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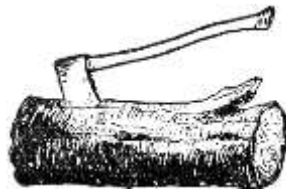
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HOW TO RUN A TROOP

WIDE GAMES

BY

GILCRAFT



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Editor's Note:

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

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PART I

CHAPTER I

WIDE GAMES

“The training of the Boy Scouts is done mainly by means of games, practices and competitions such as interest them, and at the same time bring into use the attributes of manliness and good citizenship which we desire to inculcate into them.”

Scouting Games, p. 5.

WIDE GAME is a term that has come into use in Scouting in comparatively recent years. The term indicates various types of games which are played by any number exceeding one Patrol over a sufficiently wide area of ground, or even of water for that matter. Such games can be of a fairly simple nature, such as an easy trail or treasure hunt, or of a somewhat complicated nature, involving a good deal of previous preparation and large numbers of Scouts from different Troops.

Camp games are played within a confined area and can include such games as rounders, hockey, hand ball, “Bang the Bear,” and so on. Wide Games are those which take place beyond the confines of camp in the surrounding country, or in the country round about one’s village or town.

In the early days of Scouting such games were more commonly known as Field Days, a term which has a military significance but which still indicates the idea of the game very well — a day spent in the fields. These field days were highly popular and made for thoroughly good Scouting out-of-doors, but somehow or other — possibly owing to the restrictions imposed during the 1914 War — they fell into disuse. In most Continental countries, however, such field days continue to be popular, especially in Denmark, where they are indulged in with such vehemence that they undoubtedly bring out the attributes of manliness.

Within the last six or seven years there has been a revival in many Troops — town and country — of this form of outdoor Scouting following on the general desire to get back to the game of Scouting as originally conceived and to make more use of *Scouting for Boys* as the source of information and inspiration in regard to Scout activities.

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

Scouting Games, another of the Chief’s books, was first published in 1910 and contains practically all the games to be found in *Scouting for Boys* (in order that they should be available in a more handy form) and many others. This book starts with a chapter on “*Scouting Games*,” of which “Flag Raiding” appears first. It also contains Chapters on “Stalking Games,” “Tracking Games,” “Cyclists’ Games,” “Town Games,”

“Night Winter Games,” and “Seamanship Games,” all of which deal with games out-of-doors and mostly over a wide area.

That is sufficient to show the methods originally adopted for securing the practice of Scouting, and it is good to realise that these early methods have stood the test of years, and are being approved today as wise and valuable.

Why are Wide Games valuable in our Scouting?

The answer is threefold, (1) they appeal to Scouts; (2) they give practice in Scouting; and (3) they assist in the training of character. These are the three ingredients necessary to good Scouting.

(1) APPEAL. The average boy likes to get out into the open air, to roam about, to play something strenuous, to enjoy something of adventure and romance. Wide Games most obviously take him out into the open and enable him to roam about. They entail a good deal of exercise even in walking and running, climbing and stalking, apart from the chances of some modified form of a scrap in wrestling against an opponent for his life and freedom. The amount of adventure and romance supplied to him through Wide Games depends somewhat on the way in which they are set out for him. The desire for his side to win, the difficulties of following the trail or of spotting his objective, the uncertainty of escaping detection, these all convey the zest of adventure. But more still can be done if the actual details of the game are embroidered by the addition of a story — historical or otherwise — which gives his activities the cloak of still more adventure and romance. We all like playing a part, we all like to see ourselves as someone else. A certain amount of excitement and desire to win is aroused when Troop A competes against Troop B in a game, but the atmosphere is surcharged with added excitement when the A Smugglers are trying to take their cargo through the cordon spread by the B Preventive-men.

In Wide Games a Scout does assuredly find an outlet for his youthful energy and his fertile imagination.

(2) SCOUTING. “By the term ‘scouting’ is meant the work and attributes of backwoodsmen, explorers, and frontiersmen.” Wide Games enable the Scoutmaster to bring both the work and the attributes into practice. All those yarns in *Scouting for Boys* on Campaigning, Tracking, and Woodcraft can be utilised and followed up through Wide Games. Practice can be given in almost any outdoor Scouting activity save Pioneering, and even that could be incorporated given the time and a Wide Game extending, say, over a week-end!

The Scout activities most commonly followed up in this way are Pathfinding, including Map-reading, Observation, Stalking, and Tracking. All kinds of subsidiary activities also come into the picture, such as camouflage, concealment, and disguises. In the next chapter more will be said in regard to training and practice in these and other activities. There is no need to develop the value of Wide Games from the point of view of training in Scouting further at the moment.

(3) CHARACTER TRAINING. Here again it is difficult to summarise the value of Wide Games, since almost any quality of human character can be developed by means of them. Organising ability is required beforehand in order that the game be planned and understood by those taking part in it. This will develop the Scouter’s character, but he must not be selfish; in order to get full value, Patrol Leaders and others should be associated in the planning of any game. The story, and the motive that lies behind the story, have to be understood and appreciated by all taking part if the game is to be a real success. Rules have to be learned and obeyed, even in the midst of considerable activity and excitement, and so self-control and fair play are developed. Obedience and discipline are integral parts of any team game, and become all the more necessary when the players are separated from, and out of sight of, each other. Team work and Patrol effort are thereby helped and strengthened. The fact that Scouts will mostly be working in pairs tends to develop initiative and self-confidence. The feeling of independence out in the open that is engendered will make for what might be described as manliness. Habits of observation and qualities of deduction are all developed. Patience and pluck both play their part: the former in stalking quietly, in lying hid, in waiting for the right time to attack; the latter when contact is made with the other side and

some form of rough and tumble may ensue. Rules of capture need careful working out, and more will be said of them later, but they should not be such as to eliminate all possibilities of a struggle of some kind with its obvious value of promoting strength and grit — not to mention fun, so far as the Scouts themselves are concerned.

It is easy to see that this form of Scouting can help to bring into use the attributes of manliness and good citizenship. One of the most important factors in the success of a Wide Game of almost any kind is the team work and co-operation that must exist among the members of any one side.

When can Wide Games be brought into our Scouting? The answer to this question depends on inclination and on circumstances. A certain amount of night work can be done at all seasons of the year by both town and country Troops; inclination, initiative, and ingenuity are the sole governing factors. The element of time may handicap a town Troop as against a country Troop when it comes to the question of Saturday afternoons or other half-days. The expense of transport is another handicap. But the question remains whether we encourage our Scouts these days to make sufficient use of their legs and of their bicycles. Half-days should be utilised wherever possible, and the possibility becomes all the greater when a real outdoor Scouting attitude and atmosphere have been secured in a Troop.

Camp affords another opportunity for the playing of Wide Games. It is fair to say that every Scoutmaster can and should devote at least one day of the Troop's summer camp to a game of this nature. If the excuse is offered that the surroundings of the camp preclude such an activity, that excuse cannot be accepted. It is obvious, if that is the case, that the site for the camp is not a suitable site for a Scout camp, however suitable it might appear to be from other points of view. A few hours' night work in camp might also be considered, starting very small and working up to something really exciting. It is possible, too, to include a short Wide Game in the programme of a week-end camp from time to time.

Mention might be made of Rover Scouts. Wide Games hold quite as much value and appeal to them; that has been proved by Scouters on Wood Badge Training Courses. A Crew has the same opportunities as a Troop to seize hold of, but for Rover Scouts the Wide Game which embraces a number of Crews will probably be the more common form.

Wide Games on a District or Association basis — for Scouts or Rover Scouts — can only be infrequent. In some Districts they are annual affairs and occupy a whole day. They need very careful working out and must be kept on comparatively simple lines lest a Patrol or Troop fail to grasp instructions and are out of it all the time.

Such Wide Games are real Field Days and require a mass of previous preparation and orders.

There is the possibility, however, of two or three neighbouring Troops or neighbouring Crews getting together for the playing of Wide Games on a more spontaneous basis. A village Troop can challenge another village Troop, possibly specifying the general type of game to be played. The same can be done by town Troops, but there is the added value for village Troops in bringing the Scouts of different villages together and so widening their outlook and giving them some glimpse of Scouting outside their own village. Weekly half-holidays or weekends can be utilised in this way.

There is still need in many parts of this country and of the world for the Game of Scouting to be made more wide.

So let us consider Wide Games.

CHAPTER II

TRAINING

“In all games and competitions it should be arranged, as far as possible, that all the Scouts should take part, because we do not want to have merely one or two brilliant performers and the others no use at all. All ought to get practice, and all ought to be pretty good.”

Scouting for Boys.

THE first Wide Game a Troop plays may seem a fiasco; in spite of very careful preparations, the scouting element in the game may have been faulty or wanting. In talking over the game with the Patrol Leaders, the Scouters will be able to point the moral — the Patrol Leaders will probably have seen it for themselves — that the Scouts lack the necessary skill in stalking, planning movements, and so on, and that it is, therefore, essential that these Scouting activities should be developed. If this is done, each successive game will prove increasingly successful and thrilling.

One of the primary requirements of a Wide Game is ability to move fairly speedily through the countryside without being noticed. This requirement even enters into the following of a treasure trail or into a man-hunt. In the former case, too much noise or obvious movement may give away clues to opposing Patrols; in the latter, the fugitive may be lying in wait in order to catch his pursuers unawares. Animals, including the human variety, are apt to do this when least expected, so it is best to be wary and on the alert at all times. Games of the raid or cordon-breaking type obviously entail the exercise of a good deal of stalking.

It is impossible to make a list of the activities in which practice is required in any kind of order of importance, but here are some of the subjects about which knowledge is required in order that a Wide Game may be really enjoyed by those taking part in it, and that it may be of benefit to them and develop competence in Scouting:

Stalking; Following a Trail; Tracking (men, animals, vehicles); the Use of Cover; Camouflage or Protective Colouring; Disguises; Observation; Deduction; Pathfinding; Knowledge of Countryside; Map-reading; Starmanship; Woodcraft; Weather-lore.

This is a comprehensive list, and it is obvious that one should not prevent a Scout from taking part in any Wide Game until he has had training in each and every one of these subjects. Two of them may, however, be regarded as essential to a successful game — Stalking and Pathfinding.

I propose to take each of these subjects separately and say a few words about each.

STALKING. Camp Fire Yarn No.14 in *Scouting for Boys* contains a number of suggestions in regard to the practice of this art, and should form the basis of the training in it that is given to the Troop. Supplementary information and advice can be gathered from Chapter XII of *Scouting Out-of-doors* and from Chapters VI to VIII of *Training in Tracking*.

The points to bring out specially in Stalking practices are balance and quiet movements. Stalking itself is the ability to move as speedily as possible from place to place without being seen and without being heard. Training can be started indoors with various forms of blindfold and other games, as, for instance, “Listening game” (p. 26, Gilcraft’s Book of Games), “Sleeping Pirate” (p. 38), “Night Attack” (p. 42), and “Granny’s Footsteps” (p. 107). Such games will train Scouts to move quietly and in a balanced kind of way so that their movements are always under control, which is essential to good stalking. Practice can also be started indoors with the various progressive methods of Stalking as detailed in Chapter VII of *Training in Tracking*.

Out-of-doors training can be continued by means of the games suggested in Camp Fire Yarn No. 14. In order to be able to stalk adequately a good deal of practice is required and a good deal of patience on the part of both Scoutmaster and Scouts, but too much time should not be spent on training exercises. The training should be put to the test in a game as soon as possible, and the Scouts will then quickly learn the wisdom of what they have been taught and will prove to themselves, by the mistakes they make, the value of paying more attention to advice, and of putting into practice the suggestions received.

FOLLOWING A TRAIL. Camp Fire Yarn No. 11 deals with this subject, but it needs to be supplemented by the information contained in Chapter X of *Training in Tracking*. Training indoors can be given through any game which calls for quick sight such as "Thimble Finding" (*Scouting for Boys*). Outdoors training will start with the practice given for the second-class trail test. This is of a simple character, as are all the alternative suggestions contained in "Follow the Trail" (*Scouting for Boys*). Training in this subject should be given progressively so that the Scouts proceed from the following of simple trails to those which come under the heading of Tracking. The trails used should not be too long, and should be under the supervision of a Scouter, Patrol Leader, or of a Rover Scout who is giving a helping hand.

Here the various Wide Games which are given in Chapter VIII as Treasure-hunts will, in themselves, give a considerable amount of practice if applied progressively.

TRACKING. We have already so much information on this particular art available that it is best to say next to nothing about it here. Camp Fire Yarn No. 12, Chapter XIII of *Scouting Out-of-doors*, and *Training in Tracking* from chapter x onwards, contain a mass of suggestive information, games, and practices. "Track Memory," "Track Drawing," and "Spot the Thief" (*Scouting for Boys*) are good games to start with. From the point of view of speed in bringing the two sides of a Wide Game into contact, it will be found that any Tracking exercises brought into the game must be of a simple character.

More attention might be paid to the tracks of vehicles and the tracks of a motor down little-frequented lanes and across fields may well add to the interest of a game.

THE USE OF COVER. Here again the suggestions given in Camp Fire Yarn No. 14 are of real value. This subject may be regarded as the negative side of Stalking, the positive side being the actual movements made to get into contact with the other side or at close quarters with one's quarry. Practice, apart from lying quiet behind different types of obstacles, must be given outside in the open as it involves the study of ground. The Scout has to learn to take advantage of undergrowth, ditches, folds in the ground, and he can only learn by having these advantages demonstrated to him. The natural tendency to crawl down a path through the woods or long grass must be conquered and such open places left severely alone. Tigers, leopards, and other stalking animals teach us the lesson of moving alongside such open places, but just under cover. The use of cover involves the qualities of patience and self-control, as the Chief Scout well illustrates in *Scouting for Boys*: "By squatting low in the shadow of the bush at night, and keeping quite still, I have let an enemy's scout come and stand within three feet of me, so that when he turned his back towards me I was able to stand up where I was, and fling my arms round him."

CAMOUFLAGE. The value of camouflage, or protective colouring, has been completely demonstrated in modern warfare, when it was used with good effect both on land and at sea. Here again Camp Fire Yarn No. 14 gives a number of suggestive practices and demonstrations. These suggestions should be actually demonstrated out-of-doors to the Troop, using both single Scouts and a Patrol at a time. Incidentally any such demonstrations will show how the slightest movement attracts the eye and focuses attention on that spot. This particular subject draws attention to the fact that anything shiny or gaudy about a boy's Scout uniform renders it more difficult for him to engage in Scouting out in the open. That is a point to which Scouters would do well to pay attention when they are considering the adoption or alteration of uniforms for their Troops.

DISGUISES. We all like dressing up; that is why we frequently affect departures from the normal Scout uniform perhaps I Boys especially like playing a part, and disguising is very good practice for them, both in observation and self-assurance. If one is self-conscious when one has dressed a part, or if one has failed to study the characteristics of that part, the chances are all in favour of the disguise being penetrated. “Despatch Runners” (*Scouting for Boys*) shows how disguises can enter into a Wide Game of the cordon-breaking type. Some advice in regard to practice in disguises is given in Chapter V of *Training in Tracking*, but the best way to get Scouts keen on the job is for the Scoutmaster to show them the way. Rover Scouts differ considerably in their attitude some will need a considerable amount of encouragement others will require none at all, rather the reverse.

OBSERVATION. I think all Scouters now realise the importance of observation in the training of the Scout. *Scouting for Boys* is full of it from cover to cover. Observation entails not only quick sight but an almost unconscious habit of noticing things. Camp Fire Yarn No. 11 is specially useful in illustrating this. Indoor practice starts with almost any kind of sense-training game, is carried on through Kim’s Game, the Shop-window Game, and many others too numerous to list. The only advice I can give now is to start small and not expect the boy to remember too much at a time. The whole of the training should be done through games and competitions so that interest is kept alive. It is also a good plan to encourage a boy to notice things about which he himself is keen, be these things motor-bicycles, aeroplanes, birds, or people. Variations of “Far and Near” (*Scouting for Boys*) are excellent practice at all times.

Observation, again, belongs to the negative side of stalking, and is of great importance if any base is being defended against attackers. It also enters into all forms of trails, treasure-hunts, and man-hunts.

DEDUCTION. Deduction follows closely on Observation. We are an inquisitive lot; we notice some “sign,” we want to know why it is there, who made it, when it happened. These three questions Why? Who? When? are the foundations round which our deductions should be built. Deduction is fully dealt with in Yarn No. 13, and the information contained therein can be supplemented from Chapters XV and XVI of *Training in Tracking*.

Deduction will enter mostly into the type of Wide Games that are classed as Treasure-hunts. Practice indoors and outdoors can be given in any of the interesting ways suggested by the Chief Scout, the use of Sherlock Holmes’ tales and of a sand-track or sand-tray being found of special value.

From the character training point of view it is worth while emphasising the benefit of observation and deduction in securing intelligent and reasoned thinking in our Scouts.

PATHFINDING. In talking on the subject of “Finding the Way” the Chief Scout says: “Among the Red Indian Scouts the man who was good at finding his way in a strange country was termed a ‘Pathfinder,’ which was with them a name of great honour, because a Scout who cannot find his way is of very little use” (*Scouting for Boys*). A certain amount of training can be given to the Troop on the lines of Camp Fire Yarn No. 12, so that when they get out into the open country on a Wide Game they can be allowed to work in pairs, or even singly, with some chance of their not being lost. This training is mostly of a theoretical nature, and so should be strengthened by actual practice in the open in different types of country, and Wide Games themselves will provide opportunities for this practice. I should, however, like to stress the need for the theory being taught to Scouts as well as the practice being given them. Most of the books on Explorers and Adventurers will provide illustrations of the need for a sense of direction, and it is this sense that we want our Scouts to acquire.

The Pathfinder badge can be used as an incentive, and the more work done by individual Scouts in connection with this badge the better. The Climber and Explorer badges may also be utilised in order to encourage individual study in Pathfinding. This subject leads us to the various ways by which we can become Pathfinders, e.g. knowledge of the countryside, map-reading, and so on.

KNOWLEDGE OF THE COUNTRYSIDE. Apart from what has already been said in regard to Pathfinding, games like “Spotting the Spot” (G. B. G., p. 30) can be utilised in training. Expeditions, in

pairs or by Patrols, along given routes in the neighbourhood will also be found useful. Such expeditions can be combined with other Scout activities — Nature study, the taking of plaster casts, rendering of reports, making of sketch maps, etc. Trails and Treasure-hunts can both be organised so as to take the Troop through various parts of the neighbouring country which would normally be undiscovered. The Importance of compass directions and of fixing on landmarks should be taught and demonstrated.

MAP-READING. The Scout who is able to read a map properly and find out his position and his route from it is at a great advantage when it comes to Wide Games and other outdoor activities. A good deal of advice on this subject will be found in *Exploring*, which seeks to expound the advice given on “Exploration” in Yarn No. 5 of *Scouting for Boys*. When games are being played in country with which the Scouts are not familiar, during camp or otherwise, a study of the map is essential. Patrol Leaders should be trained to take their respective Patrols to various places on the map which are pointed out to them without asking the way from passers-by or looking at signposts or milestones. Wherever possible Patrols should move in Patrol Formation (*Scouting for Boys*). Later each pair of Scouts should be asked to follow a map trail. Quite good point-to-point races can be arranged in this way, Patrols starting at intervals and speed being restricted to Scout’s Pace. “Games in Pathfinding” (*Scouting for Boys*) gives this idea.

STARMANSHIP. Romance can be introduced into Pathfinding by night by setting a route by the stars. Although Wide Games by night will be of very occasional occurrence so far as Scouts are concerned, there is no reason why they should not mark a development, and be more frequently used, for Rover Scouts. There are possibilities here which are as yet unexplored.

WOODCRAFT and WEATHERLORE can be taken together as being inter-dependent. The influence of ground, time, and weather on tracks is treated in Chapter XXIII of *Training in Tracking*. In Wide Games Woodcraft can be chiefly applied to watching the behaviour of animals and birds, since they may give warning of the presence of a member of the other side. Particular attention should be paid to the alarm notes of the Blue Jay, Blackbird, and many others. The trouble is that such birds may warn the other side of your approach, and that calls for more careful and wary stalking on your part.

I have said quite enough for the Scoutmaster to realise that the practice of Wide Games can serve to encourage a study of many Scout activities, and that the study of such activities will lead to a greater enjoyment of these games and to their being of more value in the training of the Scout. We must see, however, that too much time is not spent in preparation and training. It is the game itself that appeals to the boy. Scouters should realise its training value, Scouts should see its fun. The two are by no means incompatible with each other. The whole art of *Scouting for Boys* lies in the admixture of the two together, and this chapter has been written with the express purpose of giving the Scoutmaster a few suggestions as to how this can be done so as to secure the best result.

CHAPTER III

CARE OF THE COUNTRYSIDE

“Especially be careful to get leave from the owners of land in the neighbourhood before you go on it. You have no right to go anywhere off the roads without leave, but most owners will give you this if you go and tell them who you are and what you want to do.”

Scouting for Boys.

The injunction that heads this chapter applies chiefly to the Scoutmaster, who must carry it out both in letter and spirit. In planning out Wide Games which involve crossing private property he must see that the requisite permission is obtained well beforehand. As far as possible he should do this personally. If he employs another Scouter or a Patrol Leader to visit any landowner, the Scoutmaster should arm him with a courteously worded letter of authority. Apart from this preliminary permission, care should also be taken to see that owners are thanked after use has been made of their land. The camping motto — leave nothing behind save your thanks — applies also to Wide Games, and, indeed, to any outdoor Scout activities which involve the use of others' property.

In these matters of care and courtesy the previous training of the Troop is essential, and it is the Scoutmaster's job to see that the whole Troop, not just the Patrol Leaders, are told how they should behave and what care they should take of the land they use.

In Yarn No. 9 the Chief Scout goes on to tell us "When going over their land remember above all things:

1. To shut all gates after you.
2. To disturb animals and game as little as possible.
3. To do no damage to fences, crops, or trees."

All these three points should be elaborated. Scouts should realise that the object of gates is to keep stock out of certain fields as well as to keep stock in other fields. Country Troops will realise this, town Troops will not, unless they are told. The same applies to hedges and fences of all kinds, and to make gaps in them or break them down in any way is a most unscoutlike act, involving a certain amount of immediate damage, and a considerable amount of potential loss.

If the Scouts have any knowledge of Woodcraft they will the more readily appreciate a request not to disturb animals and game. The Scoutmaster should, however, by his choice of ground try and secure that there is but little chance of that taking place. The same care in regard to choice of ground applies to the question of crops, and all fields of standing crops must be placed out-of-bounds, entailing the forfeit of life to any Scout entering them on any pretext. I have still vivid memories of a farmer's words and actions when he found me — a child of under Cub age — playing hide-and-seek in his field of corn which was just ripe for cutting. Being the youngest of the party I was detailed out from amidst the corn to placate him. I didn't!

Scouts should be expected to exercise equal care on common land or on public right of ways and footpaths. This careful use of both private and public property should be the habit of all Scouts. We know how the countryside can be defiled. On a walk today I have seen the filthy remains of a fire right in the middle of a broad roadway of ancient fame, now a grassy track. The party responsible was evidently a family party who arrived nearby by car on the evening of Guy Fawkes' night. The fire had been lit and stoked with A.A. Routes and Maps, the discarded cases of squibs lay here and there, and matches were here, there, and everywhere. The perpetrators of this outrage are probably superbly unconscious of the evil they have left behind them. Scouts are not trained to counteract this folly as much as they might be, and Scouters should seize every opportunity to bring the point home. Incidentally, has anyone studied the floor of a room after a Scouters' Meeting ? It has a tale to tell which is not as a rule entitled "Good Example."

A special word is necessary in regard to the laying of trails. Great care must be exercised to see that the "sign" used in town or country is such as will not leave traces behind. The blazing of trees, for instance, sounds very adventurous and romantic, but can only be used in virgin country. It is wise to blaze a trail through unexplored jungle and forest, but the man or boy who attempts to do it in civilised parts is asking for trouble, and, I hope, will get it. Red Indians themselves did not go blazing trails every time they went for a walk. They made use of the sun and moon, stars and wind to guide them. An axe does not enter into

the paraphernalia used to make a Scout trail, but a tin of phosphorescent paint might well be used to blaze a night trail.

Again when “sign” is scattered it should be of such a nature as can be collected by the Patrols following along the trail, or such that the birds can carry off, i.e. seeds, berries, etc. Chapter IX of *Training in Tracking* has something to say on the varieties of “sign” that can be utilised.

The Nature trail made by bending, or half-breaking, twigs and so on necessitates the exercise of considerable restraint. A good deal of quite unnecessary damage can be done both in laying a trail and in forcing one’s way through undergrowth in other kinds of Wide Games. Trees and bushes should be treated with respect. Some Scouts going through a small copse can do as much damage as a herd of young elephants, but if they have any pride in being Scouts they should be able to go through the copse and leave hardly a trace. This needs talk, demonstration, and practice—all three; the Scouters should provide the first two, the Scouts can do the third; but all three should enter into the Troop’s training. A good deal of practice can be obtained in town if anyone is trustful enough to lend his garden for the purpose. A Patrol in line should be able to pass from one end of the garden to another without leaving a mark of their passage, no matter what shrubberies and flower-beds may be there as obstacles to their progress.

One very important point in regard to the use of the countryside for Wide Games is the necessity for quietness. This is a necessary element of stalking, as has already been mentioned, but is of more importance when animals and game are concerned. A landowner once showed a Troop of Scouts how to move quietly through a game covert without disturbing a bird. He then picked up a piece of tin and beat it. The Scouts of the Troop have never forgotten the lesson. They know that noise disturbs game. Talking obviously comes under the heading of noise, but it is not an uncommon occurrence to see a Scout treading delicately through a wood and carrying on a conversation with a companion at the same time. The sound of a human voice can cause as much disturbance and fright in a wood or on a common as the roar of a tiger might cause in one’s back-garden.

Games in towns and games involving the use of roads and paths require of Scouts consideration for other people. The simple game of “Shop Window” (*Scouting for Boys*) has been known to force passers-by, including women, off the pavement amongst the traffic, and that despite the fact that the Chief Scout has a lot to say on Courtesy to Women in *Scouting for Boys*. When moving through streets Scouts should be particularly careful to see that they cause no hindrance to traffic or passers-by. In order to secure this it is best for them to work in pairs. Patrol formation can also be used, but a couple of Scouts working together is better for them and for others. At night still greater care is necessary, especially in ill-lit streets.

When working along or across country roads, first consideration must be paid to any others who may be using such roads, and the ordinary courtesies of traffic should be observed. Parties of Scouts working along the roads at night should carry a light (Rule 350). Scouters and Patrol Leaders have to guard against collecting Troops or Patrols close to corners or sharp bends or at crossroads. If any number of Scouts are halted it should be at a place where they can stand or sit clear of the roadway itself. When moving a Patrol down a road Patrol formation should be adopted, or preferably, Indian file. Scouts moving in Indian file should normally face oncoming traffic and walk on the right-hand side of the road, but I am aware that there are divergencies of opinion on this point. The old practice of dividing the road, half moving on the right verge and half on the left, is not suitable for modern traffic.

One other point—a Scout is Courteous. An article in *The Times* on Good Manners in the Field ended with the sentence: “But even so there will be countless opportunities for each one of us to pay a large subscription in kind—so simple, so easy, so easily forgotten—to say good morning to others on the roads and in the fields.”

The advice applies equally to our Wide Games, to all that we do in the open. Let us all—Scouters and Scouts—set about our Scouting in the open with something of everyday politeness, of common courtesy. It is part of our Scouting, but we are apt to forget it in the excitement of a game. Similarly do not let us

imagine that Care of the Countryside is a negative virtue; let us try and apply it in a positive way. If the opportunity for a Good Turn comes our way when out on a game, do not let us neglect it just in order to get on with the game let us see if we cannot do both. If the Good Turn to be done entails falling out of the game and so, seemingly, letting our side down, the orders of a Patrol Leader or Scouter should be taken. There should always be sufficient inter-communication on any Wide Game to allow of that being done.

CHAPTER IV

PLAYING THE GAME

“For playing a great game successfully a definite organisation and clear rules are essential”. Scouting for Boys.

“The truth is that ‘fair play’ is an old idea of chivalry that has come down to us from the knights of old, and we must always keep up that idea.” Scouting for Boys.

IN order that a Wide Game prove really good fun to those who play it, it is essential for some simple rules to be well known beforehand by all who are taking part. Specific information should be given in regard to area time, and methods of identification and capture. Otherwise the spirit of fair play is all that is required. That spirit will greatly depend on the previous training given the Scouts with reference to the Scout Law, and on the discipline that prevails in the Troop. Much has been written on the question of Scout discipline and I do not propose to say anything more on that subject here. The Chief Scout gives a deal of valuable advice in Camp Fire Yarn No. 21, on which Scoutmasters would do well to act.

SIMPLICITY. It is necessary to emphasise the fact that the actual rules and conditions of any game should be stated in clear and unambiguous language so that every Scout can understand them. Adventure and Romance can, and should, enter into the story round which the game revolves, but definite rules should emerge from that story to be summarised and separately stated. If the conditions are of a complicated nature, confusion is sure to result. Experience may show that the rules are not altogether suitable for the country or the Scouts concerned. No change should, however, be made while a game is actually in progress unless a complete halt is made and the game restarted under new conditions. It is best to profit by the experience and make the necessary changes when the same, or similar, game is played another time.

As will be mentioned again, all the conditions should be gone over beforehand with the Patrol Leaders, and they should be responsible for passing them on to their Patrols. It is advisable, especially when the Troop is young or unaccustomed to Wide Games, for the Scoutmaster himself to summarise the conditions for the benefit of the Troop as a whole shortly before the game actually commences.

AREA. Particular care should be taken to define the exact area over which the game is to be played. This is best done by reference to a map, of which each Patrol should have a copy, but use can also be made of prominent landmarks. A Scout going outside the area should not be regarded as a casualty and be withdrawn from the game, but he should certainly lose marks for his side as having failed in Scoutcraft.

It is frequently the case that it is necessary to place out-of-bounds certain confined areas within the general area of the game. These again should be defined as clearly as possible with reference to the map and otherwise. Any areas that are taboo can be closed by incorporating the taboo in the general story. For instance, a wood which may not be used can be described as being infested with poisonous snakes or

dangerous wild animals, involving certain loss of life to any Scout who ventures within its shade. Taboos of this kind are usually more effective than a mere statement that the wood is out-of-bounds.

In country where landmarks are very difficult to fix, it may be found advisable to mark boundaries by artificial means. This should seldom be necessary, except on widespread moors or in jungle or bush country. Where the country is thickly wooded or covered with undergrowth the area of play, should be restricted as compared with open country.

TIME. Time is an important factor in any game, and of increasing importance the wider the game. Distances will have to be calculated out beforehand so as to ensure an exact estimate of the time required for parties of Scouts to reach certain points before the game commences. The time at which the game itself starts, and when the sides are allowed to start from their bases or other starting-points must be given specifically. It may be necessary to synchronise watches beforehand, but that is not so essential in these days of wireless time signals.

When trying out a game for the first time, especially in new country, it is very difficult to judge of the exact amount of time required for one side or other to attain its objective or carry out its purpose. Experience will teach, but at first it is best to err on the generous side and over-estimate the amount of time required rather than under-estimate it. In the latter case the Scouts may feel cheated. In any case the time at which the game closes should be stated beforehand and arrangements made to indicate it by sound or other signal.

Once the closing time is fixed it should not be extended on any pretext, since, again, a sense of unfairness may be engendered in one side or the other.

This question of the length of a Wide Game is a very difficult one to determine. Games of the raid or cordon breaking type will normally take longer than those of the treasure-hunt or man-hunt type. Experience is the only teacher, the boy himself providing a good indicator; if his interest is still maintained at the end of a game, it has not been too long; if he gets slack and bored, it has not been short enough.

It has to be remembered always that the time taken to move through thick country is normally half as much again as the time it would take to cover the same distance in open country. Allowance has to be made for the difference in time a boy takes to get up a hill to coming down the hill. In my young days we always calculated that we could come down any hill or mountain twice as fast as we went up, but these were the days in which we went in for record breaking, and each summer set out to break the family's previous record for any particular climb from the starting-point back again.

METHODS OF IDENTIFICATION. It is necessary for each side in a Wide Game to be identified in some manner, except in such games where disguises enter into the conditions. All games of the raid type require that those taking part should wear a distinguishing colour or some distinguishing uniform.

If different Troops are taking part in a game against each other, Troop scarves may serve to distinguish them sufficiently. If different Patrols in the same Troop are playing, their Patrol shoulder knot may be sufficient mark, but normally it is best for them to have an additional tally as well.

Coloured wool tied round the right arm, or both arms, visible between elbow and shoulder is the most common method adopted. Sometimes it is a case of "hats versus no hats." Sometimes shirts are worn outside the shorts — babu fashion. Sometimes different series of numbers are worn, on hat, chest, or back.

The particular method adopted may be changed from game to game so as to bring variety into play. Whatever method is adopted should be properly known and implicitly carried out. Any attempt to cover up marks of identity while taking part in a game is contrary to the spirit of fair play and should be dealt with as such.

METHODS OF CAPTURE. The ways in which members of the opposing side can be killed or captured offer the greatest difficulty. When considering methods of capture two important points have to be borne in mind

- (1) The game must not be allowed to degenerate into a vulgar brawl, and smaller Scouts should not be excessively handicapped on account of their size.
- (2) Wide Games are specially useful in order to "bring into use the attributes of manliness."

These two contrasting points raise a problem which is not incapable of solution.

There are two main types of capture or killing — at a distance, and by personal contact. It is possible for these two types to be combined together in one game.

Capture at a distance lays emphasis on good stalking and offers equal chances of success to younger Scouts. Various methods of distant killing have been adopted — ball throwing, dart throwing, number in hat or back and chest.

Any type of non-dangerous, missile provides the material for ball-throwing capture; balls of paper tied up with string and dipped in whitening so as to leave a mark have been frequently used. In my young days we used to use lumps of peat that had been floated down the river in a soap box and become soaked; it stung a bit without doing any injury to the person, but it was decidedly bad for the clothes, and once or twice that unfortunate fact involved us in personal injury afterwards.

Dart throwing is of the same type. The darts can be of the old school-room pattern, a six-inch length of half inch green stick with a paper feather at one end. The striking end should be left quite blunt, and, if felt necessary, padded in some way. The blunt end can be chalked so as to leave a mark when it hits, different coloured chalks indicating simple, serious, or fatal wounds. These darts will carry some twenty-five yards and are good weapons in a stalking game. When numbers are worn it is sufficient to call out the correct number — three figures are best — worn by an opponent who has been spotted in order to secure his capture. This method- needs real discipline and fair play.

Capture by personal contact should never involve the use of fisticuffs, but some kind of tackling or wrestling does not normally do much harm. I am sorry to bring my family into the picture again, but whenever we indulged in a game of hide and seek no one was caught unless he had been brought to ground by a Rucker tackle. We played these games on the moors, in the woods, across burns or rivers, amongst rocks from a very early age, and I do not remember anyone being damaged more seriously than a few bruises, scratches, and abrasions, except once when one of us sustained a sprained ankle, and that one was a she. My advice is to let a little rough and tumble enter into these games for the fun of the thing. It can all be governed by "fair play" rather than by "safety first." Do let us see that manliness enters into our Wide Games.

Fisticuffs, scratching, kicking, tripping, and biting should all be barred. I mention the last because there was once a mixed Scout Course at Gilwell Park, and a mere man was overheard telling his experiences to another of his Patrol on their way back to camp after a Wide Game in Epping Forest:

"Do you know what happened to me after you left me by the side of that wood? A perfect hulk of a woman came round the corner, hurled herself on me, knocked me over, and bit me in the arm!" In such an unceremonious fashion was a member of the Church Militant treated.

Fighting with staffs and other similar weapons should also be barred as likely to cause unnecessary harm and lead to bad blood.

Methods that can be employed are scarf-tail, paper life, scalps, wood armlet, etc.

Scarf-tail is fairly obvious. Each Scout tucks his scarf loosely into his belt at the back. He loses his life if his tail is removed. The disadvantage of this method is that a bramble bush may remove a tail without the

owner being aware of the loss he has suffered. Scarves are lost in this and other ways, and scarves cost money.

For scalps the scarf is tied round the head camp fashion, and the owner is scalped and killed when his scarf is snatched off..

The paper-life and wool-armlet methods are somewhat similar. A piece of paper like a shoulder knot is worn on the right shoulder or a piece of wool on the right arm between elbow and shoulder. Their removal entails loss of life. In cases of contact sparring with the open hand should be the rule, but tackling may be allowed. By using different coloured paper or wool the identification of the two sides is also secured. Four different colours will serve to identify all the sides in two concurrent games (see p. 69).

Of these two similar methods the wool armlet is the better, since the paper lives have to be pinned or sewn on, the former rendering an attacker liable to be scratched and the latter taking some time, especially in renewal.

It is worth while alluding to another method of capture that has been tried out with some success. This method was evolved from the Scout parlour game of "Challenge." Each side is given an identical set of numbers, one for each member of the side. When a Scout spots one of the other side he can challenge him or not as he pleases. If he challenges, the two must come together and compare the numbers issued to them, whichever holds the higher number removes a token from the other. It is best for each Scout to carry three or five tokens. This method entails a good deal of planning out on the part of Patrol Leaders so that the lower numbers are covered by higher numbers, and a good deal of inter-communication between the members of one side so that an attack can be developed at certain weak spots.

This game is best played in a comparatively restricted area of close country, and should not go on too long. It is an excellent stalking game.

Whatever methods of capture are employed, every care should be taken to see that capture does not necessarily mean that the Scout captured takes no further part in the game. This result would ruin any Wide Game, for "in all games and competitions it should be arranged, as far as possible, that all the Scouts should take part not only at the beginning but all the time.

Arrangements should be made for tokens to be handed over to a conqueror, for lives to be readily available for re-issue, for lives to be restored after repair to a First-Aid Station (see p. 71 for example). In all cases the Scouts should be required to count the number of times they have been captured and account for themselves faithfully to their Patrol Leaders at the end of the game.

The first method of handing over tokens should not involve the interference of any third party, the other two methods need some kind of umpires. If, say, wool armlets are being used, umpires who are moving about the area — without any prearranged plan — can carry spare pieces of wool, and Scouts who are killed may be required to find an umpire and secure a fresh life from him. Umpires can also be stationed at the First-Aid post to judge if the proper treatment has been applied and revive the patient if satisfied.

Otherwise there should be little need for the intervention of umpires as such, provided the spirit of fair play has been impressed on all taking part. Some Scouters moving about are necessary to act if appealed to and to watch how the game is being played. In order to prevent unfairness of attack by numbers it can be ruled, say, that two Scouts are not allowed to come into personal contact at the same time with only one. But naturally everything depends on the type of game being played as to the various rules adopted.

Scouters would be wise to remember what the Chief Scout writes in his Foreword to *Scouting Games*:

"In playing these games it should be remembered that they improve very much on the second and third trial, as minor rules have often to be introduced to suit local circumstances."

We should also take to heart other wise advice: “And don’t forget, whenever you do lose a game, if you are a true Scout, you will at once cheer the winning team or shake hands with and congratulate the fellow who has beaten you.

“This rule will be carried out in all games and competitions among Boy Scouts” (*Scouting for Boys*).

CHAPTER V

PREPARATIONS

“The first essential for carrying out this training is to put yourself in the boy’s place, look at it from his point of view — present your subject to him as he would like to have it, and so get him to teach himself without your having to hammer it into him.”

Scouting for Boys.

WHEN a Troop or Crew is accustomed to the enjoyment of Wide Games, it will not be necessary to work up much in the way of enthusiasm beforehand. They will have already experienced the fun of the game and will enter upon another in the right kind of spirit. When, however, Wide Games are unknown, or few and far between, there is need to work up some kind of an atmosphere as one of the important preparations for a game that is to be played in the near future.

The way in which a Scoutmaster can work up enthusiasm naturally differs according to his powers and circumstances, but it is best to adopt the Chief Scout’s suggested method of approach and to make use of a Camp Fire Yarn — not necessarily in camp or out-of-doors — appealing to the spirit of adventure and romance that lies in every boy. This method of approach is dealt with fully in the next chapter.

Maps and photographs of the country where the game is to take place can also be used with advantage. Each Patrol should be encouraged to study both in order to get some idea of the lie of the land. Each Patrol can also discuss various ways and means of progressing through the country marked, can measure up distance, study methods of approach at certain points, and even attempt models of salient features.

When making a start with Wide Games it will be found best to break new ground and not make use of country with which the Troop is already familiar. The unknown always adds interest. In the same way let a considerable amount of uncertainty exist as to the exact details of the game until shortly before the time it is to be played. If everything is cut and dried, and known too long beforehand, the value of the mystery is lost.

Proper preparations must, however, be made for every game of the normal kind, be it inter-Patrol or inter-Troop. When the Scoutmaster has a rough idea of what he intends to do, and the location he intends to use, he should talk it over with his Patrol Leaders. Their views as to the type of game chosen, ground to be used, methods of capture to be adopted, plot of the story, rules for the game, etc., should be asked for and given every consideration. They will probably suggest points which might not occur to the Scoutmaster, and will give the latter the boys’ point of view. Later the planning of a game can be left entirely to them.

After this preliminary discussion the Scoutmaster can get on with more immediate preparations in the way of fixing the area, obtaining permission to make use of it, calculating distances and times, seeing that the necessary gear is available, and, possibly, giving some intensive training in Stalking or other subject

to the Troop. It may also be necessary to arrange for transport of Scouts or gear, and all the other 101 details that fall to his lot. Again, as progress is made, these details — or the majority of them — can safely and wisely be left to the Patrol Leaders.

A day, or week, before the game is to be played the Scouters and Patrol Leaders should again meet to decide on any details that are left. Copies of the story and maps should then be handed to each Patrol Leader; the game should be explained in detail; methods of capture and other rules should be clearly stated; the time and place of assembly or departure should be given; instructions in regard to the taking of gear, of the uniform to be worn, of the means of identification to be adopted, of the duration of the game, should be given out. Each Patrol Leader should then be given the opportunity to ask questions in order that he is quite clear as to what is to happen. Finally the composition of the sides is decided upon.

The Patrol Leaders may then be invited to discuss the game among themselves and decide on the points that are to be awarded to a side for the successful attainment of any of its objects, and the points that are to be deducted for capture. At first a little advice on this question may be given, but afterwards the decision as to points should be left to the Patrol Leaders or the Troop as a whole. Care has to be taken to see that too many points are not awarded for any one object, otherwise the final result of the game may be determined early on and interest be lost. Experience will gradually show what adjustments to make so that the result is in doubt up to the last moment. The points to be awarded or deducted should be communicated to all taking part before the game starts.

The Scoutmaster should also encourage the Patrol Leaders to talk the game over with their Patrols in order that they can plot out a plan of campaign. This is a very important point, and the more the Scouts can be encouraged to develop strategic plans beforehand, the better is the game likely to be. When two or more Patrols are associated together on one side, there is all the more need for developing a plan of action. Time, distance, numbers, points, etc., will all enter into the plotting out of a scheme for attack or for defence. The value of the game from its character training point of view will largely depend on the amount of thought given to it beforehand by the Scouts themselves.

A good deal of this advice would seem to presuppose an inter-Patrol game for one Troop, but, in point of fact, the same advice applies to games with larger numbers of Scouts on a District basis. The more the Troop itself, especially through its Patrol Leaders, enters into the question of strategy the better. In these larger games Scouters must be particularly careful to see that all their Scouts know what their objective is and are alive to what is going on. Primarily it is the job of Patrol Leaders to see that all the members of their Patrols understand all that is going to happen, but the Scouters can supervise that job tactfully. Nothing is more boring to a youngster than to be let loose in the countryside and told to lie in a ditch without having the vaguest idea why he should be lying in that ditch. One of the greatest difficulties in Wide Games for large numbers is to ensure that all the Scouts are occupied all the time and that all of them know what it is all about. One of the greatest dangers is that the Scouters keep everything in their hands and order their Patrols and Troops about without letting them know what the intention of these orders is. This danger must be avoided at all costs; it is opposed to the Scout method.

The Scoutmaster must also be prepared for the finish of a Wide Game. The question of whether the Troop or Troops are to congregate together afterwards has to be decided. If more than one Troop is concerned, it is advisable that they should all meet together and fraternise as soon as the game is over. One of the best finishes to a Wide Game is a cup of tea and a bun for each Scout followed by a cheery Camp Fire. At the Camp Fire the result of the game can be given out, and a short talk given on points that have cropped up in connection with it.

The same kind of policy can also be adopted for the single Troop, but in this case it may be advisable for the Patrols to make their way independently back to camp or to some rallying point. The instructions to Patrol Leaders should, therefore, include what they are to do with their Patrols immediately the game is over, as well as including what they are to do with them before the game starts. If the Troop is sufficiently

well trained so as to permit of Patrols moving independently to the starting-point under their Patrol Leaders, a good part of the object of Scouting has already been obtained.

Common sense will tell the Scoutmaster how to work out the detail of his preparations, and there is no need for me to go into questions of detail — the issue of gear to Patrols and so on.

The Chief Scout has, however, suggested that, after a certain experience of Wide Games has been obtained, it may be possible to introduce the element of surprise by suddenly springing a game on the Troop without any warning or previous preparation. When he commanded his regiment be arranged with other Commanding Officers that when their regiments were engaged in training and came in contact with each other, inside or outside cantonments, they were immediately to regard each other as enemies and act accordingly. It must certainly have enlivened proceedings and kept the men on the alert, as, for instance, when the Chief heading his Hussars back to barracks after a long ride spotted an infantry battalion drilling on the barrack square and immediately gave the order to charge.

Wherever practical this suggestion should be adopted, for there is no doubt as to its value in the Scout method of training. An impromptu Wide Game developed on encountering a neighbouring Troop might prove very exciting indeed. Discipline would have to prevail, and in camp all would have to remember that “Camp raiding is strictly prohibited” (Rule 340).

Whenever a Wide Game is played the following points should be kept in mind:

1. Make sure everyone understands the object of the game and the rules.
2. Keep rules simple; over-complicated schemes defeat their own purpose.
3. See that everyone has a part to play and that everyone plays his part.
4. The least experienced needs the most experience.

CHAPTER VI

THE CLOAK OF ROMANCE

“To stand on the right footing for getting the best out of your boys you must see things with their eyes. To you the orchard must, as it is with them, be Sherwood Forest with Robin Hood and his Merry Men in the background; the fishing-harbour must be the Spanish Main with its pirates and privateers; even the town common may be a prairie teeming with buffaloes and Red Indians, or the narrow slum a mountain gorge where lived the bandits or the bears.”

Scouting for Boys.

READERS of Richard Jefferies’ Bevis — and that should mean all Scouters-will remember how the boys turned a reservoir into a Sea of Romance. They put names to every feature of the area, and had the Nile running into one end of the New Sea and the Mississippi out of the other.

“‘We ought to be something,’ said Mark discontentedly.

‘Of course we ought,’ said Bevis. ‘Things are stupid unless you are something.’

‘Lions and tigers,’ said Mark, growling, and showing his teeth.

‘Pooh!’

‘Shipwrecked people on an island.’

‘Fiddle! They have plenty to do, and are always happy, and we are not.’

‘No; very unhappy. Let’s try escaping-prisoners running away.’ ”

“We ought to be something,” is the Scout’s cry for romance; he wants very little encouragement to paint his world in glowing colours. The difficulty with the Scouter is that he sometimes forgets this hunger for romance and makes a dull exercise of what should be a thrilling adventure. Some grown-ups, although masquerading as bank-clerks or engineers, manage to preserve the imaginative outlook of the boy; fortunate the Troop that has one such a Scouter! Others have allowed their imaginations to rust, and this chapter is an attempt to give hints for reburnishing this powerful instrument.

We can clothe most of our Scout activities with this cloak of romance, but perhaps the Wide Game offers the best scope for flights of imagination. Of course the Scouts will enjoy a Flag Raid in its plain form, but they will get extra jollity and zest if it becomes a struggle between rival bands of savages, or develops into a Wild West Drama. Perhaps we have too frequently left them to get their colour and thrills from “The Pictures,” when they should be getting them in their Scouting.

Most Troops, except for the summer camp, have to use the same area time and time again for their outdoor Scouting. Any sense of monotony can be banished by changing the picture in the frame; at one time it may be the African Veld, at another the Rocky Mountains, or again, the frozen wastes of the Antarctic; in one game the Scouts may be the Incas of Peru, in another Bedouins of the desert, or perhaps, as the Chief Scout suggests, Outlaws of Sherwood.

Friar Tuck and Little John are riding down together

With quarter-staff and drinking-can and grey goose feather.

The dead are coming back again, the years are rolled away

In Sherwood, in Sherwood, about the break of day.”

The commonest form of romance used among Scouts seems to be the Red Indian story. It has an obvious attraction as the Red Man showed great Scouting skill, and the endless strife between the various Tribes and Nations offers a ready-made scheme for many a Wide Game. Generally the Red Indian material is exploited to little further purpose than the borrowing of picturesque names. This is a pity, because a reading of Fenimore Cooper’s *Leather-Stocking* tales would suggest many exciting possibilities. Stewart Edward White’s *Daniel Boone* contains many incidents which could be used as hints for Red Indian games. This is but one illustration of how even well-worn themes may be rejuvenated if we will go further afield for inspiration.

But it is better perhaps to avoid overworking one kind of romantic material; there is so much crying aloud to be used that it seems a waste not to do something with it. A few hints on where to find raw material may therefore prove of service, and then an example will be given of how to shape the finished product.

1. THE PRESS. Newspapers and magazines will supply hints and suggestions. For example, here is a cutting from the evening newspaper.

“Jones’s bid for freedom last February was one of the most daring episodes in the history of flights from Dartmoor.

“He bolted from a working party inside the prison with a confederate named Brown. They scaled a thirty foot wall with a rope hooked on to the outside masonry, and they made for the open country.

“They had chosen their time well. The working party was about to restart after the midday meal, and one of the warders in charge of them was collecting the tools when they slipped away behind the tool shed.

“Jones threw his blue smock on the grass.

“The bell over the prison clanged out a warning, and the police drew a cordon round the moor and put bloodhounds on the trail;

“Brown was caught the following morning, but Jones reached Laira, a suburb of Plymouth.

“Then he was challenged by a police-constable, who recognised him by three moles on his face under his left eye.

He had in his possession a cigarette case which had been stolen from a bungalow at Yelverton, and one penny.' ”

A few Patrol Leaders, letting their imagination work on that material, will soon evolve something exciting for the Troop’s next Wide Game.

Magazines like the *Cornhill*, or *Blackwood’s*, often contain first-hand accounts of adventures in out-of-the-way parts of the world; these provide good camp-fire yarns as well as suggestions for game-plots.

2. LOCAL LEGEND is a fruitful source. A local guidebook generally contains stories of the past connected with the district. Such a series of books as Macmillan’s *Highways d Byways* (arranged by Counties) will be found helpful, particularly for a new camping area. Thus in the Kent volume on page 106 is this passage.

A later owner had a lively experience when an energetic Royalist, the brave Captain Golding, it is said, suddenly descended on the coast near Birchington, landed a party of Englishmen and others, hurried them up to Quex Park, took Mr. Henry Crispe out of his bed, hurried him to the shore and carried him off to Flanders.”

What a chance for a Troop camping on the Isle of Thanet! One can imagine the thrilling yarn the Scoutmaster works up from these bare materials to tell at the Camp Fire, the exploration of the district by the Scouts the next day, and the exciting Wide Game based on the kidnapping of Mr. Henry Crispe.

3. HISTORY. A whole book could be written on this mine of material alone The possibilities of what the imagination can do with historical themes are well illustrated in Kipling’s *Puck of Pook’s Hill* and *Rewards and Fairies*. These two books provide many hints for schemes. Try, for instance, to work up one game about the defence of the Roman Wall.

The Cavalier and Roundhead struggles provide another series of hints. But it is not sufficient to label the two sides in the game just “Cavalier” and “Roundhead” in many games the names might be anything else just as suitable. The point is to introduce sufficient real fact into the scheme so that the Scouts can really imagine themselves to be either Cavaliers or Roundheads, and act accordingly. Half the fun is lost if the parties in the game do not lose themselves in their parts and see the thing through consistently.

Historical escapes clearly foreshadow man-hunts. For these nothing could be better than John Buchan’s *A Book of Escapes*, which contains twelve brief but vivid accounts (with maps) of famous bids for freedom. Such a story as “The Flight to Varennes” should stir up the most sluggish imagination.

These are only a few ideas chosen at random from a great mass of material ready for our use *if only we will use it*.

4. EXPLORATION. Tales of exploration and of pioneering naturally appeal to Scouts, and there is a wealth of record, travellers' own accounts, and diaries of journeys in which to delve. One example must suffice. In Newbolt's *The Book of the Long Trail* is the story of how Stanley found Livingstone. Here is one sentence, "Mirambo, a chief of Unyamwezi, had blackmailed and turned back a caravan bound for Ujiji, declaring that no Arab caravan should pass through his country while he was alive." In that sentence lies just the hint to stimulate the imagination to give a new setting for cordon breaking.

5. ROMANCES. The story of how R. L. Stevenson came to write *Treasure Island* has a moral for Scouters. His step-son Lloyd Osbourne, aged twelve, was one rainy morning busy with his box of paints colouring the map of an island he had drawn. R.L.S. came in, and was soon taking part in the fun; his contribution was such names as Skeleton Island and Spy-glass Hill. When it was finished, the boy exclaimed, "Oh, for a story about it!" R.L.S. took the map away with him, and next morning the boy was called up to the bedroom. "The first thing I saw was my beloved map lying on the coverlet. I was told to sit down while my step-father took up some sheets of manuscript, and began to read aloud the first chapter of *Treasure Island*." That book is the very substance of romance, and fortunately for us we have a wealth of yarns which capture the imaginations of all boys. The names of such as Stanley Weyman, Quiller-Couch, and John Buchan come to the mind at once, but the tradition is older than their work. Sir Walter Scott may not be a popular boy's author, but with a little digging the enterprising Scouter can uncover ore of the finest quality. Read for instance Chapter XIV of *The Legend of Montrose*; it contains a most exciting man-hunt ready for putting into action.

The way in which such a story as *Treasure Island* can be used is illustrated by the following account of a game actually played by Scouts; they were fully experienced and decided to keep the game going over-night.

Captain Smollet's party — the loyalists — leave hispaniola (Camp) to make a stockade. They take the trek cart and are given a fairly definite site to aim for.

"Long John Silver takes the mutineers to another spot where they find Ben Gunn, who gives them a plan of Spy-glass Hill showing exact location of treasure. They are told that the stockade is in a certain area and that Captain Smollett will be inside a tent in meditation from 7.30 to 9.30. They may attack between these hours, and if they touch him Captain Smollet will delay the loyalists next morning. New lives could be obtained from Ben Gunn (half a mile away) or Dr. Livesey (on spot).

"Next morning, no start before 9.30. The loyalists, if they lost the night before, may be delayed till 9.45.

"The loyalists do not know exact spot of treasure and have to get to Spy-glass Hill first and hide, waiting for the mutineers to give the show away.

"The loyalists are nearer the hill and times and distances are so worked out that the delay (~ hour) just balances the nearer distance and makes a race on level terms.

"The side which returns to the ship (camp) with the treasure wins.

This resulted in a frightful fight at the stockade, which fell after 90 minutes' resistance. The delay (due to their defeat overnight) robbed the loyalists of victory by about 3 minutes (24 in each party)."

Another "*Treasure Island*" game will be found in *The Scouter* for December 1926.

It should be unnecessary to say that there is no obligation to keep to the "book of words" in these games. The stories we "use" are merely jumping-off places they supply the necessary beginning from which the imagination can get going. Our aim is not so much to dramatise an historical incident, or a romantic yarn, or an explorer's journey; there is place for that in Scouting, but in the Wide Game we must adapt and alter our raw material according to immediate possibilities and the needs of the game. The spirit in which we work may be illustrated from Alfred Noyes' poem, *Buccaneer Days*

“Then up, in our breeches and shirts, to that buccaneer glow
In the cave. Is it true we grow old ? Is the fire sinking low
Come! You shall be chief. We’ll not quarrel. The time flies so fast,
There are ships to be grappled. There’s blood to be shed, ere our summer be past.”

It may be of help if we now work out in detail a game suggested by such material as has been described in this chapter. We will use John Buchan’s John Macnab with Map I (p. 70) as the scene of our game. Perhaps the most suitable part of that delightful story for our purpose is the third of John Macnab’s adventures, the attack on the preserves of Haripol House, described in Chapters X to XIV. It is as well to set out on paper the main facts.

OBJECT. To kill a stag on the Haripol ground and remove it outside the bounds.

ATTACKERS. John Macnab — a nom de guerre for Lord Lamancha — Sir Edward Leithen, and John Palliser Yeates, with the connivance of Sir Archie Roylance, Wattie Lithgow, and of Benjamin Bogle (Fish Benjie). Identity of John Macnab unknown to defenders.

DEFENDERS. Rt. Hon. Lord Claybody and his son Johnson, supported by Macnicol, the gillies, and the navvies.

MEANS TAKEN FOR DEFENCE. All deer driven into “the Sanctuary” and that area closely watched by Macnicol and his men. An outer cordon of navvies is drawn right round the ground.

PLANS OF ATTACKERS. Lamancha under guidance of Wattie to get the stag. Leithen and Palliser-Yeates to draw off defence. Roylance to be receiver.

John Macnab has a useful map to help us in our planning. Our area (Map I) is flat but well wooded. How much of the map we can use depends on the numbers of Scouts available. Let us assume that four Patrols can be used. Some such scheme as the following might be roughed out for the Patrol Leaders to work on:

Patrol A will be the attackers; the defenders will not know which one is John Macnab. Start from Base (4).

Patrols B, C, and D will defend. One Patrol as Macnicol and men; others as navvies.

Area: The boundaries will be N and S as on Map, F and NV two roads marked. Round Thicket will be the Sanctuary. Only Macnicol and his men may enter Sanctuary. Navvies must keep outside (limits will have to be clearly defined).

Previous to game a stuffed sack, fairly heavy and unwieldy, will be concealed by Scouters in Round Thicket this represents the stag to be found and removed to Base (2).

That provides a sufficient working scheme for the Patrol Leaders to develop into a full game; they will have to decide whether boundaries are suitable, methods of capture, time limits, etc. There will be good opportunities of disguises, acting, etc.

The first time the game is played it may be found that numbers, boundaries, or time-arrangements do not work well, and the result is rather one-sided. This must not be a matter for discouragement; an entirely new game generally needs trying out to find its practical possibilities once these have been tested, a game like “John Macnab” should prove a real thriller!

A short list of sources of ideas:

Here are details of the books mentioned in this chapter with a few additional titles

The Last of the Mohicans, The Deerslayer, and The Pathfinder. Fenimore Cooper.

Daniel Boone. Stewart Edward White.

Highways and Byways Series. (Macmillan.)

Puck of Pook's Hill, Rewards and Fairies. Rudyard Kipling.

A Book of Escapes. John Buchan.

The Book of the Long Trail. Sir Henry Newbolt.

Treasure Island, and Kidnapped. One volume. R. L. Stevenson. (Everyman's Library.)

Bevis. Richard Jefferies. (Everyman's Library.)

John Macnab. John Buchan.

Camp-Fire Stories for Scouts. F. F. Reynolds.

Legend of Montrose. Sir Walter Scott.

Smuggling and Smuggling Days. H. N. Shore.

The Buccaneers. A. H. Cooper-Prichard.

CHAPTER VII

GAMES AT NIGHT, IN WINTER, AND ON WATER

"Scouts must be able to find their way equally well by night as by day."

Scouting for Boys.

NIGHT work of various kinds is of considerable value in Scouting, but primarily it is a matter for older Scouts and Rover Scouts rather than for Tenderfoots. It has, however, an appeal to the boys themselves as being more adventurous, and this appeal should not be disregarded.

Advice in regard to Night Work is given in Yarn No. 5 of *Scouting for Boys*, on Night Scouting in Yarn No. 11, and on Night Stalking in Yarn No. 14. This advice mentions most of the special difficulties which will confront Scouts who are moving about at night, and suggests some means of overcoming them. These suggestions provide a programme of initial training in night work. Other practices for night work are suggested in Chapter VIII of *Training in Tracking*.

It will be found that various blindfold games — played [indoors and outdoors during the daytime — will help some boys to overcome their dread of the dark. Boys who have that dread — induced generally by silly tales or by being Frightened when quite young — must be treated very carefully and be gradually trained to realise that the dark is riot so frightening after all. On no account should they ~e sent out into the dark on their own, at home or in camp. In camp half an hour's night walking with the rest of the Patrol will be quite enough practice to start with.

In towns night work is easier, and a great deal can be done through treasure-hunts and man-hunts to occupy a fine winter's night. The Shop Window Game (*Scouting for Boys*) can be played at night, although it may seem to some a very small beginning. Practice can also be given after dark in Scout's

Pace and in Patrol movements. All this does not amount to very much, but it is a beginning, and Scouts must be accustomed to night work before being required to take part in any Wide Game at night.

After the Scouts are more accustomed to moving in the dark Night Patrolling (*Scouting for Boys*) can be brought into play, together with a certain amount of road patrolling and outpost work. In camp certain Patrols can be detailed to develop a night attack on the camp, the number of attackers being double the number of defenders. An attack can be foiled if the beam of an electric torch is shone directly on any of the attackers. A game of this kind entails careful umpiring and strict obedience to the umpire's orders and decisions.

Many of the Wide Games practised during the day can be utilised as night games, after slight modifications — especially in areas — have been made. "Occupying the Thicket" (p. 85) would, for instance, afford good practice in Scouting in the dark. Six night games are detailed in Chapter VIII of *Scouting Games*; an article on "Night Scouting Exercises" in *The Scouter* for March 1926 also contains several games.

In a normal Troop one night exercise during the summer camp would be quite sufficient, and in any case such exercise should cease by 11 p.m.

Apart from all question of games it will be found that a lot of useful and interesting Scouting can be got out of pathfinding by night, when Scouts in pairs can guide themselves to a certain fixed point by compass and the stars. In the country a low hill-top provides a suitable objective.

Rover Scouts have found interest in all-night hikes, both in town and country. In some Districts night games of the cordon-breaking or man-hunt type have been organised for various crews. (See *The Scouter* for March 1931.)

It seems to be necessary, too, to say a word about Wide Games during the winter months. Five games in the snow are given in Chapter IX of *Scouting Games*, but snow is not essential to the playing of games in the open in winter.

Winter Camping, a publication of the Boy Scouts of America, says "Attractive as sports and outdoor *Scouting Games* may be in the summer, the winter air makes all the keener the enjoyment of vigorous exercise, especially in new forms to fit the season. All the old games are played with new zest and energy. A snowfall brings new conditions. Many of the *Scouting Games* can be adapted to snow-covered ground and may even become more interesting for the change. A host of new sports comes into use and affords a welcome contrast to purely summer ones. Now is the season of seasons for all trailing and tracking games. While even games like 'Capture the Flag' are played with greater vigour, preference is always given to such activities as afford practice in going further afield, in hiding and stalking. Of these there is great variety."

Cross-country runs, Harrier Clubs, and so on, are suitable exercises for Rover Scouts and for older Boy Scouts. There is no reason, however, to indulge in these if facilities for them are provided already by other contacts which the Rover Scouts have. But one thing is clear; Scouters should realise that there is a real need for getting their Scouts out-of-doors during the winter months, and should organise games or other exercises in order to carry out this requirement.

The Chief Scout has told us "The first scouting I did as a boy was sea scouting, in a sailing boat in which, with my brothers, I cruised round the coasts of England and Scotland. I had the time of my life. I hope you will enjoy it as much as I did when you take it up" (*Scouting for Boys*).

He then proceeds to give a description of a Whale Hunt which provides a very enjoyable and energetic Wide Game on the water. Chapter X of *Scouting Games* contains the descriptions of four other seamanship games. In Chapter IX of *Sea Scouts* will be found other suggestive games and some advice on their playing. The last paragraph of that Chapter contains an injunction which must be obeyed by all Scouts taking part in any water game:

“In any water game it is vitally necessary to take every life-saving precaution possible (see P.O.R.). A bathing picket is essential, a life-line must be available, and the number of Scouters and Rover Scouts acting as judges must be such that any part of the course can be reached quickly (in a boat, if necessary) by someone in authority.”

Provided all the necessary precautions are observed there is no reason why an ordinary land Scout Troop should not indulge in the excitement of a water game from time to time. Such games should afford a good opportunity for Land and Sea Scout Troops to come together more frequently than they sometimes do. It would be a mistake always to let the Sea Scouts enact the part of Smugglers and the others that of Preventive-men. It would be much better to mingle both on the same side so that those landlubbers who were acting as Smugglers should be given a certain amount of boat work, say, under Sea Scout supervision and guidance.

Inland lakes and waterways, including canals, can also provide valuable material for the introduction of a certain amount of water work — fording, swimming, rafts, boats, bridging, etc. Convoys can be sent by water as well as by road, while streams can form the basis of an exploring game.

It will be found that the majority of games actually played on the sea will fall under the cordon-breaking and the treasure-hunt types; descriptions of both these types appear in Sea Scouts.

CHAPTER VIII

TYPES OF WIDE GAMES

The ideas given here are merely offered as suggestions, upon which it is hoped that instructors will develop further games, competitions, and displays.”

Scouting for Boys.

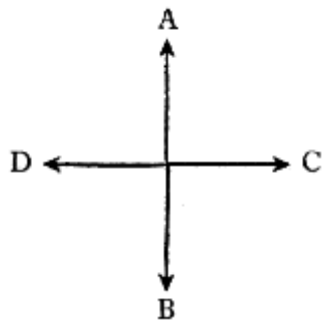
IT is convenient for purposes of reference and description to group Wide Games in a few broad classes, but it should be emphasised that such divisions are not watertight compartments; anyone who has attempted to classify games knows what a difficult task it is; the basis of classification depends entirely on what aspect of the matter we have in mind. We might, for instance, group Wide Games according to the numbers of Patrols needed; or according to the type of ground available. The basis of classification we will use is the general character of the games.

We can distinguish four main types

- (1) Raid.
- (2) Cordon-breaking.
- (3) Treasure-hunt.
- (4) Man-hunt.

An example of each type will be given and suggestions made for adapting it to numbers and ground; possible variations will then be indicated. In this chapter the bare bones of a game are revealed; the detailed descriptions in the following part of the book will illustrate how an atmosphere of romance and adventure can be added, and various Scout activities employed.

(1) RAID. The simplest form of this game is that played between two Patrols. One Patrol defends a base containing trophies — flags, batons, etc. — and the other Patrol attacks with the purpose of carrying off the batons to some agreed place. When more than two Patrols are playing it is better to have two bases so that each side both defends its own base and attacks that of its opponents. Generally it has been found that not more than four Patrols should take part in one game. Where larger numbers are available, as in an inter-Troop game, it is better to have two games at once with the bases arranged criss-cross fashion.



(A) and (B) are the two bases of one game; (C) and (D) of the other. An additional element of interest, calling for careful observation, is introduced in this way, as the player in one game must be careful not to waste time stalking players in the other game under the impression that they are opponents instead of neutrals.

Games of this type can be played in any kind of country, the area desirable being dependent on the nature of the ground. If good cover is available, e.g. woodland or bush, bases should be about half-a-mile apart.

If the area used is mainly fields, and paths have to be used, then a greater distance is necessary. In deciding the boundaries it is important to remember that in too large an area Scouts tend to get rather scattered, and some may as a result have very little active part to play. Generally the shape should be narrower in width than in length.

Careful consideration should be given to choosing the sites of the bases. One base should obviously not be visible from the other. There should not be dense cover immediately round them so that opponents can get right into a base under cover. The best position is just out in the open. Each base must be clearly marked so that an opponent can see it easily as he approaches and knows when he is inside it. With very experienced Scouts it is good fun occasionally to have concealed bases, provided the area in which each is likely to be found is well defined on the map.

The gear required is quite simple. The trophies should be of a kind that will stand hard wear and large enough to make it impossible to conceal them on the person. Signalling flags are apt to get roughly handled; batons, about two feet long, distinctively coloured, have been found to answer all purposes. Patrol flags are suitable for marking bases.

Zest is added to games if, at the commencement, each party has its opponent's trophies; Scouts are very human and if they are out to recapture something that should belong to them, they will go all out on the game.

In raid games there is an almost inevitable tendency at first for mass attacks to be made. A game carried out in that way can be tremendous fun, and there is no objection to it as an occasional variation, but this should not be 'the normal method, as the Scouts 'are robbed of valuable training in stalking, and other Scouting practices. It is therefore advisable to frame the rules in such a way that a check is put upon sheer brute force. One way of doing this is to emphasise the point that Scouts do not go about in mass formation, but singly, or in pairs. Patrol formation can be applied with considerable effect, and should be encouraged as much as possible, especially in the early stages of a game when Patrols are moving to get into touch with their opponents.

Examples of this type of game will be found in:

Scouting for Boys:

Snow Fort.

Flag Raiding.

Scouting Games (The Chief):

Flag Raiding, p. 9.

Numbers, p. 14.

One Tree Away, p. 26.

Bomb Laying, p. 62.

Snow Fort, p. 87.

Dash for the Pole, p. 88.

Ambulance, French and English, p. 100.

Games for Scouts (1929, Mackenzie)

Hostile Raiders, p. 57.

(2) CORDON-BREAKING. The basic idea of this type of 'game is that one Scout, or a party of Scouts, has to get through a stretch of country which is guarded by other Scouts. The simplest form is the Dispatch Run. This can be played by two Patrols or more according to the area chosen; the governing factor is that the occupied country should be narrow enough to prevent the occupiers being so scattered that the dispatch runners can get through easily. The area might be described as a strip of country. Unless the numbers are very small there should be several dispatch runners, and the opponents should not know which one actually carries the message, so that the additional fun is given of searching a prisoner, and of concealing the dispatch as cunningly as possible.

In its simplest form this game is apt to be dull for some of the players; no dispatch runners may come their way at all. The choice of a narrow area through which the runners pass helps to prevent this monotony, but every opportunity should be taken of throwing the game into a romantic form and of introducing other Scout activities such as ambulance work, signalling, and observation.

Games of this type will be found in:

Scouting for Boys:

Dispatch Runners.

Smugglers over the Border.

Scouting Games (The Chief):

Dispatch Runners, p. 10.

Telegraph Cutting, p. 16.

Joining Forces, p. 19.

Ambushing, p. 31.

The Pathfinder, p. 84.

Smugglers over the Border, p. 91.

Games for Scouts (1929, Mackenzie)

Dispatch Bearer, p. 49.

Rival Dispatch Bearers, p. 50.

Joining Camps, p. 58.

Cargo Boats and Cruisers, p. 59.

(3) TREASURE-HUNT. Hunting for a treasure is always popular. The arrangement for a game of this type entails considerable previous preparation, and calls for some ingenuity in laying clues, etc. One great

value of the treasure-hunt is that it can be adapted to very small numbers, and, if necessary, to a very short space of time, and can be carried out almost anywhere in town as well as in the open country. A Troop will need progressive training for this kind of game. A Second Class Test in tracking is an early stage, and once the Scouts are skilled in that, the trails and clues can become increasingly difficult and ingenious. Great care should be taken at first to avoid laying too difficult a trail, as this disheartens the Scouts. As the numbers available for the game increase, so it is necessary to increase the number of trails to the treasure, as this kind of observation and deduction cannot be carried out in mass. One Patrol at a time is the greatest number that should be following a trail.

Examples will be found as follows:

Scouting Games (The Chief):

The Traitor's Letter, p. 18.

Treasure-hunt, p. 34.

Torn Manuscript, p. 35.

Games for Scouts (1929, Mackenzie)

Treasure-hunts, pp. 42 — 49.

The Holy Trees of the Incas, p. 61.

The Glory of Africa, p. 63.

(4) MAN-HUNTS. It is probably some primitive instinct that makes a man-hunt such a thrilling game. Like the Treasure-hunt it has the advantage of adaptability to any numbers, time or place, and admits of infinite variations for the Scouter who gives play to his imagination. Skill in tracking and stalking are essentials if any success is to be obtained in the man-hunt, and if the Scouts are given plenty of practice in these activities, there is no limit to the possibilities of this type of game. The list given opposite well illustrates the variations that can be played on this theme.

Scouting for Boys:

Scout meets Scout.

Arctic Expeditions.

Siberian Man Hunt.

On Trek.

Follow the Trail.

Spider and Fly.

Lion Hunting.

Scouting Games (The Chief):

Scout meets Scout, p. 15.

Signallers' Game, p. 17.

Spider and Fly, p. 20.

Scouting in the Open, p. 21.

Fugitives, p. 23.

Spot your Staves, p. 25.

Scout Hunting, p. 30.

Lion Hunting, p. 36.

Escaped Smoker, p. 83.

Will o' the Wisp, p. 85.

Showing the Light, p. 85.

Night Outposts, p. 86.

Fox Hunting, p. 88.

Games for Scouts (1929, Mackenzie)

Search for Prince Charlie, p. 35.

Spy Hunt, p. 36.

Escaped Convict, p. 52.

The Fugitive, p. 53.

Searching for Fugitives, p. 55

Indians and Settlers, p. 56.

The Scouter

Man Hunting, August, 1930.

PART II

DESCRIPTIONS OF VARIOUS WIDE GAMES

THE games contained in this part have been chosen as representative ones; the number could have been increased considerably by including descriptions of similar games played under varying conditions, but this would not have been very useful; one of the distinctive characteristics of a Wide Game is that it is adapted to local conditions and to the kind of country available. It is hardly possible that a single one of the games mentioned can be used just as it stands anywhere except in the area for which it was devised, but a sufficient number of the specimens are given to enable the Scouter to realise the variety and scope of Wide Games of all types.

It has also proved essential to a clear understanding of many of the games to give maps of the actual ground covered. These maps are mere sketch maps from which a good deal of important detail, such as nature of ground, has been omitted. The instructions for these games should be read carefully in conjunction with the map, so that a full appreciation may be gained of how the particular features of the country have been worked into the plot.

It has been possible to give the instructions used for some games together with a brief story setting out the atmosphere . for others a description has been substituted as being more useful. Comments on the main features, objects, and results of the game are given at the end of each. Two specimen games for Rover Scouts and the full instructions for a couple of Association Wide Games. are included at the end.

LIST OF SPECIMEN WIDE GAMES

Name.	Type.	Page.
1. The Viking Invasion.	Raid.	34
2. Totem Raid.	Raid.	36
3. Staffs.	Raid.	37
4. Highwaymen.....	Raid.	38
5. The Wreckers.	Raid.	39
6. A Polar Dash.	Cordon-breaking.....	40
7. Bandits and Police.	Cordon-breaking.	42
8. Occupying the Thicket.....	Cordon-breaking.	43
9. Border Raiders.	Cordon-breaking.....	44
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11. Compass Trail.	Treasure-hunt.	47
12. The Lost Leaders.	Man-hunt.	49
13. Motor Bandits.	Man-hunt.	50
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15. The Gold Standard.	Raid and Cordon-breaking.	53
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17. The Rival Archaeologists.....	A mixed bag!.....	56
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20. Two Specimens of Actual Instructions issued for District Wide Games.		61

1. THE VIKING INVASION

Type. Raid.

Numbers. Four Patrols.

Ground. Can be adapted to almost any kind of country. These instructions apply to area in Map I. Bases used, (1) VIKINGS, (2) SAXONS.

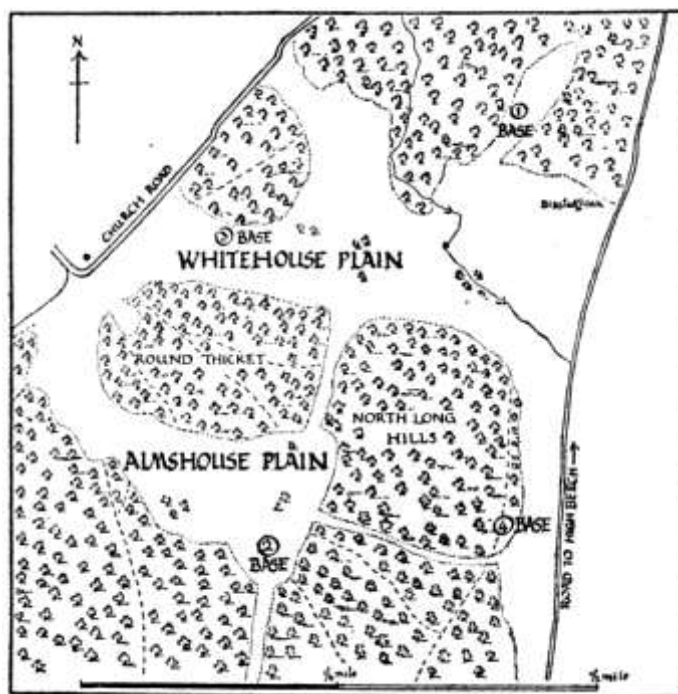
Gear. Four batons for each side; lives; Patrol Flags for Bases.

Time. 1½ - 2 hours.

Instructions.

THE VIKINGS have raided the territory of the EAST SAXONS, who have retired into the fastnesses of the GREAT FOREST that lies between the RIVER LEE and the sea that washes the SAXON SHORE on the east. The VIKINGS have captured the treasured emblems of authority that the Leaders of the SAXONS bear with them in battle; the VIKINGS foolishly left their Longboats unguarded in the RIVER LEE and the SAXONS have carried off the staffs dedicated to ODIN that adorned the prows of the invaders' vessels. Each army would now regain its own. With this object before them Scouts from the two armies have been sent out. The VIKINGS are encamped north of the NORTH LONG HILLS, and the SAXONS south-west thereof.

Each party of Scouts bears its colours proudly displayed in full view of all men; the VIKINGS wear RED, and the SAXONS, YELLOW.



MAP I

Orders have been given to the Scouts to retrieve their own by strategy rather than by force; so not more than two go together at one time, and it is regarded as shameful for more than two to attack one man. Moreover, they are honourable in all their dealings and especially with the wounded. A separate encampment has been formed at the western end of the PLAIN that is called WHITEHOUSE; thither a

Scout hies him as fast as he can with any emblem or staff that he has captured; but he goes warily withal lest an enemy take him on the way and regain the emblem or staff and return in triumph with it to his own camp. When the colour on the arm is spoiled, the spoiler gives a token to the spoiled who, with downcast head and averted eyes, bears it to the WHITEHOUSE CAMP and there gets healed of his wounds by a company of his own countrymen, who do not take violent part in the strife until they are replaced by others who carry out the same blessed duties. When healed of his wounds, a Scout will be given an unspoiled colour to wear, and once more he can set about his task.

The LEADERS of the armies are on the watch to see how the Scouts carry themselves, or whether they do anything that is shameful, such as wearing an enemy's colour, or carrying more than one emblem or staff at a time.

Comments. An illustration of how the straightforward Flag Raid can be clothed in the mantle of romance. Provision is here made for Ambulance parties as providing additional Scouting practice, and occupation for any not able to take part in a strenuous game. Such an arrangement can be tacked on to most Wide Games.

2. TOTEM RAID

Type. Raid.

Numbers. Eight Patrols.

Ground. Adaptable. Instructions here refer to Map I. Base (1), Wolfings; Base (2), Elkings; Base (3), Vallings; Base (4), Galtings.

Gear. Four batons for each Tribe; lives; Patrol Flags for bases.

Time, 2 hours.

Instructions. (These apply to Wolfings and Elkings; similar instructions with changed names needed for Vallings and Galtings.)

Trouble has broken out amongst the Folk of MidMark; the Wolfings have stolen the Totems of the Elkings, and the tribe is intent on regaining its own from the enemy.

The warriors have donned their war paint; the Wolfings favour WHITE, while the Elkings have a fancy for BLUE. These colours they wear conspicuously between the elbow and the shoulder, and it is a point of tribal honour that the colour should always be visible; in their warfare if they get that colour obliterated or in any way defaced they count it shame and retire from the struggle until they have met one of the BIG MEDICINE MEN who have power to restore their tribal signs. In the same fashion have they coloured their Totems; those of the Wolfings being WHITE, and those of the Elkings BLUE.

Each tribe has placed its enemy's Totems in a charmed circle which is forty paces across; they themselves dare not enter on pain of cursing by the BIG MEDICINE MEN, and if an enemy gets inside he is safe until he ventures out with a Totem. Likewise there is a curse if any warrior carries more than one Totem at a time.

A warrior who has retrieved a Totem should make all speed with it to his own charmed circle; he should watch for enemies, for the Totem can be taken from him if he is wounded.

It is a custom of these tribes to steal silently through the woods and undergrowth; seldom are they seen more than two together. Moreover the BIG MEDICINE MEN are on the watch to report bad scouting at the Pow-wow, and the tribe concerned will decide on appropriate punishment.

There is a rumour that two other tribes are also at war the Vallings and the Galtings; the first flaunt RED as their colour and the second YELLOW. It is therefore wise to look carefully before attacking an unknown warrior; if his colour is not that of an enemy he should be allowed to pass in peace.

Comments. This is an example of how to adapt a Flag Raid for as many as eight Patrols, e.g. two Troops; the bases are arranged criss-cross fashion. Similarly the game could be adapted for larger numbers.

—

3. STAFFS

Type. Raid.

Numbers. Two Patrols. (Here described as for Patrols of 8.)

Ground. Adaptable.

Gear. Staff and number on card for each player.

Time. 1½ hours.

Description.

The players are numbered I to 7; No. 8 is an aeroplane; the numbers are not displayed but carried in the pocket, so the opposing side does not know.

Two bases, at least 300 yards apart.

The lives are staffs, one carried by each player. A player of a higher number takes the staff from a lower numbered enemy by touching and challenging him. He then runs back to the base with two staffs, his own and the one he has taken, and leaves the latter at the base. The other goes back to his base to get another staff. The base cannot be raided, and it is just as well to have about three extra lives there, in order to prevent players falling out of the game early. The highest numbers take the lower ones, but No. 1 can take No. 7, so No. 1 is at the same time very strong and also very vulnerable, so has to be protected. The lower the number of a player the better stalking is required, for the higher numbers can move about more boldly.

The first part of the game consists in finding out the numbers of the opposing side (by challenging) and getting the information round as quickly as possible, so that when a low number sees a higher number approaching he can hide and get out of his way. This means sacrificing players at first; but the side which finds out the opposing numbers first usually wins.

Should equal numbered players challenge each other, no life is lost.

Only one staff can be taken at once, and should a player be returning to his base with two staffs (his own and the one life he has taken) he can be challenged by a higher number of the opposing side and the staff recovered from him.

Numbers cannot be changed during the game, and low numbers may not give up their staffs to higher numbers of their own side when the lives are becoming scarce.

The "aeroplane," which cannot lose his life or capture anyone, has to be very active and know as early as possible all the numbers. He must be in touch with the whole of his side, and be able to call up any one number as required, and to warn others when they are in danger.

Three judges are required, one in the centre and one near each base, as the enemy is not allowed within 20 yards of the base.

Comments. Once the players have grasped the idea of the numbers, the game becomes very vigorous and exciting. A short preliminary try-out will soon make the idea clear to all.

4. HIGHWAYMEN

Type. Raid.

Numbers. Three Patrols, or more.

Gear. Identification numbers; hat bands; copy of map for each Patrol with its own route marked (not others).

Ground. Adaptable. See Map II.

Time, 2 hours.

Description.

“A” Patrol (preferably cyclists) is sent out to a point M following route marked “Highwaymen.” They are instructed to capture anyone wearing Scout uniform.

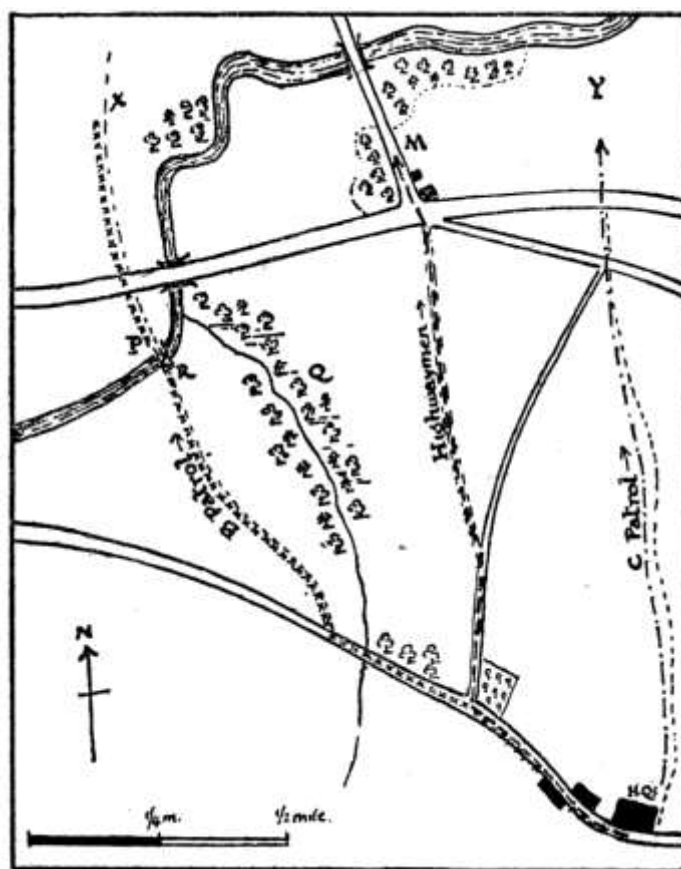
“B” Patrol follows route so marked to find a suitable camp site near X. At P, they find a messenger awaiting them (sent off in advance) with a message telling them to proceed towards Y and co-operate with “C” Patrol in rounding up Highwaymen.

“C” Patrol follows route so marked to find a suitable camp site near Y; as soon as “B” Patrol gets into touch, the two Patrols co-operate against the Highwaymen.

Highwaymen take prisoners to Q; Scouts to R, where umpires have power to restore life.

Each Scout has a 3-figure number in front and ‘back of hat which has also a ribbon hat-band; a different colour for each Patrol. Method of capture is by challenge.

Comments. An example of arranging a Wide Game where there is not much open country, but roads and paths have to be kept to fairly strictly.



MAP II

5. THE WRECKERS

Type. Raid.

Numbers. Three or more Patrols.

Gear. Lives.

Ground. Adaptable. See Map III.

Time, a hours.

Description.

Arrangement of those playing game: "A" Party of Surveyors — 1 or more Patrols under leader.

"B" Party of Scouts on Test Journey — 1 or more Patrols under leader.

"C" Party of Police — 1 or more Patrols under leader.

1 Messenger.

"B" and "C" wear red bands on hats.

Instructions given to "A" to proceed by given route to point Z to take all the necessary particulars for widening bridge. Leader to divide party up to do various jobs such as sketching bridge, estimating widths and heights, reporting on transportation of materials, etc.

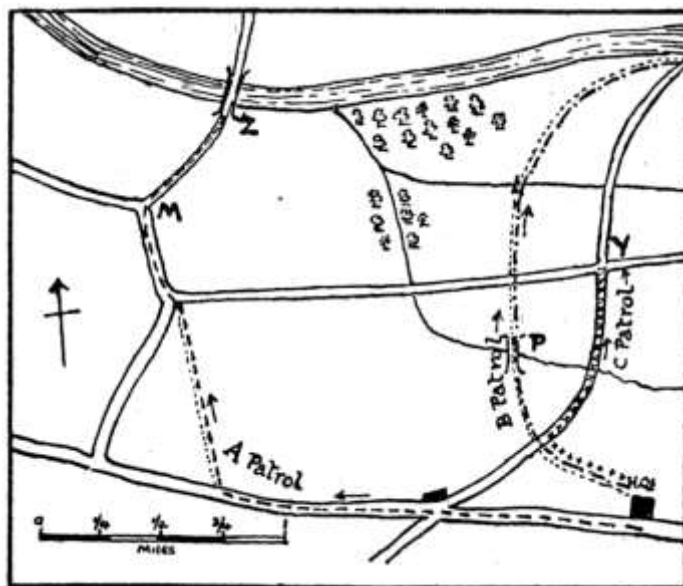
Instructions given to "B" to proceed on journey and report on roads, bridges, woods, antiquities, villages, and water supplies. Marked route to be followed.

"C" party to proceed via marked route and at Y establish a Police Post. Leader or "Chief Constable" to arrange his force into Patrols, to patrol say 200 — 300 yards in each direction and to report all incidents to Chief at Y.

Messenger intercepts "B" party at P, giving sealed message which reads, "A" party of roughs are making preparations to dynamite bridge at Z. Get into touch with Police Post at Y and co-operate with them in taking roughs into custody." (Roughs are really Surveying Party.)

The messenger then dashes off with another sealed message to "A" party, who read, "A" party of roughs are approaching from point Y. You will recognise them by red binds on hats. Ambush them and take as many as possible into custody on arrival." (Roughs in this case are really Police and Scouts.)

Comments. An interesting example of how 1st Class work can be made exciting. This game could be also adapted for Rovers.



MAP III

6. POLAR DASH

Type. Cordon-breaking.

Numbers. Three Patrols.

Ground. Adaptable.

Gear. Envelopes containing “Forces of Nature.”

Time, 2 hours.

Instructions.

The Royal Polarbearical Society have decided to present the “Great Beadonstring” Trophy for an International Dash to the Pole Competition.

Three countries have entered Teams under the following famous Explorers — Great Britain, Curlew Scott Norway, Woodpigeon Amundsen; America, Cuckoo Byrd. The Society are naturally rather disappointed that only three countries will be represented, but as the Teams entered are under the charge of such famous explorers they feel justified in holding the competition, especially in view of the fact that a great contest will ensue, as naturally each team will strive its utmost to be the first to plant the Flag of their Country on the farthest north point and thus have the honour of winning the magnificent trophy at stake.

The competition will be a great test of pluck, endurance, and stamina, especially in view of the time of the season when the ice and snow will be at their worst.

The start will be made on _____ at _____ p.m., when each team will assemble with the necessary gear, sledges, dogs, etc., at the Trading Hut of Eskimo Scouteris, which lies W.N.W. of the Great Snow Field of Plantationheir.

The trophy will be awarded to the team first planting its Country’s Flag on the farthest north point marked on the Ordnance Map issued to the Explorer in charge of each team.

1. Each Team, which consists of 5 members, including the Explorer in charge, will assemble at the time and place above-mentioned with staffs.
2. Each Team will be issued with a distinguishing Badge which must be worn all the time and must not at any period be covered.
3. Each Team will receive five envelopes which are to be opened at the times marked thereon. These contain instructions which represent the Forces of Nature.
4. Teams are warned that portions of the ice in the vicinity of the Pole are very thin, and to walk thereon means instant death. These are marked with small pegs and coloured wool.
5. Teams must *not* interfere with each other.
6. To the Team first planting its Country’s Flag on the farthest north point ~o marks will be awarded, to the second Team 40 marks, and to the third 35 marks. In addition, ~ marks will be awarded to each Team for every distinguishing Badge of their opponents which they are able to spot and report, so that it is up to each Team to keep under cover as much as possible. The Teams walking on the thin ice in the vicinity of the Pole are considered dead and out of the competition.
7. The Teams at the start will proceed in the following Compass direction — Great Britain, S.S.W.; Norway, N.N.W.; America, S.E.
8. The Scoutmaster and his Assistants (one of whom will accompany each Team) will act as umpires.

Comments. Care must be taken to see that each party is equally delayed by the Forces of Nature. The Badges might be distinctively coloured scarves tied on staffs like flags.

Specimen Instructions contained in Envelopes.

1. Owing to the intense cold you are unable to proceed. Wait here 3 minutes.
 2. One of your comrades has slipped on the ice and broken his collar bone. Render first aid and bandage him before proceeding.
 3. Owing to a cleavage in the ice you are carried on an ice floe in easterly direction for 3 minutes.
 4. You encounter a very severe snow storm and are unable to proceed. Retreat for 50 paces.
 5. One of your comrades has got frostbitten in the feet and is accordingly unable to walk, so that you must convey him in whatever way you think fit the rest of the journey.
-

7. BANDITS AND POLICE

Type. Cordon-breaking.

Numbers. Three Patrols.

Ground. Adaptable. Here arranged for Map I.

Gear. Large box (tea chest) to represent Plate Chest
smaller box as Poor Box. Plate Chest should need two to carry it; lives.

Time, 2 hours.

Instructions.

The Scarlet Runner Gang have broken into the Church of the Holy Innocents, High Beech, and have stolen a chest containing the Church Plate, and also the Poor Box. They are attempting to carry it to a “fence” and have been seen to be making off in the direction of North Long Hills. They dare not cross the Epping New Road, and must keep to the Forest at all costs.

A Patrol of Police set off from BASE (3).

A rival gang, the Green Hatters, also intent on robbing the Church, but arriving too late, speed in their car to the Blasted Oak, where they abandon the car and enter the Forest to intercept the swag.

The Police, wearing blue armlets, arrest anybody they can; the Scarlet Runners wear red, and the Green Hatters green armlets. If these are broken the Forest Rangers (immune to arrest) will restore life at ALMSHOUSE PLAIN.

Comments. A game that lends itself to all kinds of conditions of country and numbers available. Careful timing for start of each party will be necessary to ensure that they all get into action together.

8. OCCUPYING THE THICKET

Type. Cordon-breaking.

Numbers. Two Patrols.

Ground. Confined area with plenty of cover; clearly defined boundaries. Instructions apply to Map I.

Gear. Two bivouac or other small tents, complete with Scout staffs (poles), pegs, etc.; lives.

Time. 1 hour.

Instructions.

The ROUND THICKET is held by the Ojibwas, and the Tuscaroras are determined to establish themselves there and make a settlement. For this purpose they carry with them two Tepees, but the Ojibwas are aware of their intentions and are on the watch to prevent them pitching the Tepees.

Each tribe has donned its war-paint; the Ojibwas favour WHITE as their colour, and the Tuscaroras BLUE. This colour they wear on the right shoulder in the form of a strip of paper. Should the paper be broken, the wounded braves must seek out a Medicine Man who will heal them of their wounds, and they may then rejoin the fray.

The Ojibwas will not capture a Tepee because there is a curse on any tribe that steals another's lodging. A wounded Tuscarora may take his Tepee with him till he meets the Medicine Man.

When a Tepee is completely pitched, i.e. with two staffs, two guys, and all corner pegs, it may not be touched, nor may the inhabitants be interfered with, but if the Tuscaroras who are pitching the Tepee are all wounded they must retire from the THICKET with it, and seek the Medicine Man.

The Ojibwas will be allowed ten minutes to take up their positions before the Tuscaroras set off. The Ojibwas must not leave the THICKET except when wounded, and when they are healed they may not touch any man until they have returned to the THICKET.

Comments. A game suitable for small numbers and limited time, and calling for much skill in stalking and tent-pitching. Patrol Leaders will need to make careful plans, and the Tuscaroras will benefit by tent-pitching practice.

9. BORDER RAIDERS

Type. Cordon-breaking.

Numbers. Three Patrols at least; larger numbers more suitable.

Gear. Lives.

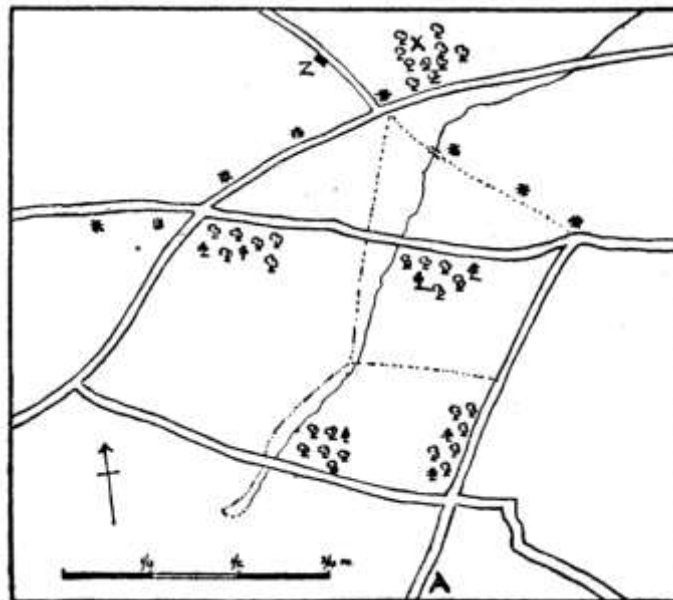
Ground. Adaptable. See Map IV.

Time. 1 hour.

Description.

Scouts are posted in threes at quarter-mile intervals as indicated by crosses on the map. They represent the old Border Castles and might be given such names as Hermitage, Threave, Branxholme, etc. A Patrol of Raiders has to get through this line, starting at A and trying to reach X. The Borderers have headquarters at Z so that help can be sent to any point attacked when reports are brought in by messengers from the Castles.

Comments. Clear definition of boundaries would be necessary in this game, which should prove exciting provided it is kept short and snappy. The danger is that some Castles may not have much to do. With a little ingenuity some extra activities might be included.



MAP IV

10. FOILING THE ROBBERS

Type. Treasure-hunt.

Numbers. Two Patrols.

Ground. Adaptable.

Gear. Copies of instructions; prismatic compasses.

Time. 1 hour.

Instructions (for all).

Last night some thieves broke into Gilwell House and stole some goods, which are easily recognisable as they bear the sign of the log and axe. The thieves were disturbed before they got away, and in their hasty flight they dropped two papers giving details of how to find the spot in Epping Forest where the booty was to be hidden. A copy of one of these papers is given below, so that you may follow the trail and retrieve the booty. A copy of the other paper has been given to another Party who will set out at the same time that you do. The Party that retrieves the booty first will gain much “kudos.” You are, at the same time, to make a sketch map of your route so that it will be easy for anyone else to follow it.

I. (For 1st Patrol.)

From the Main Gates go due South over the three plank bridge. Follow the path for 50 yards, then follow a bearing of 240 for 25 yards. Follow this path until you get level with the western boundary of the Boys' Camping Field. From there move on a bearing of 210 for about 30 yards, and then on a bearing of 245 to the top of the hill. From this point walk due South towards Hawkwood House until the chestnut fence is reached. Then follow the stream in a north-easterly direction to the footbridge. From there move on a bearing of 105 until you enter the wood. Walk due east along the bottom of the wood until the fence of a new house is reached. Continue along the. South side of this fence to the lamp-post. Move through the woods in a north-easterly direction until you reach an open plain, at the North end of which is a white cottage. From the stile by this cottage the trail is laid by means of signs.

LEAVE ALL SIGNS AS YOU FIND THEM.

II. (For 2nd Patrol.)

From the white field gate near the N.E. corner of the House, walk on a bearing of 50 until you reach the road gate. From the gate move on a bearing of 80 until you reach the house with the iron gates. From there follow the lane in a north-easterly direction for about 100 yards. Then walk on a bearing of 30 degrees, until the cross lane is reached. Take the lane which runs in a northeasterly direction and follow this until you reach the road. Follow the road uphill until the sign of the “Owl” is reached. Cross over the stile and follow the path for about 50 paces. Then move on a bearing of 200 until you come to another stile. Move downhill to the next stile and so continue to a white cottage, at the end of a Forest Plain. From the South fence of this cottage, the trail is laid by signs only.

LEAVE ALL SIGNS AS YOU FIND THEM.

Comments.

This is a straightforward treasure-hunt including the use of a compass. For Scouts who have not learnt the use of bearings, compass points can be substituted. The Scouters must of course go over the ground very carefully beforehand to get the facts for the instructions. A few nature-trail signs should also be used, the number varying according to the experience of the Scouts. If possible each Scout should have a copy of the instructions; it is rather difficult when only the Patrol Leader has a copy.

11. COMPASS TRAIL

Type. Treasure-hunt.

Numbers. One Patrol. (If more than one, other Trails must be supplied.)

Ground. Adaptable. Here reference is to area near Gilwell.

Gear. Compasses (prismatic not necessary). **Time.** 1 hour.

Instructions.

Hunt starts at Lodge Gates, Gilwell Park. Clues.

- (1) Locate Lamp (126) Main Road.
- (2) Go 60 yards S.S.E.
- (3) Oak stump; pass by horizontal bars here.
- (4) Proceed by chain of links, E.S.E.
- (5) Locate and cross culvert, leaving tiled house with white gables on your W.
- (6) Enter and follow path, skirting N. of Forest.
- (7) At clearing on brow from position take bearings FARM, bearing N.N.E.; ELM and OAK in line, bearing W. by N.
- (8) Proceed F. (10 yards) to clearing.
- (9) Bear N. crossing four gullies, then bear S.F. and skirt thicket sighting bent oak.
- (10) Strike S.F. to end of plain where 3 broad woodland tracks meet (with island of bushes and two young oaks).
- (11) Leave this on right, travelling S.F.
- (12) On edge of Forest take woodland track to S. (about 350 yards).
- (13) Reaching cross paths with holly bush on each corner.
- (14) 20 paces to W., dead oak, bark stripped, with two horns, bear W. through forest striking woodland path.
- (15) Turning S. sight two oaks in line (45 yards apart) standing in part of path on entrance to clearing.
- (16) Continue S. on main woodland path passing left of two small ponds.
- (17) Take next road track to F. reaching large oak surrounded by seats.
- (18) Go W.N.W. (about 350 yards) passing two ponds on your right, taking small woodland path to N. passing to N.E. extremity of larger pond.
- (19) Proceed N.W. through Forest (about 400 yards) to clearing.
- (20) Pass to other end of clearing arriving at tiled-roof house (which was starting-point in the Forest).

Comments. This is included as an example of how a trail can be set out using compass and permanent features of countryside alone. These instructions are clearly only of use at Gilwell, but the method can be applied anywhere, town or country. The bare facts as given here could be worked up into a yarn.

12. THE LOST LEADERS

Type. Man-hunt.

Numbers. Any number of Patrols.

Ground. Adaptable.

Gear. Wool for trail.

Time. 1 hour.

Description.

The Scouter must arrange for the Patrol Leaders to disappear without warning, either in camp, or possibly before a Troop Meeting. Each Patrol Leader has with him a supply of wool cuttings of one colour, each having a different colour from the others. Let them have half an hour's start, and arrange the routes they are to follow. The trails are to be laid with the wool.

The Troop is called together as normally; the absence of the Patrol Leaders is remarked upon; the Scouter should hand to each Second a piece of wool of the same colour as that used by his Patrol Leader for laying a trail, with the remark, "Find your Patrol Leader."

Comments. This is a useful game as a surprise item. It could be also used as a way of getting the Troop assembled at a distant point for some other game. It is a good method of trying out the capabilities of the Seconds.

13. MOTOR BANDITS

Type. Man-hunt.

Numbers. Any number of Patrols; there should be one bandit for each Patrol.

Ground. Adaptable.

Gear. Male disguises for bandits.

Time. 1 to 2 hours.

Instructions.

- (a) General. This morning at X motor bandits raided a jeweller's shop in the High Street, and made off for the open country. The police gave chase, and found the cars abandoned at Y. They have drawn a cordon round the area in which the men have taken refuge and the Troop has been asked to help in the search.
- (b) Detailed. (Each Patrol will receive instructions after the following fashion.)

Your Patrol is to search the area between _____ (define boundaries). The man you are after answers to the following description:

“Height: 5 feet 8 inches. Hair: Dark and scanty. Eyes: Blue. Clean shaven.

“Clothing: Brown tweed cap; brown shoes; light brown stockings; brown tweed coat; khaki breeches white shirt with soft white collar and black tie.”

Bring the man to _____ In any case assemble there at ____ p.m.

Comments. A game capable of many variations. If possible one or two other people should be wandering about the area who are in the know so that Scouts have to use their eyes carefully before challenging the suspect.

14. NED KELLY

Type. Raid and Cordon-breaking.

Numbers. Two to four Patrols.

Ground. Adaptable. Instructions here refer to Map I.

Gear. Nugget; this should be something heavy (piece of rock, clinker, etc.), too big to conceal on the person or to pass easily. This is concealed in a defined area before the game begins (see Rules below); lives masks for Bushrangers; armlets for Diggers. It should be fairly easy to remove the mask, and the armlet should be easily broken.

Time. 2 hours.

Instructions.

The Yarn.

On February 25th, 1854, as the sun was setting over the Eastern Mountains of Victoria, word was brought by a weary Prospector to the mining township of PORPUNKAH that another rich reef had been discovered.

As usual such news started another Gold Rush, and the following day witnessed the departure of 15 Diggers, hitting the blazed trail in an Easterly direction.

After two days in the ranges the party eventually located the reef and camped nearby.

In the meantime the Bushrangers were busy, and the Kelly Gang, having also heard the news, were hot upon the trail.

Too late, however, they discovered that the claim was pegged, and so they decided to await an opportunity to attack the first gold escort.

That same afternoon, on hammering a tent peg into the alluvial soil, old Joe Piggins, a perspiring prospector, struck something hard, and on examining it and finding it was a nugget of the yellow metal exclaimed, "Cripes, Cobbers, I've struck it rich. This darned thing is gold."

The excitement was intense, and fearing the Bushrangers might attack the camp it was decided to send the gold under escort to the PORPUNKAH Bank. Little did they know that NED KELLY himself had overheard their plan from behind a nearby gum tree.

And so a few hours later the escort was attacked by Bushrangers.

What was the result ? !!

Rules.

The whole game is confined to the area on Map I.

Base (3) is PORPUNKAH.

Half a Troop act as Diggers and the other half as Bushrangers.

The Bushrangers start in the ROUND THICKET and watch the Diggers start from PORPUNKAH, and they must not leave the THICKET until 25 minutes after the Diggers have started. They then track them or find them by Scouting (they do not know where the claim is; the place has previously been chosen by the Scouters and the Diggers. The Scouters then conceal the "gold" in the agreed area).

The Diggers search for the nugget in the area where it has previously been hidden. The nugget is quite heavy — about 350 oz. — and after they have found it they celebrate for about 30 minutes, and examine the roads leading. away.

The Escort then starts and is liable to attack.

The Diggers can send decoy escorts or use any strategy they like. The decoy escorts can use dummy nuggets or any ruse they wish.

The Bushrangers endeavour to capture the nugget from the escort returning to PORPUNKAH, where they will be safe.

The Bushrangers wear masks, Diggers armlets. The capture of mask or armlet puts the former wearer out of the game.

Remember NED KELLY was a gentleman in all his dealings; he was out to rob but not to injure.

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15. THE GOLD STANDARD

Type. Raid and Cordon-breaking.

Numbers. Four or more Patrols.

Ground. As varied as possible; can cover a large area; particular instructions apply to Map I.

Gear. Staff; billy (inside note as to where it is to be taken); lives.

Time. 2 hours.

Instructions.

Owing to an economic crisis, the spirit of Australia has organised her forces to prevent gold from being taken out of the country.

Her forces consist of Bushrangers (one Patrol), Aborigines (one Patrol), and the Forces of Nature, e.g. snakes, sandstorms, drought, sunstroke, and swollen rivers (one Patrol).

Obviously these forces will not combine, but are mutually destructive — though all are anxious to destroy the gold-miners and keep the gold for themselves.

The party of gold-miners (one Patrol) are attempting to carry Bullion from their diggings at BASE (2) to BASE (1).

The Bullion is represented by a billy slung on a staff, and can only be moved by any two members of the same Patrol, carrying it together.

Each Scout carries with him a dart (see p. 34). Anyone hit by one of these darts must report himself to an umpire on WHITEHOUSE PLAIN before he can rejoin the game. On his way to the umpire, he should tie his scarf round his right arm to indicate that he is temporarily out.

If the gold is captured by the Bushrangers, Aborigines, or the Forces of Nature, they will find instructions as to where to take it inside the billy. On their way there, they will be open to attack from any of the other three Patrols.

The Patrol that delivers the gold at its destination wins the game. If the gold is still in the Bush at the end of the crisis (1½ hours after start) the Patrol holding the Bullion score.

Bushrangers start from point where stream meets road to HIGH BEECH; Aborigines from BASE (4); Forces of Nature from BASE (3).

Comments. An energetic game, full of possibilities. This would make an excellent inter-Troop game. It should be stressed very clearly that the forces against the gold-miners never combine; they act separately and also attack each other.

16. RUM AND TEA

Type. Raid and Cordon-breaking.

Numbers. Four or more Patrols.

Ground. Adaptable; some good cover desirable. See Map I. Customs House was situated at Base (3). Smugglers landed just south of Base (1); their place of concealment was about where the A of ALMS-HOUSE comes.

Gear. Five small kegs; box as tea-chest; lives; Patrol Flags to mark Customs House.

Time. 2 hours.

Instructions.

The FAIRMEAD GANG OF SMUGGLERS have landed a cargo of 5 kegs of RUM ON WHITEHOUSE BEACH (the sea is to the north of the beach); the CHIEF PREVENTIVE OFFICER at LUDGATE HOUSE has had news of the landing and is determined to intercept the SMUGGLERS as they carry the kegs to their place of concealment. He does not know where they hide their booty, so he sends out a few Scouts to search for the place. He conceals his other men in the ROUND THICKET and on NORTH LONG HILLS, as the SMUGGLERS are bound to come that way. Some of the SMUGGLERS are entrusted with the kegs, while others are scouting round to see that the coast is clear and to give warning if they see the PREVENTIVE MAN.

The SMUGGLERS have also planned to capture a cargo of TEA, which the PREVENTIVE MEN have placed in the CUSTOMS HOUSE, at the western end of WHITEHOUSE BEACH. A raiding party of SMUGGLERS sets off for this purpose, but the CHIEF PREVENTIVE OFFICER has wisely left some of his men on guard.

Rules Of The Game.

1. Smugglers wear red, Preventive Men yellow strands of wool (visibly) between the elbow and shoulder of the right arm. If that strand is broken, the man must find an umpire who will give him a fresh "life."
2. If the Smugglers with a keg are wounded, the keg must be surrendered to the Preventive Men, who will take it to the Customs House; it can be recaptured by wounding all the Preventive Men with it: the Smugglers will then take it to their place of concealment.
3. If the Preventive Men discover the place of concealment, they may capture anything they find there and take it to the Customs House, provided they are not all wounded en route.
4. No wounded man may carry a keg, or the tea.
5. The Customs House is 25 yards square; the Preventive Men remain outside it all the time; if a Smuggler gets in they wait for him outside and DO NOT ENTER. A Smuggler who captures the TEA takes it to the place of concealment. Preventive Men can recapture the tea and return it to the Customs House.
6. The whole game is confined to the area between CHURCH ROAD on the WEST, and the road to HIGH BEECH running North from PALMER'S BRIDGE.

Comments. A very popular game of an advanced type. Considerable planning is needed by the Patrol Leaders to achieve success.

17. THE RIVAL ARCHAEOLOGISTS

Type. Mixed.

Numbers. Adaptable.

Ground. Stretch of country with suitable objects of interest. These instructions apply to O.S. 1" Sheets, 81 and 92.[Ed. Note: O.S. refers to "Ordinance Survey" UK topographical mapping agency]

Gear. Hike equipment as for 1st Class journey. O.S. 1" Sheets, 81 and 92.

Time. 24 hours.

Instructions.

Archaeologists are touchy folk! There are x parties of them at large on the Malvern Hills; each party is trying to get particulars of antiquities marked on the 1" O.S. Sheets, 81 and 92, in the area covered by the Malvern Hills; the following amongst others are marked:

Red Earl's Dyke,
Walon's Well,
Clutter's Cave,
Shrive Ditch,
Holy Well,
St. Ann's Well,
besides Camps and Tumuli.

The object of each party is to be the first to get to a site; each decides which it will make for without letting anyone else know. Parties should start from points about half a mile apart from each other; no party having the advantage of nearness to any one antiquity.

Each party will wear a strand of coloured wool visible on the right arm (half-way between shoulder and elbow); a different colour will be needed for each.

Particulars of each antiquity will be recorded by means of rough measurements, plans, sketches, photographs, compass notes, etc. The time of arrival at any antiquity must be noted by the leader of each party. Should another party be already in possession on arrival, the archaeologists will get so annoyed that they will attack. As soon as the majority of a party has been killed off (wool broken), the remainder will abandon the antiquity and the whole party will withdraw. The leader of each party will issue fresh strands of wool, and the defeated party must not return to that antiquity for at least two hours.

Each party will camp for the night as near to an antiquity as practicable.

Points will be given for:

Priority in inspecting an antiquity.

Usefulness and completeness of sketches, etc., submitted.

(Time will be allowed for getting prints of photographs.)

Points will be deducted for lives lost. It is up to each leader to keep a record of these throughout the twenty four hours.

Comments. An advance game devised for a Troop of very experienced Scouts or Rover Scouts. After the game was tried the following report was received from the G.S.M.:

“The game was played last Monday on the Malvern Hills, between three parties of six each. They played it with great vigour and enthusiasm, one party camping on stony ground to get points for nearness to a site of an antiquity. They anchored their guy-lines with stones and slept on bracken.

“A party of twelve ancient inhabitants was added who could kill the archeologists, but were themselves invulnerable. The archeologists said they improved the game, but the ancient men themselves found their efforts rather pointless. We also added two ghosts (local legend of flying pigs) who could materialise at will and send any party back half a mile. They performed umpires’ functions and kept the game going.

“We awarded points:

Lives lost — 1. (One party lost 10.)

Priority of arrival at antiquity — 2.

Nearness of Camp Site — 5.

Report on antiquity (including sketch) — 10 per antiquity (5 all told).

This worked out well, the scores being .32, 28, 14.”

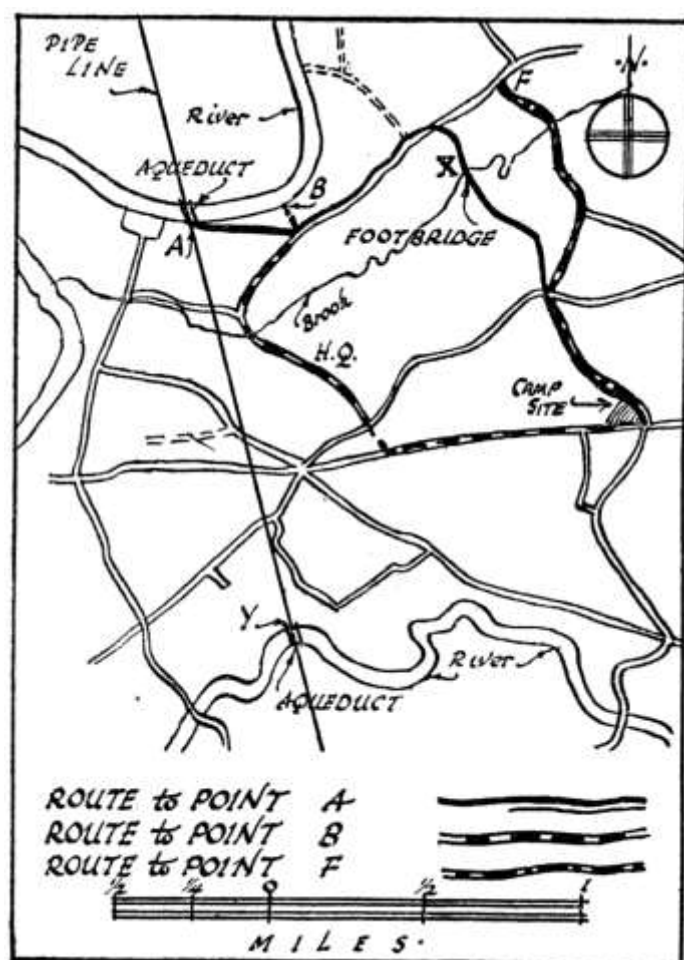
Specimen of Scheme for a Rover Scouts' Wide Game

18. THE SURVEYORS

Parties or Companies engaged in game.

- (a) A Crew of Rover Scouts (Grenfell Crew).
- (b) A Party of Surveyors.
- (c) A Posse of Police.
- (d) A Messenger.

All reference letters used will be found on attached map. (See Map V.)



Sealed Instructions to be handed to Leader of Grenfell Crew at 9.30 a.m.

It is the intention of the N.E. Lancs County Scout Council to hold a Rover Camp near to the Manchester Pipe Line where it crosses the River Ribble at point A on sketch map. Take your party by the route shown in RED.

You are asked to report on your journey view-points of special interest, illustrated with sketches. Buildings of archaeological interest should be noted, as should also any places which you consider would be suitable for Patrol or Troop Camps or over which Wide Games could be played. Your party must reach point A by 10.15 a.m. S.M.

Sealed Instructions to be handed to Leader of Surveying Party to be opened at 9.35 a.m.

As a party of civil engineers you are to proceed by the route marked on accompanying sketch map to point B where it is intended to carry an additional pipe line across the River Ribble. You are expected to give such details in your report as width of river at this point and an approximate sectional sketch showing steepness of banks.

Employ some of your men in making panoramic sketches looking W., whilst others may be gathering information as to nature of ground and proximity of roads along which materials can be brought.

Before returning await further instructions. S.M.

Sealed Instructions handed to Officer in charge of Police to be opened at 9.35 a.m.

Proceed to point F on sketch map and there establish a Police Post. Send out patrols to patrol 200 — 300 yards in each direction and arrange to call your men in at short notice if necessary. To reach point F follow route shown in BLUE.

It is feared that some attempt is being made by a party of roughs to do damage in this district, therefore act upon any message bearing my initials. S.M.

Two Messages addressed to Leader of Grenfell Grew and to Leader of Surveying Party respectively are handed to Messenger, who must deliver No. 1 message to Crew Leader at point X by intercepting the Crew there, and No. 2 message must be delivered immediately afterwards to Surveying Party at B.

No. 1 Message. To be read by Leader to Crew.

“A party of dynamiters or roughs (disguised as Scouts) are preparing to blow up the Manchester Pipe Line Aqueduct at point A. There is a Scout Police Post at F. Communicate with Chief of Police there at once with a view to getting their assistance to take these roughs into custody. Give this message to the Police Chief and accompany them to point A with the greatest caution.

“You will identify the roughs by the red bands they wear around their headdress. Take your prisoners to H.Q. where all must assemble by 11.30 a.m. S.M.”

No. 2 Message (to Surveying Party).

“A gang of roughs (disguised as Scouts) is approaching from point F. It is their intention to dynamite the Aqueduct. Intercept them and take as many into custody as possible. Do not expose yourselves unduly so that you may isolate individual members of the gang and escort them to H.Q. where all must assemble by 11.30 a.m. Wear the red bands with which you have been supplied so that the Police will recognise you should they arrive on the scene. S.M.”

The combined Crew and Police are therefore working at cross-purposes with the surveyors, both sides looking for each other believing them to be the roughs.

The psychological effect of being on the side of right gives vigour and conscientiousness to the battle which ensues.

The bluff is ultimately discovered after some captures and all repair to H.Q., where a talk is given on the Romance of a City's Water Supply, giving description of work entailed, length of time taken, cost of undertaking, and number of people or townships supplied with water. The proximity and involving of the Pipe Line in the game gives additional interest to the talk.

Total time taken — 3 hours.

The game was duplicated around point Y.

Total number of Rovers engaged — 120.

Specimen of Scheme for an Inter-Crew Rover over-night game.

19. ESCAPES

The game will be played in an area of country about 7 miles by 5 with the Bristol Avon running through it, and Melksham near the centre. Certain roads will be the boundaries. The game will start at 4 p.m. on a Saturday in summer and last until the same hour on Sunday, with a truce from 8 a.m. to 9.30 a.m. on Sunday.

Each Crew will treat itself as members of the party who escaped from Yosgad with Major Johnston and Commander Cochrane, [*450 Miles to Freedom*, by Johnston and Yearsby] and all other Crews will be treated as banditti from whom they wish to remain concealed. They will be given a starting-point 8 hours beforehand, and a journey to do when they get there. The journey will be of a to-and-fro type, crossing and recrossing those of other Crews.

One point will be awarded to each Rover for every opposing Rover whom he sees sufficiently close to identify his Crew. (Each Crew wears a different coloured scarf.) Each Crew loses one point every time one of them is seen sufficiently closely to be identified. Thus the scores got by everybody by this method total 0.

Rovers may take with them their simplest hiking kit, Telescopes and binoculars are forbidden. They may take also rope, string, cloth, wood, and articles which they have made themselves out of the above. They may not take elaborate bought articles on the other hand it is not intended to put them to the expense of making tents, rucksacks, etc., when they already own them. They must do the whole journey on foot, or in the case of crossing the river they may climb or swim.

They may have no cooked food, bread, etc., in their possession at the beginning, nor may they buy local supplies nor hold intercourse with inhabitants. They must leave a card with their Crew name and "Thank you" on it buried in the fireplace they use at any camp, and the finders will get 10 points which will be deducted from their score. They will thus learn to leave nothing but their thanks (extreme anti-litter propaganda). They must do this at each place where they camp or do any cooking.

Towards the end all Rovers will be collected into a comparatively small area. They have to keep a log showing where they were at least once every hour, as well as how many of other Crews they saw and when and where they saw them. The log must be handed in by 4.15 p.m. or a deduction will be made for lateness.

They may use the 1-inch map or any map they like to enlarge from it or elaborate by going down and filling in detail, but they may not buy or copy a larger-scale bought map. Each Crew must have one 1-inch map, as the journey will be described with reference to it.

They must not prepare or dump any gear in the area in advance. They must use wood fires from wood procured locally after the game has started.

In addition to the above general outline of the game, a few special rules for the year may be introduced to enable those who are good at pioneering, ambulance work, etc., to benefit by their J)proficiency. Below will be found specimens. Suggestions are welcome, but each suggestion should be intended to develop some particular faculty or study which should be mentioned. Crews should be prepared for any work for which Cub, Scout, or Rover Badges are given. Only two or three will be imposed each year, but Crews will not know what they are going to be until they have started, and it is too late to go back for tools.

(1) *Pioneering*. Turkish patrols (imaginary) are in occupation of all bridges over the Avon, and crossings have to be effected by improvised means. Rovers themselves may swim, but they will not be able to carry their kits when swimming. During the crossing a car or bicycle tube must be kept inflated on a line, ready

for use as a lifebuoy. It may not be used for any other purpose. Weeds can drown the strongest swimmer. Every Rover must certify that this was ready during the crossing. Fording is forbidden.

(2) *First Aid*. At a certain point in the journey each Crew will open a sealed envelope telling them that they have just had a scrap with a party of bandits and that one or two of them have received certain injuries. They have to render first aid and remove them to spots on roads which will be indicated. A doctor in a car will go round during the truce and, after marking the bandaging, restore the victims to health. Crews may volunteer to convey their patients over the river, in which case their first aid marks will be doubled, but this year this will not be made compulsory for any.

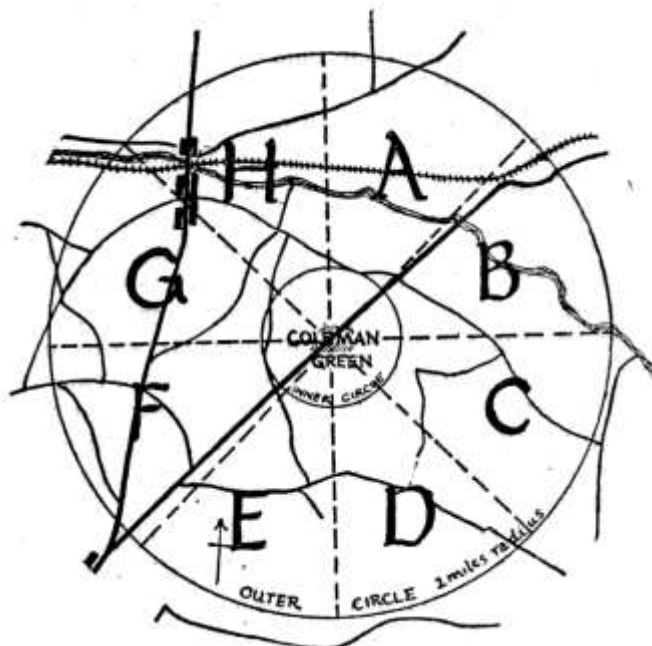
I do not propose to circulate any further ideas in advance, but to introduce certain other things. My restriction on what may be taken and permission to make bring in all sorts of handicrafts. This has already been circulated. An exhibition of all such articles will be held after the show. A sketch (Artist 10 marks) showing how the Crew crossed the river will be asked for, if the river is included.

20. TWO SPECIMENS OF ACTUAL INSTRUCTIONS ISSUED FOR DISTRICT WIDE GAMES

(i)

The Scheme. A Flag will be planted at COLEMAN GREEN, and the object of the attack will be to capture it.

The Defence. Hostilities will commence with the Defenders holding an outer line, a miles radius of COLEMAN GREEN. (See Map VI.)



MAP VI

The Defence will use every means, short of sacrificing themselves in rash attempts, to obstruct the Attackers from advancing to the centre and capturing the Flag.

As and when the Defenders find their position untenable, they will endeavour to retire, using special care to do so under cover, and take up a fresh defensive position nearer the centre point. (See Map.)

With operations commencing at 12.30 p.m. the Defence should endeavour to hold up the Attackers until at least 3 p.m., by which time they will have been forced to retire as far as the Inner Circle.

At this point the Defence will do their utmost to prevent the Attackers breaking through and capturing the Flag.

The Attack. The Attacking Force will make an attempt to reach COLEMAN GREEN, and take possession of the Flag.

General Information. Scouts may take part, but will not be subject to capture. They will act as Umpires, but must not expose themselves as in previous years, so giving away their Troop's movements. It is hoped, however, that as much as possible will be left to the Patrol Leaders.

Capture. A capture will be effected by one of the opposing side TOUCHING and at the same time challenging with the word "HALT." One minute is to elapse from the time of challenge (or count 150) for reinforcements to come up on either side. Silent signalling may be used (arms or flags waved) but NO

whistling or shouting. Any reinforcements coming up on the side which breaks this rule will NOT count. If both sides err in this ruling, neither will be able to score, and both sides must retire 200 yards.

At the end of the minute, count both sides, and those superior in numbers take the lesser number prisoners. If equal numbers, both sides retire 200 yards.

Prisoners. Prisoners are to be transferred to the side making the capture. Tabs will be CHANGED, and in the event of the Flag not being captured, the victory will be awarded to the side holding most prisoners' tabs.

(For example: If 3 Attackers capture a Defenders, the a Defenders will have their Blue tabs taken away, and REPLACED by White tabs the same as worn by the Attackers, and they will then carry on as Attackers — and vice versa.)

Important.

Will Scouters please explain this very carefully to their Scouts, as it is most important that this arrangement should be carried out in the spirit of Scouting, and that Scouts who are taken prisoners and thus compelled to change sides will carry on with the same enthusiasm as before. The object of this arrangement is that no Scout will have to fall out of the game whilst their pals are still enjoying themselves. If this is properly explained to the boys it is felt that the disappointment of those taken prisoners early in the game will have been successfully overcome.

Tabs. Attacking Troops will wear a 4-inch strip of WHITE tape or braid, 1 inch wide, on the Right shoulder button. Defending Troops will wear a similar strip but in BLUE. Each Troop to supply its own members with tape, and Scoutmasters are requested to see that their Scouts are wearing the correct emblem, and they themselves to carry a reserve of tabs to replace those taken from prisoners.

All Troops. Haversack Rations to be brought. Overcoats if dull weather.

Operations to commence at 12.30 p.m. and lunches are to be eaten before this. Cease fire at 4 p.m.

Troops wishing to make tea at Coleman Green afterwards must make their own arrangements to get dixies there, but may not interfere with operations for this purpose.

Special Warning.

All gates are to be shut.

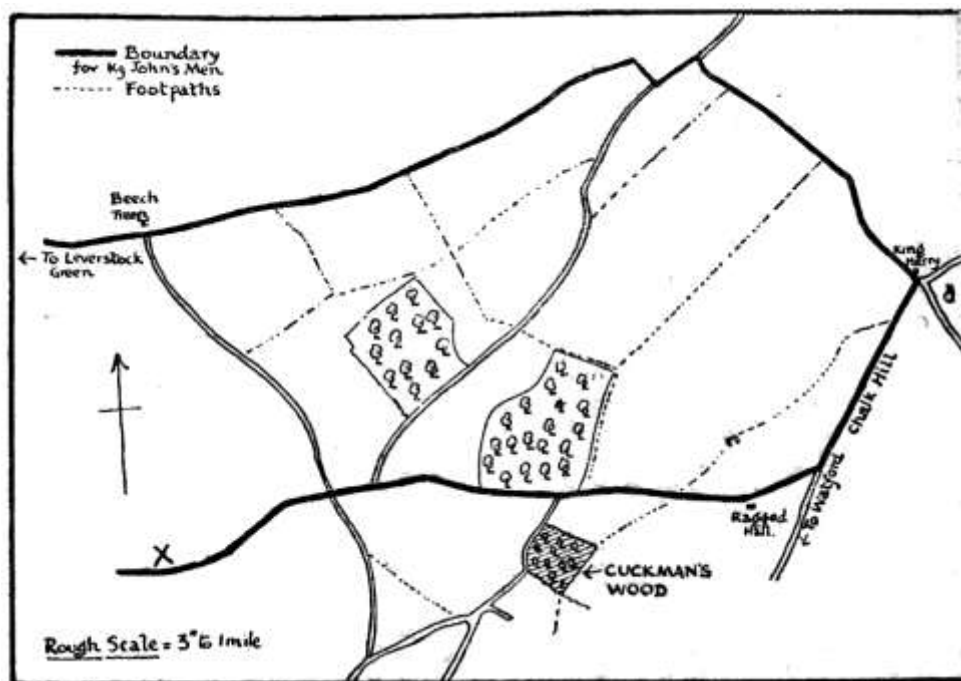
Hedges must not be broken down.

Farmyards and cattle must not be disturbed.

All Scouts taking part are advised that individual Scout work, taking advantage of every scrap of cover, is the best way to get a good afternoon's sport.

Your Troop will be on the DEFENDING _____ side, and you will commence from OUTER CIRCLE (Section "H").

Parade Headquarters, 10 a.m.



MAP VII

(ii)

General Idea. Robin Hood and his Merry Men have had a big haul and have hidden their treasure in Cuckman's Wood, a large marshland impassable to any who do not know the tracks. (See Map VII.) Robin Hood and his band are called off to rescue Maid Marion, who is in danger of capture, leaving their treasure hidden. King John and his Army learn whereabouts the treasure is hidden, and of Robin Hood's journey, so determine to capture all his party on its return for the treasure, but they are unable to penetrate the marsh owing to their heavy armour and ignorance of the tracks.

Robin Hood returns and finds the country between him and the marshland covered with troops; he is unable to fight as his bows have all been spoiled by the wet weather; he determines, however, to reach his treasure and remove it to his stronghold at the Beech Tree.

Forces. Robin Hood's Merry Men — 1st and 4th Troops. Brown and khaki scarves. King John's Army — All the rest. Mixed colours.

Boundaries, General. King Harry Lane on the North and the Leverstock Green Road on the West. On the East the Watford Road, no boundary on the South.

Special Boundary to King's Army. Ragged Hall Lane from bottom of Chalk Hill to Bedmond. The King's Army cannot cross South of this lane as it denotes the edge of the marshland which is impassable to them. Robin Hood's Men must cross Ragged Hall Lane between Watford Road and the spot marked X on the map.

Capture. The King's men alone can capture, and by actual touch only. No prisoners can be released or escape and must accompany their captor after removing their scarves.

Start. The King's Army will start from the King Harry Inn at 11.30, and Robin Hood's men from X at 11.35.

Object. (1) The King's Army to prevent Robin Hood's men from crossing Ragged Hall Lane and thus to Cuckman's Wood.

(2) To prevent them if successful in (1) from carrying their treasure to the Beech Tree. The King's men must not be within 200 yards of the Beech Tree except when in actual pursuit, and must afterwards take no further part until they have gone 200 yards away.

Finish. 3.30, when all Scouts must gather at the Beech Tree.

Result. The treasure consists of 12 small bags; no one Scout may take more than one bag. Robin Hood will be deemed successful if he succeeds in getting 6 of the bags to the Beech Tree before 3.30.

General Orders. No woods (except where there are footpaths) or private gardens or farm buildings may be entered. No gates may be opened. Hedges must not be damaged and cattle, sheep, horses must be avoided. Scouts will also remember that they do not throw paper, orange peel, etc., about, but bury it.

No bicycles will be allowed.

