do with first aid. He has to tell by feel and smell what it is, and state what it is for.
184. Write out a number of questions relating to the laws of health or first aid and put these in a hat. Each Scout draws a question in turn and has to answer it and demonstrate this method of treatment. Practise making stretchers with coats and staves.  
NOTE. – Remember the six exercises in *Scouting for Boys*. Do these at Patrol meetings. Another hint, always treat a patient as if he were really hurt.

## FLAGS

### SCOUTING FOR BOYS (Yarn 2)

#### Outdoors

185. When the streets are decorated go out and see how many flags can be recognised.
186. Visit Airports and Harbours noting the flags shown on aircraft or ships. See how many are known.
187. Try using a large kite for a flag pole, and hoist flags up to it.
188. Collect duplicates of as many national flags as possible. Each half Patrol erects a flag pole, and has a set of the same flags. Signal which flag is to be hoisted, and see which half hoists the correct flag first. (See 191).
189. See who can recognise a given flag from the greatest distance.  
NOTE. – If possible visit a flag making factory.

#### Handicrafts

190. Obtain a number of small cards, and paint or sketch in coloured pencils a different flag on each. Make also small flag pins to stick in maps.



191. Try making some national flags. Many are easy to make. i.e., Denmark, Sweden, Switzerland, Finland, France, Belgium, etc.  
*Alternative:* Make a wall chart to illustrate the history of the flag of the country to which the Troop you may be linked up to belongs.

### Miscellaneous

192. Use the flag cards (see 190) for Kim's game. Several of each flag are needed, and the number of each remembered, i.e., three French, two Dutch, and so on.
193. Lay a number of the flag cards (see 190) out on the table. After all have looked at them, turn them face downwards. Each Scout in turn has to say what a given card is.
194. Show Patrol pictures of foreign brother Scouts. Number them. Each Scout in turn draws pictures of the flags belonging to these foreign Scouts.
195. Divide Patrol in half. Give each a map of the world and a number of small national flags. See which half Patrol can place the correct flags in the capital cities of the various countries.  
*Alternative:* A guessing game. One Scout thinks of a certain flag. The rest have to find out what the flag is by questioning him. They must not ask the name of the country but only ask single questions, i.e., "Is it a red flag?" "Has it a white cross?" "Does the white cross extend to the borders of the red flag?" "Is it a red flag with a white cross?" Then finally, "Is it the Danish flag?" Answer "Yes." The answer must always be "Yes" or "No." The winner is the Scout who first names the flag.
196. Act short plays bearing on the history of a flag.  
*Variation:* Tableaux of same.
197. Signal the name of a country. The Scouts then draw in colour the flag of that country. See who is first.
198. Pin a number of the flag cards (see 190) or hang actual flags on the wall. Number them. The Scouts look at them and see how many they know. (See 317).

## HANDICRAFTS IN GENERAL

### SCOUTING FOR BOYS (Yarn 8)

#### Personal Gear

199. Plaited belts and hat bands.
200. Decorated hat bands.
201. Shoulder knots, garter tabs, woggles, Patrol flag.
202. Knife and whistle lanyards.
203. Camp fire blankets.
204. Anoraks or timiacs (i.e., hooded wind blouses), jerkins.
205. Moccasins or sandals.
206. Pouch for belt. Haversack.

#### Patrol Gear

207. Portable screens, or curtain for Patrol corner.

- 208. Totem Poles.
- 209. Patrol table, and candle sticks. Log chairs.
- 210. Patrol log book and song book.
- 211. Decorate tents.
- 212. Boxes for storing patrol gear. These could also be used as seats.

**Profitable Handicrafts**

- 213. Photography.
- 214. Basket making, raffia work.
- 215. Water line models of ships. \*Ships in bottles, small models of aircraft. Hot air balloons, etc.
- 216. Lino printing and duplicating generally.
- 217. Painting and sketching.
- 218. Plaiting brightly coloured cords. Fancy buttons.
- 219. Modelling in clay, plasticine or soap. Carving.
- 220. Christmas cards. Small Christmas trees.
- 221. Fancy articles from fir cones. Walking sticks.
- 222. Jig-saw puzzles.
- 223. Burning mottoes, and pictures in wood.
- 224. Book binding.
- 225. Copying music.

*\*How to make a Ship in a Bottle (Studio 3/-).*

## **KIM'S GAME**

### **SCOUTING FOR BOYS (Yarn 1)**

**Outdoors**

- 226. Send the Patrol to a little known street. They memorise the names of houses or shops. See who can write them down from memory, and in their right order.
- 227. Do the same with an advertising hoarding.
- 228. Take the Patrol to a harbour where a number of small boats are at anchor. The P.L. must tell the Patrol which boats have to be memorised. Their names and rig, etc., are then written down from memory. Then check.
- 229. One Scout logs the make of all cars which pass a certain spot in a given space of time. The rest of the Patrol stand by him and have to write down what these cars were from memory. Then check with the first Scout's log. (The same sort of thing could be done at an airport or for shipping).

### Handicrafts

230. Cut out a number of small pictures showing articles in common use. Stick 25 of these on a sheet and use it when playing Kim's game. It is a good thing to make two or three sheets. Try also making original drawings for this.
231. Cut out a number of small well-known advertisements and stick them on sheets. See if they can be recognized without their titles.
232. Cut out small pieces from the front page of as many newspapers and magazines as possible. Use in the same way as above in 231.
233. Make cards of some of the above. These will provide variety in training.
234. Collect post cards of the following – famous persons, places, buildings, monuments, aircraft, ships, railway engines, etc. These can be stuck into a loose leaf book.
235. Make a squared board like a draught board, and a number of counters. This will also be useful for training in observation. (Old Spotty face).

### Miscellaneous

236. Play Kim's games with the cards, etc., suggested in 230 to 235.
237. Play ordinary Kim's game, but see which Scout is the Patrol's Champion Kim's man.
238. Sit in a circle, and pass 3 number of articles round from hand to hand. Do this several times, then see who can write down the best list from memory.
239. Play Kim's game blindfold, each Scout having to try and recognise the various articles by touch. Write down from memory.
240. Look at the articles through the wrong end of a telescope and write down the articles you see from memory.
241. Examine articles through their reflection in a mirror and write down what you see from memory.
242. Signal the names of a number of articles. Memorise and write down.
243. Lay out the articles as for ordinary Kim's game. But instead of writing down a list, the Scouts draw a sketch of each article.
244. Write down a number of names and telephone numbers. Memorise and write them down.
245. Lay out a number of railway tickets and stamps. Their details are memorised and written down.
246. Dress up a member of the Patrol as a pedlar. His wares must be written down from memory, and his appearance described.  
*Alternative:* Give out details of an air, bus, or train journey, with times of arrival and departure etc., the Patrol write it all down from memory.
247. Pin up on the wall a sum. See who can copy this down from memory and work out the correct answer.
248. Signal a number of single letters. Write these down from memory, and see who can make up the most words from them. Each letter should only be used once.

249. Lay out a number of coloured counters, and of different sizes. Write down from memory how many counters there are of each colour, and their sizes.
250. Place Draught or Halma pieces on their respective boards. Each Scout memorises their positions and draws a plan of the board and its layout from memory. (See 235).

## KNOTTING AND PIONEERING

### SCOUTING FOR BOYS (Yarn 8)

#### Outdoors

251. Practise making aerial runways, giant strides, etc.
252. Make bridges from staves and lariats, also monkey bridges.
253. Flag poles and signal towers. (Scout staves can be used).
254. Rafts for crossing lakes and streams. (Scout staves can be used).
255. Tree climbing with Commando ropes (see 262) and rope ladders.
256. Practise walking and climbing when roped together. In default of cliffs and mountains, chalk and gravel pits, and steep slopes are useful from a training point of view.  
(N.B. Watch your knots).
257. Make ladders with staves, and try climbing trees with them.  
*Alternative:* Divide the Patrol in half. Then hold a trestle making race with staves and lashings.  
NOTE. – Most of the above can be worked into competitions between members of the Patrol. Axemanship also comes into Pioneering. Experiment with blocks and tackle, and try moving weights with these. Boating and kite flying provide much instruction in knotting. Pay a visit to a rope factory. See if you can help farmers and fishermen. Visit also a Technical or Science Museum.

#### Handicrafts

258. Construct model bridges, flag staffs, signal towers.
259. Make a flag staff for the Patrol den. Fit a yard arm, etc.
260. Whip all rope ends. Make rope-rings for deck tennis and quoits.
261. Make knot boards, and knot frames. The same also for splices.
262. Make a set of six feet Commando type ropes, one per Scout. One end has an eye splice. The other a strong six to eight inch toggle. Rope and toggles when joined together must be strong enough for climbing, and for the heaviest Scout.
263. Make a rope ladder.
264. Make a Jack Stay knotter. The Jack Stay is a thickish rope from ten to twelve feet in length. Two lengths of thinner rope, each a yard long must be cut for each Scout. The top ends of these have eyespllices, and are threaded on to the Jack Stay, which is then stretched between two posts. Use this for knotting instruction as in the Royal Navy.
265. Make a climbing apparatus as shown in *S. for B.*

266. Make an illustrated scrap book dealing with knotting, pioneering, splicing and whipping.

**Miscellaneous**

267. Find the Patrol's fastest knotter, or the Scout who knows most splices of whippings. Have a parcel-tying race.
268. Organise blindfold knotting races. The Jack Stay (264) is useful for this.  
*Variation:* See who can tie largest number of different knots while blindfold in a given time.
269. Tell a yarn bringing in a situation where knots have to be used. See who ties the correct knot first.
270. Pair off the Scouts. Each pair only use two hands. Hold a knot tying race.  
*Variation:* Blindfold the pairs.
271. Mountaineers have to tie knots sometimes with frozen fingers. Have a knot tying race using string with gloves on and give each Scout the same number of lengths of cord. They all stand on one leg. See who can tie most knots before he puts both feet on the ground.
272. Give each Scout the same length of cord and pieces of cane. See who makes the best use of this material.
273. Blindfold each Scout in turn. Hand the blindfolded Scout a knot. See if he can tie the same knot while still blindfolded.
274. All the Patrol are blindfolded, and a number of knots are passed round. These must be tied from memory.
275. Use the Jack Stay (see 264) for instruction and competitions. (Never use string for instruction, except for special reasons as in 271. See also 317 which brings in signalling).  
*Alternative:* Also Axemanship 1-9.

## **PUBLIC SERVICE**

**Outdoors**

276. Practise traffic control in a quiet street, using the Patrol's bicycles.
277. Watch the police controlling traffic, traffic roundabouts and cross roads with automatic signalling. Sketch maps could be made of these roundabouts, etc.  
*Alternative:* Draw a sketch map of a traffic intersection so as to show how pedestrian crossing, traffic islands, etc., could be sited better to allow easier and safer flow of traffic.

**Handicrafts**

278. Make a map or illustrated wall chart dealing with traffic control and rules of safety.
279. Make model streets with traffic lamps, cars, pedestrians, etc. (See 90).

**Miscellaneous**

280. Scouts with bicycles to demonstrate care of bicycles and how to mend a tyre and outer cover.

281. Organise a Quiz on the Highway Code.  
*Variation:* Each Scout writes out an accident report.

## SIGNALLING

### SCOUTING FOR BOYS (Yarn 7)

#### Outdoors

NOTE. – Always keep a signal log of all messages sent and received.

282. Practise signalling in a quiet street. Signallers to be as far as possible apart.
283. Try long distance signalling, from one hill or tower to another or across a lake.
284. Signal with buzzers connected by flex. Signallers to be out of sight of each other. (See 301).
285. Try flag or lamp signalling from kites. (See 307).  
*Variation:* Make signals with the flags of the International code. (See 289).
286. Use drums for morse signalling. Signallers to be out of sight. A copse between the two parties would be a good idea.
287. Try the same as above using whistles instead of drums.
288. Try signalling with Heliographs. (See 304).
289. Erect a couple of signal masts with lamps at the masthead. Practice night signalling over a distance with these.
290. Practise semaphore with a pair Standing Semaphores. (See 302).
291. Try smoke signalling as described in *Scouting for Boys*.
292. Try morse signalling, with the two stations connected by a long bail of string. Jerk the string to make the signals. The signallers must be out of sight. (This could also be done indoors).
293. Signal from one boat to another, or from the shore to the boat.
294. Find the best colours for signalling flags by trying out flags of different colours. Stand against varied backgrounds and send messages.
295. Signal the name of a wild flower or tree. Organise a competition to see who is first to bring back a leaf or twig from the tree, or specimen of the flower.  
*Variation:* Signal to each in turn at night time the name of a star or constellation. The winner is the Scout who takes the shortest time to point out the constellation or star in question. (See 62).
296. Combine distance judging with signalling. The readers must estimate the distance the sender is from the receiving station in addition to writing down the message signalled.
297. Each Scout is given some paper and pencil. Signal the name of a prominent object, i.e., "Windmill" and see who makes the best sketch of the windmill. (Use coloured pencils if possible) or take its compass bearing.  
*Alternative:* Hide a treasure and signal its whereabouts.

298. A seaside Patrol should visit the local Coast Guard Station to pick up hints and tips relating to signalling. It should also watch warships signalling.

**Handicrafts**

299. Make sets of Morse Flags.
300. Make sets of Semaphore Flags.
301. Make buzzers and tappers,
302. Make models of Standing Semaphores as used in war ships.  
*Variation:* Make full size Standing Semaphores to use out of doors.
303. Stick large and small drawing pins into a board to form letters of the morse alphabet. Use it blindfold.
304. Make heliographs. (See *Scouting for Boys*).
305. Make model signal masts with lamps at the mast head for morse signalling.  
*Variation:* Make full size masts as above. These could be joined so as to be portable. The masthead lamps in both 305 and 306 are connected with flex to tappers. These masts could also be fitted with halyards for hoisting flag signals hi the International Code.
306. Stick matchsticks in the form of semaphore letters on a board, and use it blindfold.
307. Make large kites which could be fitted up for lamps or flag signaling.
308. Obtain as long a length of flex as possible and roll it on to a drum or reel. Connect this flex up to a couple of buzzers.
309. Make waterline models of ships of small model aircraft (non-flying). Fix electric torch bulbs to these and connect to tappers so that signals can be made from one ship or aircraft to another.
310. Make up sets of miniature signalling flags in the International Code. These should be used on model signal masts.
311. Make a wall chart, showing the Morse and Semaphore alphabet.
312. Make a set of signal cards in semaphore and/or morse. There must only be one letter on each card. Make a good number of these cards for they are useful for training purposes.
313. Make a secret code “gadget.” This could consist of two revolving discs pinned together at their centre. The ordinary alphabet is on one disc and the morse and semaphore alphabets on the other. To use, read from one disc to the other, after setting it.
314. Make a morse signalling picture. Obtain a picture of ships or aircraft, or a mountain view. Mount the picture on the lid of a box and stand the box upright when in use. Fix small electric buibs behind the picture. These shine through small holes pricked out in the picture. Connect these lamps via lengths of flex to tappers. The ships or aircraft can then signal to each other, or signals can be flashed from one mountain top to another.

**Miscellaneous**

315. Practise signalling by blinking the eyes, tapping on a wall from one room to another, also tapping on a table with fingers. One finger represents a dot, and a

- finger on the other hand a dash. Sit round the table and see if two Scouts can signal to each other without being discovered.
316. Signal one letter at a time. Scouts have five minutes to write down the name of, say, an aircraft, animal, bird, car, flower, mountain, river, tree, person, the name of which begins with this letter. Make this a competition.  
*Variation:* Signal a group of letters. The Scouts have to draw objects with names beginning with these letters.
317. Signal the name of a knot. See who ties it first. Ditto a flag and see who draws it first, or signal the name of a Patrol. See who is first to make a coloured sketch of it shoulder knots.
318. Signal groups of three letters. These must be written down. See how many words can be made out of them in a given time.
319. Scouts stand or run in a circle for this. They are told to sit down as soon as a certain letter is signalled. This letter must be mixed up with others. See who sits down first.
320. Signal the details of the course taken by an aircraft or ship. Each Scout has to reproduce this course on paper and to scale.
321. Divide the Patrol in half. Tell each half to think of a sentence bringing in all the letters of the alphabet. They each signal their sentence to the other. See who does this first.
322. Signal the name of a star constellation. Each Scout draws it, if possible from memory. (See 62).  
*Variation:* Signal the name of a cloud form, or type of sailing ship. Scouts draw these from memory.
323. Try shadow signalling. The shadow of the signaller only must be watched.  
*Alternative:* Use the cards suggested in 312 for signal Kim's games, and word making games.
324. Divide the Patrol in half. Form into two lines facing each other and some distance apart, with an object between them. Give each pair a group of three letters, each pair having a different group to the others. When a particular group is signalled see which of the two Scouts to which that group has been allotted can snatch the object first.
325. Obtain two identical telephone books or atlases. Signal the name of a telephone subscriber or place. The half of the Patrol which finds the number or place first wins a point.
326. Signal a simple sum. Each Scout takes it down. The first to give the correct answer wins.
327. Signal a message in secret code. See who is first to decipher it. (See 313).  
*Variation:* Divide the Patrol into pairs. Each pair has to write out a message in code. Each then exchanges this message with another. See who deciphers a message first. All the messages must have the same number of words.
328. Signal the number of a Scout Law. See who is first to repeat it correctly
329. Try "long distance" signalling by looking through the wrong end of a telescope.
330. Hide a small object and signal its whereabouts, if possible in secret code (see 313). See who finds it first.



331. Signal the name of an object. He who touches it first wins a point for his half of the Patrol or pair.
332. Signal the position of a sinking ship by giving its position by cross bearings from two given points. See who is first to pinpoint her position on the chart or map. (The location of a crime, or scene of an accident could be given in the same way).  
NOTE. – Find the best signaller in the Patrol and send a challenge to another Patrol. (See 97, 98, 99, 104, 197, 242, 398).

## SIGNS

### SCOUTING FOR BOYS (Yarn 4)

#### Outdoors

333. Write out directions in sign language showing how to find a hidden treasure. Hide two copies in different places. Divide the Patrol and run a competition, the winner being the first to find the treasure.

#### Handicrafts

334. To decorate the walls of the Patrol den, paint Indian and Scout signs in bright colours on sheets of old tent fabric.
335. Make up a dictionary of pictures or sign language. A Patrol can invent its own secret written language in this way, and use it in the Patrol Log Book.
336. Mount the Scout Signs in match sticks on a board. These are used blindfold.

#### Miscellaneous

337. With the “gadget” suggested in 336 run a competition to see who is quickest at recognising a sign by touch when blindfolded.
338. Each Scout writes a short story in sign language. All must use the same number of words. Then exchange, and see who deciphers a story first.
339. Practise signing names in sign language as in *Scouting for Boys*.
340. Signal a sign, see who is first to draw it, i.e., if “This road not to be followed” is signalled, the Scouts draw an X.
341. See which member of the Patrol can write down the most signs from memory.

## SCOUT STAFF

### SCOUTING FOR BOYS (Yarn 4)

#### Outdoors

NOTE. – Although the use of the Scout Staff is not now included in the tests, B.-P. was very keen that all Scouts should know as many uses as possible for which the Scout staff could be used.

342. Practise feeling the way through bushes and trees, blind fold or in the dark.
343. Practise climbing and pole jumping with staves.
344. Try using Scout staves as fishing rods.

*Alternative:* Practise making barriers with staves to keep off a crowd with (i.e., one half of the Patrol v. the rest).

**Handicrafts**

- 345. Put slings on staves.
- 346. Make an ornamental Patrol flag, for the Patrol Leader's staff.
- 347. Carve and decorate staves.

**Miscellaneous**

- 348. Lay a small object or "treasure" on the den floor. Try finding it blindfold, by feeling the way with staves.
- 349. If Patrol can borrow the necessary body guards, try quarter staff fighting with staves.
- 350. Practise staff drill, and saluting with staves.

## TRACKING

### SCOUTING FOR BOYS (Yarn 11)

**Outdoors**

- 351. Lay a string trail. Blindfold a Scout and see how long he takes to get to the end. Make this a competition.
- 352. Make a trail by marking trees with a green or brown chalk mark.
- 353. Lay a "nature trail" using knotted grass, stones, twigs, etc. (Treasure hunts or spy hunts can be combined with the above). Use the Scout signs for this.
- 354. Use the Patrol's bicycles for setting tracking problems. Study the tracks made by different types of tyres.
- 355. Lay a trail in streets by making very small track marks in chalk. Use the Scout signs for this.
- 356. Find a patch of sand. Each half Patrol in turn acts a short scene in the sand, while the other half is not looking. These latter then have to say what happened by reading the signs, or track marks left in the sand. To save time both Patrols could act scenes at the same time and then "exchange" sand patches.  
NOTE. – Most of the above suggestions can be worked into competitions. Tracking in snow is excellent too, especially for studying animal and bird tracks.

**Handicrafts**

- 357. Invent and make a gadget, which when towed leaves a trail.
- 358. Make a large tray for holding sand. Use this for tracking problems in the den.
- 359. Make a scrap book of tracking problems. These must be illustrated. There should also be pictures of animals and bird tracks. Also of the treads and tracks made by different makes of tyres.

**Miscellaneous**

- 360. If the building is large enough lay an indoor trail. Lay also string trails which are followed when blindfold. Work these into treasure hunts, etc.
- 361. Draw tracking problems on paper. Exchange with each other and see who is the first to solve his problems.
- 362. One half of the Patrol leave the den. The rest act a crime, leaving clues. The others have to deduce by these clues what has occurred.  
*Variation:* Make small changes in one of the Scout uniforms or in the Patrol den instead of acting a crime. Then carry on as above.

## **WOODCRAFT AND NATURE STUDY**

### **SCOUTING FOR BOYS (Yarns 5, 14, 15, 16)**

**Outdoors**

- 363. Visit Botanical or Nursery gardens. See how many varieties of plants, trees and flowers are known to the patrol.
- 364. Visit an Aquarium, Aviary or Zoo.
- 365. Visit a Natural History Museum.
- 366. Visit a Meteorological station.
- 367. Visit a place where afforestation, or tree planting is going on.
- 368. Study animal or bird tracks in sand or on the snow.
- 369. Explore the local river or stream, ponds or lakes and study their wild life.
- 370. Obtain a telescope, and try star gazing on clear nights. (See 62).
- 371. Find out bow many cloud formations are known, and what kind of weather they foreshow.
- 372. Send up maximum and minimum thermometers on kites and find out bow the air temperature varies with altitude. Or take a pocket aneroid, barometer and thermometer when hiking in mountains and note down results.
- 373. Go bird watching. Track deer in a park. Try making photographs of both.
- 374. Send the Scouts out in pairs, and see who brings back the most varied collection of leaves and twigs, or specimens of wild flowers. Hold an identification competition.
- 375. Go out at dusk and run a competition in camouflage. Each Scout in turn stands in front of a bush or tree. He must depend on the way he blends with his background for cover and not hide behind anything. See how near the Patrol gets to him before they spot him.
- 376. Hold a competition to see who can move silently through undergrowth, both by day and at night without being heard or seen. Try various methods of crawling and walking.
- 377. Organise hikes to study such things as bird, butterfly and insect life. Also for studying geology, trees, wild flowers and for collecting shells and seaweeds, etc. Hunt also for edible and medicinal plants, poisonous fungi and so on. (See 151 and 295).

NOTE. – There are many small illustrated books on the market which cover every aspect of Natural History. Ask *your* skipper.

**Handicrafts**

378. Collect postcards and pictures in colour of animals, birds, fish, insects, butterflies and moths, trees, wild flowers, etc.
379. Make a pressed-flower book.
380. Make a book of leaf impressions.  
*Variation:* Make plaster casts of leaf impressions in clay or plasticine.
381. Make similar books for edible and medicinal herbs and flowers.
382. Keep a log book of nature lore and woodcraft.
383. Collect or draw large pictures of trees for use on a wall chart.
384. Make a meteorological wall chart showing cloud pictures and Beaufort wind scale.  
*Alternative:* Make a meteorological scrap book with pictures of clouds, fronts, weather maps, etc.
385. Make a Patrol weather station with barometer, rain-gauge, wind vane, and strength-of-wind indicator. (See 366).
386. Keep a day to day weather log.
387. Make and collect casts of animal and bird tracks and foot prints.
388. Start a Natural History Museum. (Each Patrol could be responsible for one part of it).
389. Run a small allotment garden.
390. Make Dioramas showing animals, etc., in their natural setting. (See 31).
391. Play Kim's games with the post cards (*see* 378).
392. Learn all you can about your Patrol animal or bird. Put the information in the Patrol log book, or on a wall chart.
393. Use the books of pressed flowers, etc. (See 379, 380 and 381). See how many each Scout can identify. (See also 378).
394. Collect a number of flowers or leaves with strong scents. Each Scout in turn has to identify them by smelling them when blindfolded.
395. Make a copy of the Beaufort wind scale. Pin this up, and let each Scout have a given number of minutes to memorise it. See who can then write down the most accurate copy from memory.
396. A game for a windy night. Pair off Scouts and tell them to write down from which direction the wind is blowing without at first going outside. They can also estimate its strength according to the Beaufort scale. Go outside to check.
397. Make a list from memory of edible and medicinal plants. Give brief details of how they are used.
398. Signal the name of a tree, each Scout then draws a picture of its leaf (of the tree too, if possible).

*Variation:* See how many leaves of trees each Scout can draw from memory. (Check afterwards).

399. See how many types of clouds each Scout can draw and name. The type of weather associated with each cloud can be indicated.

*Variation:* Show the Patrol pictures of clouds. See how many are recognised. Do the same for star constellations. (See 62).

400. See how many different Patrol calls can be made and recognised.

*Your Scouter will be able to suggest books which may help you.*