

*Publication approved by The Boy Scouts Association*

# Games for Scouts

*Games Teaching Tests: Indoor and Camp Fire Games  
Outdoor and Camp Games*

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**Editor's Note:**

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

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## FOREWORD



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OR

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## PART I. Games Teaching Tests

### GAMES TEACHING TESTS. Scout Law Games.

*For 11 Players.* – Ten Scouts are drawn up in two ranks of 5 each, in Indian file. The front players of each file are given the *numbers* of two Scout Laws, say A the 3rd and 7th; the second players other two, say the 5th and 8th, and so on until all the Laws have been allotted and each player has been given two. The players fall in in a circle in any order with a further Scout in the centre who is “IT.” When ready the Umpire shouts out a word or phrase indicating a certain Law. Thus he might say “Thrift” for the 9th, or “Tin can-dog’s tail” for the 6th. The two Scouts who have been given the Law indicated must immediately attempt to change places while “IT” tries to get into one of the vacated places.



## Games For Scouts

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If a player in the circle fails he becomes "IT" and "IT" takes his numbers. If one of the two players does not recognise his Law he becomes "IT" and "IT" takes his place and numbers. If "IT" fails the Umpire shouts another word or phrase.

*For 21 Players.* – Twenty Scouts are drawn up in four ranks of 5 each in Indian file. They are given two Laws each as in the preceding game, and then fall in in a circle in any order with "IT" in the centre.

The four Scouts given the indicated Law attempt to change places while "IT" tries to secure one of the vacated places. If a player in the circle fails he becomes "IT" and "IT" takes his numbers. If a player does not recognise his Law he becomes "IT" and "IT" takes his place and numbers. If "IT" fails the Umpire shouts another word or phrase.

*Scout Law Yarn* (for teams of 5). – Teams are drawn up in Indian file two paces apart. The front players of each file are given the *numbers* of two Scout Laws, say 3rd and 7th; the second players other two, say 5th and 8th, and so on. The Umpire then commences telling a story, each sentence of which illustrates a Scout Law. At the *conclusion* of each sentence the first Scout to recognise the Law illustrated as being one of the two assigned to him takes one step smartly to the right and, if correct, counts one mark to his team.

*Sample Story.* –

"To-night, on my way to Headquarters, a boy waiting for a tram amused himself by attaching a tin can to a dog's tail."

"He also displayed particular interest in watching the efforts of a boy trying to push a heavy barrow up the hill."

"When his tram came along it was very full, so he pushed an old lady aside and scrambled on board."

"The conductor found a shilling on the floor. The boy said it was his. It wasn't."

"He had been a member of his school team, but had lost his place through not obeying his Captain's instructions."

"So he went to the match the next Saturday and backed the other fellows."

"He was very nasty to the boy next to him in school because his father was only a tradesman."

"His own father was wealthy so he simply chucked his money about."

"Although he despised the poverty of the next boy he did not hesitate to copy from his exercise book when he got the chance."

"He was caught at this by his teacher and was given a good hiding, which he took like a man." Etc., etc.

*Scout Law Yarn* (for full Patrols). – The above game can also be played by full Patrols, Nos. 1 (the P.L.'s) and Nos. 8 (the Seconds) being allotted two Laws each and the remainder one each. It is thus simplified and can be made an inter-Patrol competition.

### Knotting Games.

*Knotting Relay Race.* – Teams of five drawn up in line. Nos. 1, 2, and 3 of each team have each a piece of rope. On the word "Go" No. 1 ties a bowline on his rope and passes it to No. 2; who joins it to his own rope with a reef and passes it to No. 3; who joins the ropes with a sheetbend and passes it to No. 4; who ties a sheepshank and passes it to No. 5; who ties a clove-hitch round a pillar.



When No. 5 has tied his clove-hitch he shouts "Right." The Umpire notes the order in which the teams finish. After a player shouts "Right" nothing further may

be done to the rope. The team which finishes first *with all the knots correctly tied* wins.

*Blindfold Knotting Relay Race.* – After the players have become proficient in the preceding game they should compete blindfolded.

*“Man Overboard.”* – This and the knotting games following it are examples of how interesting a simple Scouting practice, such as the tying of a knot, can be made by the aid of a game or contest.

A chalk line is drawn on the floor near one end of the clubroom. This represents the edge of the deck of a ship. It is imagined that there is a wreck at the other end of the clubroom, and a “brave sailor” jumps overboard with the end of a coil of rope and attempts to swim to the wreck.



The “Captain” (Scouter) notices, however, that the coil of rope is not going to be long enough, so he calls to a “deck hand” (the competing Scout) for more rope.

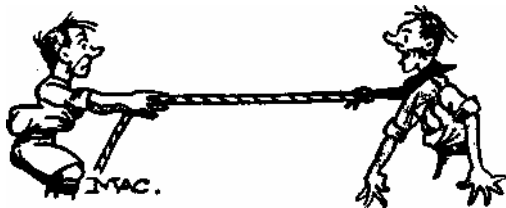
The “deck hand” has to pick up another coil and join it to the end of the rope which is attached to “the brave sailor” before it is pulled overboard. He may not, of course, step over the edge of the deck to do so, and the “brave sailor” must move forward steadily all the time.

A sheetbend is the best knot, and the Scouts who succeed score one point for their Patrols.

NOTE. – It is a good plan for the “Captain” to tie a piece of white tape on the first coil of rope at a certain distance from the end, and when the tape crosses the edge of the deck he *then* calls for more rope. This ensures that every competitor will have an equal chance.

*“Man Overboard”* (second version). – This is the same as the preceding game excepting that on the words “More rope” the “deck hand” fixes the rope attached to the “brave sailor” to an article or pillar on the deck by means of a clove-hitch preparatory to his tying the sheetbend.

*Roping the Donkey.* – Seven players from each competing Patrol are drawn tip in Indian file each player holding a short piece of rope. In front of each team is a player from another Patrol who is the “donkey” for that team.



On the word “Go” No. 1 hands his rope to No. 2 who ties the two ropes together with a reef knot. The rope is handed back to each player in turn who attaches his rope with a reef knot.

When this has been done No. 7, carrying the rope, gives chase to the “donkey,” who hops on one leg in his efforts to delay capture, which is indicated by “tagging.” No. 7 then ties the rope by a sheetbend to the “donkey’s” neckerchief and leads him to No. 1, who ties him to a form or table leg with a clove-hitch.

Once the “donkey” has been captured by No. 7 he does not struggle.

The Patrol to finish first, with all knots correctly tied, wins.

*Shank Tug.* – Two Scouts compete against each other. A sound piece of rope is required. The players have a tug-of-war and at the same time each endeavours to tie a sheepshank at his own end of the rope. The first to succeed wins.

NOTE. – It will only be possible to tie the knot in somewhat after the following manner. Pull with the left hand. With the right hand pick up a bight of the rope in the slack behind the left hand. This is brought forward and held just in front of the left hand on the rope which is under strain. The left hand then quickly turns a second bight over the first, and

one end of the knot is made. The player then slips his left hand over the three strands of the knot and turns his back to his opponent. It will not now be found difficult to finish off the other end of the knot. This is not easy to describe, but an experienced "knotter" should have no difficulty in following the movements.

*Knot Pairs.* – Two players from each Patrol compete, each player holding a length of rope in the right (or left) hand. The other hand is placed behind the back and may not be used. On the word "Go" each pair of players tie the required knot using one hand only each.

The first pair to finish, with the knot correctly tied, score a point to their Patrol and another lot of pairs come forward to tie another (or the same) knot on the word "Go."

### First Aid Games.

*Stretcher Team Race.* – For teams of three. Two members of each team stand at the starting line each wearing an overcoat and carrying a scout staff. The third players (or patients) are drawn up, say, 50 yards away. On the word "Go" the players of each team at the starting line race to their patients, improvise a reliable stretcher from the two staves and overcoats, and load their patient on the stretcher.



*Fireman's Lift Race.* – For teams of two. The stronger member of each team stands at the starting line and the second (or patient) 20 yards from the finishing line. On the word "Go" each competitor at the starting line races to his patient, loads him with the correct Fireman's Lift and carries him to the finishing line.

*"Broken Bones" Race.* – For teams of 5. Four members of each team stand at the starting line equipped with a stretcher and triangular bandages. The fifth player (the patient) is at the far end of the course. On the word "Go" each stretcher team races to its patient, ascertains the nature of his injury (which is written on a label attached to the patient), treats him and conveys him back to the starting line. The team which returns first with the injury properly treated wins.

NOTE. – The label should read: – "Broken collar bone; patient conscious."

The team which realises that it is unnecessary to load a patient on a stretcher who is suffering from a broken collar bone and consequently walks its patient back should win easily.



*The Problem of the Wounded Scouts.* – Patrols are out of camp on some activity and are told that when they return to camp they are to act as they think best. Patrols return to camp at intervals of, say, 15-20 minutes. They find the camp disordered and evident signs of a struggle.

Filling the foreground there is a Scout labelled: – "Shot through the periphery . . . dead."

In not quite such an easily noticed position is another labelled: – "Broken left leg . . . unconscious."

Some distance off and well hidden (but with a spoor leading to him) is another labelled: – "Bleeding to death . . . wound in palm of left hand."

At the camp fire there are three mugs (the clue to the third Scout).



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## Games For Scouts

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*Marks awarded for:* – Patrols who put out a watch to prevent further attack. Patrols who realise that there is a third Scout – find and treat him. Patrols who treat broken leg on the spot and carry patient into a tent afterwards.

*Minus marks awarded for:* – Patrols who fuss round dead Scout and prepare to bury him or who send for the doctor. Patrols who carry Scout with broken leg before setting the limb or who tie granny knots on the wrong leg or who administer artificial respiration. Patrols who fail to realise that there is a third Scout.

*The Dilemma.* – An open-air First-aid and Tracking game.

For teams of 5.

The standard of diagnosis, treatment and transport as well as the time occupied should be taken into account in assessing the marks scored.



The Umpire takes away two members of the first team, both blindfolded. (Wooded country is best.)

After reaching his destination the patient's bandage is removed and he is labelled as to his injuries.

Then the other player's bandage is removed; he diagnoses the patient's injuries, starts in search of the remainder of his team who return with him to the patient, who is treated and conveyed to a point, indicated by the Umpire, near the starting point.

The next team then go through the same ordeal and so on until all have competed.

### Signalling Game.

Teams of equal numbers are seated on the floor in two rows in Indian file facing the Umpire, who stands at one end of the room. At the Umpire's end of each line two small circles are drawn close together and in each circle is an Indian club (or bottle) standing on end.

Beginning with the player of each team nearest the circles they are allotted a letter of the alphabet each; the first "A," the second "B," and so on, (When there are 13 players, or less, in either team, they may be allotted two letters each.) The Umpire signals any letter. The player on each side who has been given that letter must immediately rise, sprint to his circles, reverse the positions of the Indian clubs (or bottles) and resume his seat in his original position.



The player who completes the course first counts one point to his side. A point cannot be scored by a player if a club falls down or is not placed wholly within a circle.

After inspecting the circles the Umpire signals another letter and so on. The team scoring the highest total of points wins.

### Variations of Kim's Games.

*Kim's Game by Patrols.* – A table is prepared with a large assortment of small articles on it. No article should be duplicated. Each Patrol in turn is allowed two minutes to examine the exhibits on the table during which time the other competing Patrols are allowed to make as much uproar as they choose but must not touch the Patrol who are looking at the articles on the table.



When all of the Patrols have examined the articles they are given five minutes for the Patrol Leaders to write down their lists. Patrol Leaders will use their discretion as to whether they will, or will

not, accept the articles suggested by Scouts in their Patrols.

One mark is allowed for each correct item and one is deducted for each imaginary one. The Patrol scoring the most marks wins.

*What's in the Picture?* – Cut a picture from any newspaper or magazine and paste it on strong white paper or cardboard.

The picture should have a considerable amount of detail in it.

Hand the picture to each Patrol in turn giving them 30 seconds per Patrol to scrutinise it.

Then set a number of questions to test the observation and memory powers of the Patrols; each P.L. to submit his Patrol's majority view on each question in writing.

The sample picture given is purposely of a simple nature and is taken from the *Boy's Own Paper*.



The Patrol giving the most correct series of answers wins.

Suitable questions for the picture given might be: –

1. What is the Artist's name?
2. How many boys are sitting up in bed?
3. Is the man wearing boots or shoes?
4. How many bed-knobs are visible?
5. What is lying on the floor?
6. How many hands are visible?
7. Is the man wearing a collar?
8. What is he holding in his right hand?
9. Is the man's right or left hand the higher?
10. How many people are there in the picture?

*Headquarters.* – Patrols are allowed two minutes to make a mental photograph of the clubroom and its contents. They then go outside and the Umpire makes a few alterations, such as opening a closed window, exchanging positions of wall charts, altering time of clock, etc., etc.



Patrols are then recalled and are given five minutes to decide on what the alterations are. Scouts report anything noticed to their own Patrol Leaders and not to the Umpire. Patrol Leaders report in turn to the Umpire, when called on, and indicate what they think the alterations are.

One point is allowed for each correct item and two are deducted for each imaginary one. Patrol Leaders will use their discretion as to what alterations

suggested they will intimate to the Umpire.

*Seeing what you see.* – Two simple articles, say a pencil and a box of matches, are placed on a table. Patrols are allowed one minute each to examine and freely handle the articles. The Patrol Leader presenting the most accurate and full description of the articles wins.

For example, a Patrol Leader saying “A green pencil and a box of Swan Vestas” would lose to one who said “A green unpointed copying ink pencil, about 9 inches long, made by Messrs. George Rowney & Co., and a box of Swan Vestas, manufactured by Messrs. Byrant & May, containing 24 unused matches.”



*Observation.* – You have often seen a penny postage stamp, haven't you? Can you describe such a stamp accurately?



Get a piece of paper and a pencil and write down all the details you can remember.

When you have done this, (and you will be surprised how little you do remember), get another sheet of paper and a penny stamp.

Make another list of the details with the stamp before you. Look at it closely. Make sure that you have missed nothing.

Now compare your two lists and you will see the difference between *seeing* things and *observing* them.

Try this game out with other articles such as a penny, a pen-knife, a postal order, etc.

*Whose Hand?* – Equal numbers of Patrols are formed up on opposite sides of the room. One side is allowed a minute to memorise the hands of the other side and these are allowed a minute to memorise the hands of the first side. One side then goes behind a curtain and a certain number of hands are put through. The remainder, by Patrols, decide as to the ownership of the hands exhibited.



The sides then change over and the same number of hands are put through the curtain and the Patrols outside the curtain decide as to whose hands they are. The Patrol with the most correct wins.

This game can also be played as “Whose feet?” “Whosenose?” “Whose shadow?” “Whosevoice?”

*Who Has Moved?* – For four Patrols. Two Patrols are seated in a circle and the other two Patrols are given a few seconds to note the positions of the players. The Patrols who are not seated are then taken out of the room. Not more than six, but not necessarily any, of the seated players change places.

The two Patrols then re-enter the room and are given a minute for each Patrol Leader to report, quietly, to the Umpire what the changes are. The teams then change places and, after seeing the positions of the seated players, the Patrols which previously were seated leave the room and return to ascertain and report the changes. One mark is allowed for each correct item and two are deducted for each imaginary one. The Patrol with the most marks wins.

*Errors in Uniform.* – An officer appears in the clubroom with definite errors in uniform. No reference whatever is made to these inaccuracies.



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After a reasonable interval the Officer leaves the room and the Patrols are informed that the Officer concerned had certain errors in uniform and are given five minutes to consult by Patrols as to what the errors were. (Patrol Leaders need not accept all suggestions submitted by Scouts.) Patrol Leaders report in turn. One mark allowed for each correct item and two marks deducted for each imaginary one.

*Description of Stranger.* – A stranger enters the clubroom ostensibly to see one of the Officers or, preferably (so that all will have a definite opportunity of seeing him), to give a short item of instruction. Soon afterwards the stranger leaves and then each Patrol is given a sheet of paper to fill up, in five minutes, the following particulars:—

Approximate age; height; build; colour of eyes; colour of hair; colour of moustache; colour of suit; colour of tie; colour of shoes; colour of sox; any other points noticed.

The sheets are handed in, the stranger returns and the descriptions are compared with the genuine article. The most accurate and full description wins.



*Kim's Memory.* – Each competing Patrol is provided with a pencil and sheet of paper.

The Umpire has prepared a list of 25 words beginning with the same letter, which he reads over twice. Each Patrol then writes down on its sheet as many of the words as it can remember.

It is well to use short words and, if possible, all of a Scouting nature.

A point is scored for each correct word and a point is deducted for each imaginary one.

The Patrol with most points wins.

As an example a suitable list of words for the letter "S" might be: –

Scout, signal, staff, starman, sign, sheet-bend, sixer, stag, shoulder-knot, surveyor, scouter, singsong, six, salute, sheep-shank, second, swimmer, shorts, sprain, stretcher, star, second-class, sea-scout, stalker, swift.

### Scout Pace Games.

*Scout Pace, Kim's Game.* – The course is a half mile from Headquarters to a shop window. The members of each Patrol must leave and return together. Patrols at intervals go at Scout Pace to the shop window, examine the goods on show for one minute, and return to Headquarters at Scout Pace.



If the course is covered in 13 minutes by any Patrol it scores 50 points. One point is deducted for each second over or under time. Patrols then prepare a list of the articles on sale in the window; one point is given for each correct item and one deducted for each imaginary one. The Patrol with the highest total wins.

*Scout Pace Relay Race.* – The course is half a mile out and back. Patrol Leaders are responsible for placing their men so that each competitor actually runs.

The first player of each team holds a neckerchief, and on the word "Go" he goes, at Scout pace, to the second player and hands him the neckerchief; he in turn goes, at Scout Pace, to the third player; the third to the fourth, and the fourth to the fifth who is standing at the half-mile. The fifth player runs back to the sixth, and so on, the eighth player handing the neckerchief to the Umpire. The Patrol which finishes nearest to 12 minutes wins.

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### Compass Games.

*North, South, East and West.* – Scouts are formed up in open formation.



The four sides of the room are named North, East, South and West respectively. Whenever the Umpire names a direction the players immediately jump to face in that direction. Scouts who make a mistake, or who move too late, sit down in their places until only one remains standing.

When the players have become thoroughly proficient the game should be stopped suddenly and another direction indicated as North.

*Eight Point Compass Game.* – Scouts are formed up in open formation.

The four sides of the room are named North, East, South and West respectively. The corners of the room are named to correspond with the intermediate compass directions. Whenever the Umpire names a direction the players jump to face in that direction. Scouts who make a mistake, or who move too late, sit down in their places and remain seated until only one player remains standing. To add variety and to increase alertness when the Umpire calls S.W. nobody may move. Any player moving sits down.

When the players have become thoroughly proficient the Umpire should stop the game suddenly and indicate another direction as North.

*Sixteen Point Compass Game.* – Sixteen players take part in this game.

A circle is marked on the floor, and sixteen small cards are prepared each giving one of the sixteen compass points. These cards are placed back up on a table. Each player takes one of the cards at random. The Umpire finds the player who has picked up the North card and places him anywhere on the circle. On the words “This is North – Fall in,” the others take up their appropriate places in the circle. After the players have become thoroughly proficient the Umpire should take any player (say E.S.E.), place him anywhere in the circle, and say “This is E.S.E. – Fall in.”

*Dutch Compass Game.* – Fifteen players take part in this game.

The players stand in a circle, 10 to 12 feet in diameter.

The Umpire stands in the centre of the circle holding a scout staff upright with one end on the ground.



On the words “Fall in” players take up positions on the circle (facing inwards) to represent the compass points, the Umpire indicating where a space is to be left to represent North. He commences by calling a compass direction, say E.S.E., and simultaneously releases his hold of the staff.

The player occupying the E.S.E. position on the circle must catch the staff before it has fallen. If he succeeds he returns to his place and another direction is called.

When a player fails he goes to the North space on the circle and the place he left becomes the new North, all of the players immediately picking up their new compass points. The Umpire calls a new direction.

### Emergencies.

*Emergencies.* – A Saturday afternoon game for City Troops.

Each Patrol is handed a list of lesser known places in the City where certain “incidents” are supposed to have taken place. These “incidents” are described to the Patrols who then proceed to the places indicated and investigate the best means of dealing with each problem.

Locations and incidents are arranged beforehand and the number of incidents should equal the number of Patrols competing.

A time limit is set and marks deducted for exceeding (but not given for being under) this limit. The following is an example: –

4 Patrols – 4 Locations (A–B–C and D.)

Patrols will visit locations in following order: –

1st Patrol— A— B—C—D.

2nd „ —B—C—D— A.

3rd „ —C—D—A—B.

4th „ —D—A—B—C.

Time limit 2 hours.

*Incidents.* –

“A” – At 102 Sauchiehall Lane an old man has fallen down the stone steps and broken a thigh.

“B” – At 172 St. Vincent Crescent screams are heard from top floor. On entering building it is found to be on fire and access to top floor cut off by flames.

“C” – At 792 Somerset Street a woman rushes out with a baby who is apparently choking.

“D” – Near 15 Park Lane sounds of breaking glass are heard and on investigation a front room window is seen to be broken and the house is obviously being burgled.

NOTES. –

“A” was situated near the local Ambulance Depot.

“B” was close to a yard in which was kept a very long ladder and ropes. A fire alarm was near by.

“C” was in a back-court near the Children’s Hospital.

“D” was close to a sub-police station.

On return Patrols prepare and hand in reports of what they would have done had the incidents really happened.

Extra marks should be given for reporting the nearest doctor, telephone, fire alarm, policeman on point duty, etc., relevant to an incident being investigated.

This game will repay the little extra trouble taken beforehand to prepare it, and provides valuable training in Pathfinding and in First Class work.

### **Estimation of Distances, Weights, etc.**

*Weights and Measures.* – This is an inter-Patrol competition.

The Umpire has a small spring-balance, a measuring tape and a watch.

Each Scout has a paper bag. A bucket of sand and a spoon are provided for each Patrol.

The Umpire orders something like this in turn:

“No. 1 of each Patrol put 1 lb. of sand in your bag.” (1 mark per oz.)

“No. 2 cut a piece of string 11 inches long.” (1 mark per ½ inch).

“No. 3 put 2 ozs. of sand in your bag.” (2 marks per ½ oz.)

“No. 4 open your mouth for 30 seconds. Go!” (1 mark per second.)

“No. 5 estimate the weight of this parcel.” (1 mark per oz.)

“No. 6 estimate the length of this piece of rope.” (1 mark per 2 inches.)

“No. 7 estimate the length of the clubroom” (1 mark per foot.)

“No. 8 estimate the height to the ceiling.” (1 mark per foot.)

Each competitor is allowed half a minute to complete his task, which must then be stopped and not touched again.

The Umpire (having timed the mouth-openings) weighs and measures the different items. A correct estimate counts 100 marks. Suggested deductions are shown after each item. The Patrol with the highest total wins.



### Tracker.



*Sniff and Say.* – A dozen small blue bottles from the chemist's are required for this game. Each bottle is numbered and is half filled with some liquid.

Each player in turn is allowed one sniff at each bottle and must then write down what he thinks is in each bottle, numbering his list according to the numbers on the bottles. The most correct list wins.

Suitable liquids are: – Water, turpentine, paraffin, vinegar, petrol, eau-de-cologne. *weak* ammonia, Worcester sauce, metal polish, Yorkshire relish, methylated spirit, castor oil, quinine, limejuice.

*Noises in the Jungle.* – The Umpire takes up his position behind a screen or partition. (If this is not possible the players are blindfolded.)

Various noises are heard by the players who report by Patrols to the Umpire afterwards as to what the noises were and the order in which they occurred.

The most correct report wins.

Suitable noises might be: –

Drawing a cork – dropping a pin – pouring out liquid – sharpening a pencil – dropping a book – brushing a boot – moving a chair – dropping a rubber – tearing a sheet of paper – shuffling a pack of cards – signalling with morse flag – striking a match – rubbing the hands together – winding a watch – clicking two pennies together – erasing with india-rubber and so on.

Before each noise a warning call of "Right" should be given.



*Feeling the Bags.* – A number of strong similar paper bags are placed on a table. A variety of things are placed in the bags, such as sugar in one, buttons in another, peas, tea, sand, pepper, salt, rice, breadcrumbs, prunes, washing soda, etc. The bags are numbered.

Each player in turn is allowed to feel each bag once, and must then write down what he thinks is in each bag, numbering his list according to the numbers on the bags. The most correct list wins.

## PART II.

### Outdoor and Camp Games.

#### FOREWORD.

In outdoor and camp games considerably more relish and enthusiasm are given to games which are written round historical episodes, local legends and scenes from famous stories.

The first game in this chapter ("The Search for Prince Charlie") is an example of the idea suggested.

### OUTDOOR AND CAMP GAMES.

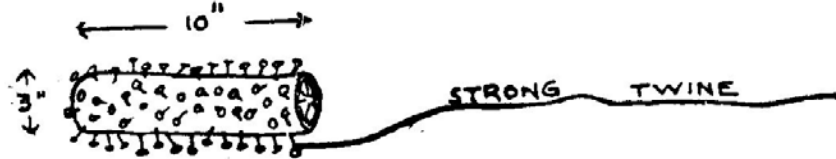
#### About the Whiffle-Poof.

(Reproduced by kind permission of the Editor of *The Scout*.)

All hail the Whiffle-poof; for this strange beast has come to stay.

What, you may ask, is it?

Well, the Whiffle-poof is a little instrument for laying a trail. It is made of a piece of wood about 3 inches in diameter and 10 inches long. This is driven full of nails, as may be seen in the accompanying sketch.



When dragged through the grass, the ploughed field, the road or the underbush, it is bound to leave a trail – a trail that may be followed, but none too easy a trail, for the Whiffle-poof is an eccentric animal.

Sometimes it travels sideways, sometimes it turns somersaults, sometimes it jibes, tacks and comes about, and sometimes it hops along like a porcupine grasshopper.

Then again, one must be somewhat of an expert to tell in what direction the Whiffle-poof is travelling. Only last summer I saw Scouts following the trail backwards; I do not mean that they were walking backwards, but they were going in the wrong direction, and landed at the starting point of the trail before they discovered their mistake.

Woodcrafter Jeckley at the Culver camp came up to Captain Beard and said that he wanted to show him something; he then led the Captain to the trail of a Whiffle-poof. Jeckley was very mysterious and secret about it, because there had been talk of a strange animal in camp, and he did not know whether or not it was a joke.

“That,” said Captain Beard solemnly, after examining the marks, “is the trail of a Whiffle-poof.”

“Gee-whiz! is that so? Don’t tell anyone I asked you,” said Jeckley, “but please, sir, what is a Whiffle-poof?”

“Follow the trail and find out,” was the response.

About half an hour later Jeckley again came to Captain Beard and asked if a Whiffle-poof could climb a tree. He was told that he was following a strange animal and the trail might do all sorts of queer things. Jeckley once more started on the trail and did not appear again for more than an hour – then he came again to Captain Beard with the animal in his hand, and, holding it up for inspection, said: – “Huh! Whiffle-poof!”

Jeckley later became one of the most persistent and best trailers in the camp.

A Scout who can trail a Whiffle-poof beast for a couple of miles across country, over all kinds of ground, may be put down as a good trailer; such a Scout could trail a man or a deer; in fact, we may call him a real genuine Scout, a worthy descendant of the old Buckskin men.

#### Tracking Irons.

Get your shoemaker to drive good hefty hobnails into the soles of an old pair of boots in some definite formation, say an arrow, or circle, or other shape.

Before starting out the boots should be exhibited to the pursuers so they may know the spoor of the beast they are tracking.

This type of tracking iron is much more satisfactory and comfortable than those which have to be strapped to the feet.





### The Search for Prince Charlie.

A recruit or Tenderfoot acts as Prince Charlie. Three or four of the best Scouts in the Troop act as his attendants. The remainder of the Troop represent the English Army. (The number of boys detailed to act as the Prince's companions depends upon the nature of the ground and upon their experience in Scouting as compared with the other Scouts in the Troop.)

In the simpler form of the game, the Prince's attendants have to prevent his capture for a given period. In the more complex form they have to convey the Prince to any one of a number of given places within a certain period.

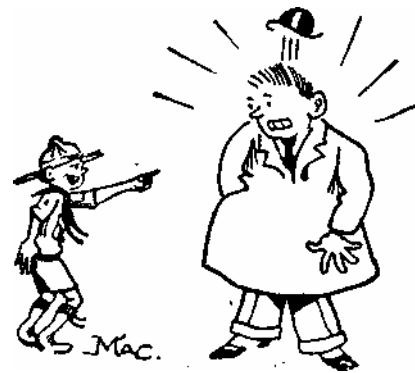


In the first form of the game the Prince's party loses only if the Prince is captured. In the second form, only if he fails to gain one of the given places within the time limit. During the game the Prince will do whatever his attendants request and will not act on his own initiative. The Prince will wear a neckerchief loosely slipped through the back of his belt and if this is removed he will be considered captured.

### The Spy Hunt.

Have you ever tried a Spy Hunt? It is a splendid bit of fun for a town Troop on a Saturday afternoon.

All that is required is the assistance of some friend of the Scouter (who is not known to the boys) for the space of two or three hours. He should *not* be outstandingly distinctive either in features or dress. The following particulars, which are merely given as an example, could be issued in the form of a circular to all of the members of the Troop. Any comments necessary are given in brackets after each clause of the "circular."



### Great Spy Hunt.

*Date* – 1st April, 1958.

*Time* – 3 p.m. to 5 p.m. (Two hours are generally sufficient.)

*Area* – Boundaries: South, West Regent Street; East, West Nile Street; North, Sauchiehall Street; West, Douglas Street.

*Description of Spy* – Height 5 ft. 8 ins. – Age about 25 – Complexion pale – Clean shaven – Eyes brown – Rather thin faced – Wearing dark grey suit, black shoes, white soft collar, light fancy tie, soft slate colour felt hat.

(The description should not go into too much detail and there should be no extraordinary feature about the "Spy.")

*Challenge*—"Excuse me, sir, but are you Mr. McDonald of Tooting?"

(If any boy believes he is on the track of the "Spy" he must address him, word for word, in the previously arranged form such as the above. This makes certain that no member of the public, mistaken for the "Spy," can take offence.)

The "Spy" has the right of answering "No" if the challenge is incorrect in any particular.

*Scouts must work independently.*

If correctly challenged the "Spy" will note the name of each successful Scout and the time of his challenge.

## Games For Scouts

Scouts will not wear uniform but will wear the metal Tenderfoot badge so that the "Spy" may know when he is in danger.

### About Secret Codes.

Scouters will have realised that games put to their Scouts involving the successful solving of code messages immediately rivet the attention. In addition, Scouts delight in having secret codes for their Patrols and the following simpler types of code are put forward in the hope that they may be of assistance to the harassed Scouter in evolving clues for games and to the Scouts as a basis for Patrol or Troop codes.



#### Code No. 1.

The simplest known code is the one where A is represented by Z, B by Y, C by X, D by W, E by V and so on through the alphabet.

*Sample Message.* **HVMW IVRMULIXVNVMGH.**

*Solution.* **SEND REINFORCEMENTS.**

#### Code No. 2.

This is another adaptation of the type of code used in "No. 2 Treasure Hunt" where the idea is fully explained.

*Sample Message.*

	S	C	O	U	T
B					
R					
A					
I					
N					

ACATATAS NSAUBUBTIO  
ITBSBCACBT RSATIO  
RSNSIOITROBTIO BOACNSBT.

**26 NOT NEEDED.**

*Solution.* **LOOK UNDER TABLE FOR FURTHER CLUE**

#### Code No. 3.

For this code each person in the secret must have a copy of the key. Match figures are designed (a different one to represent each letter) to cover the entire alphabet.

#### Key to Code No. 3.

A	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z		

*Sample Message.*

*Solution.*

FIND CLUE IN BOX.

## Code No. 4.

This is a very clever and yet simple code system which is specially baffling. It is easy to write and can be read quickly while the unauthorised can find nothing to work on.

Here is a sample sentence based on the system: – VGASFKCLPQJVHJVZCLM.

The key in this case is the number 32013 and the deciphering of the message will show you how the cryptogram has been devised. Beginning at the left hand, write down the agreed on figures, one above each letter.

3201332013320133201

VGASFKCLPQJVHJVZCLM.

To ascertain what V stands for count back as many places as are indicated by the figure above it; for the next letter, G, 2 places; A having a nought remains A. Proceeding thus, V becomes S; G becomes E; A remains A and so on. The correct translation of the Code message being – **SEARCH ALONG THIS WALL.**

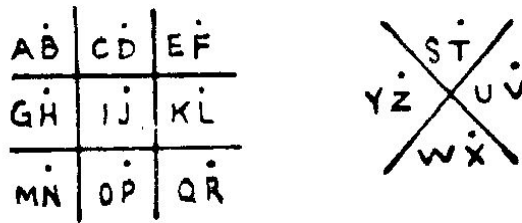
This method contains every requirement of a good cryptogram, is baffling even to experts, and once the general idea is known the key figures can be changed at any agreed on time.

## Code No. 5.

This code makes no use of letters but substitutes characters.

The key diagram is pretty well self-explanatory; thus the top left hand sector of the left diagram represents A and with a dot in the centre it represents B; similarly the bottom sector of the right diagram represents W and with a dot in the centre represents X.

**Key Diagram to Code No. 5.**



*Sample Message.*

FLV<F7 JV N7UL.

*Solution.* RETURN AT ONCE.

## Treasure Hunts.

The Treasure Hunt is an excellent game for training the pathfinding and deductive powers of the boys, and it never fails to hold their interest.

The details of Treasure Hunts are dependent on local conditions, but the following examples may prove of guidance.

*No. 1 Treasure Hunt* (where all clues are handed out at beginning of hunt).

Each Patrol was given a bundle of sealed and numbered envelopes and a sheet of paper stating the boundaries. They were informed that the Treasure was the name of the shopkeeper on the building for which they were to search and that each



envelope contained a further clue. The envelopes were to be opened in the order 1, 2, 3, etc., as Patrols found that they could not proceed further without more information.

All Patrols had to return to Headquarters within 2½ hours whether they had found the Treasure or not.

The winning Patrol was the one which found the Treasure, having opened the fewest envelopes.

*Envelope No. 1 said –*

A white building 1¼ miles (as the crow flies) from Headquarters in an N.E. direction.

*Envelope No. 2 said –*

The building has the same number of chimney stacks as the Chief Scout has children and the same number of chimneys as there are Scout Laws. One of the chimneys is minus a top piece.

The building is on the ROUKEN GLEN/BISHOP-BRIGGS tram route.

*Envelope No. 3 said –*

/. . . / — // . . . / . . . // . . . — / . . . / — / . . . / . . . / — // . . . — — /  
 — — — — / — — — — / — — — — / . . . / . . . / — — — — / . . . //  
 — — — — / . . . — / — — — — / — — — — / . . . — — — — / . . . — — — — / . . . //  
 . . . // — — — //

*Envelope No. 4 said –*

Close to a re-built railway bridge.

*Envelope No. 5 said –*

Opposite a bowling green.

*No. 2 Treasure Hunt* (where only one clue is given and the others have to be picked up). Patrols start off together, each with a copy of the first clue and with instructions to return in two hours.

*1st Clue.* – A piece of paper with “Try what a little heat will do” written on it.

*Explanation.* – Under the message was the second clue written in milk (or lemon juice) which is brought out by heat.

*2nd Clue.* – “Follow the sun’s way for 50 yards to the arrow’s mother.”

*Explanation.* – 50 yards west was a yew tree (from which arrows are made).

Pinned to the yew tree was the 3rd clue which said:

*3rd Clue.* – “EeleSeEsSsSliEnLeEeLsLIEeEs,  
 EsInLsNe EsLsNe SnLsEeEs, liLIEsLs. LnNiSILs  
 EsInLsEnLs.”

*Explanation.* – From the top left-hand corner, from left to right, the squares spell A, B, C and so on to Y. As the clue states Z is not necessary. The clue reads – “Sixty yards east, then ten west, gate. Clue there. “Pinned by a drawing pin *beneath* the bottom spar of the gate was the 4th clue which said –

*4th Clue.* – “Find a red stone, find a rustic seat. Both can be seen from here. Midway between is further help. (Please replace this clue).” Which proved to be

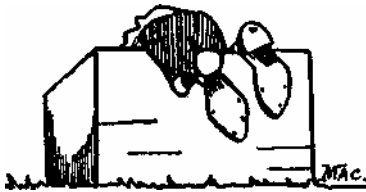
*5th Clue.* – Scout signs in the form of twigs laid thus

XXV

*Explanation.* – The clue means: “Go this way for 25 paces,” which gave the

*6th Clue.* – Scraped on a path: –

15 → WALL



	l	i	n	e	s
L					
I					
N					
E					
S					

26<sup>th</sup> not necessary.

## Games For Scouts

A message was hidden behind a loose stone in a wall in direction of arrow saying –

*7th Clue.* – “Tree with unnatural fruit 75. Bring fruit.” (Replace clue.)

*Explanation.* – An apple (the Treasure) attached to a fir tree. As no direction was given, Scouts had to make a circle 75 yards round the clue till they found the unnatural fruit.

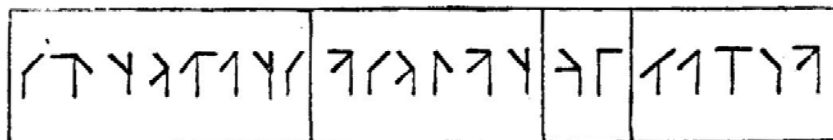
*Treasure Hunt No. 3* (based on knowledge of Scoutcraft and Tests).

Each Patrol is handed copies of all clues and is told that the Treasure is a piece of money.

*NOTE.* – In this case the Treasure was a penny stuck edgeways in the ground in long grass.

*Clue No. 1.* – “Proceed to the N. corner of wall surrounding Vicarage garden. From there you will see several clumps of trees. One of these clumps is almost exactly N.N.E. There is a single larch tree in the clump. Make your way to it.”

*Clue No. 2.* –



*No. 3.* – “Look in direction in which sun sets and you will see a white five-barred gate. Proceed to gate calculating distance from larch to gate on the way.”

*Clue No. 4.* – “Follow path (to left) from gate to point where it joins main road. Draw rough journey map from gate to main road.”

*Clue No. 5.* –

Cross bearing: –

*No. 1* – Chimney stalk and W. edge of fir wood.

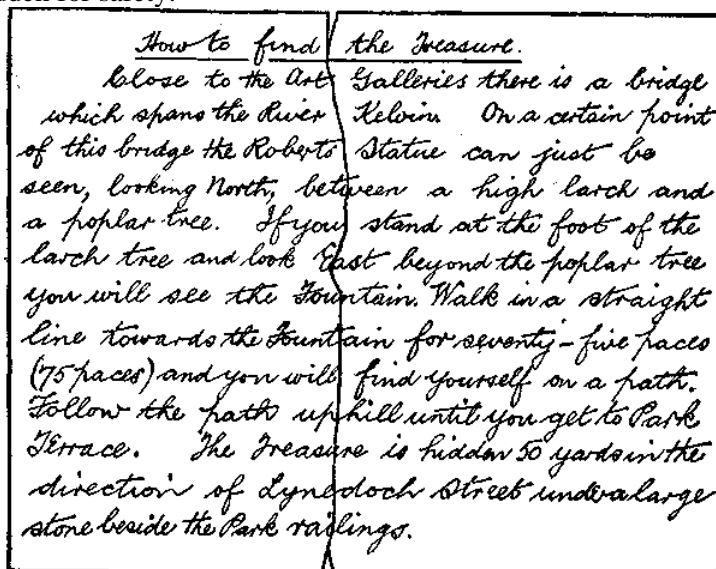
*No. 2* – Railway signal and flagpole, Treasure here.

*NOTE.* – In addition to points scored for finding the Treasure further points should be awarded for estimation of height and distance and for the journey map.

*No. 4 Treasure Hunt.*

*The Torn Paper.* – Two teams start simultaneously to find the Treasure.

*Theme.* – An old man lay dying and before passing away he handed to his sons a sheet of paper describing minutely how they should proceed to find a valuable treasure which he had hidden for safety.



Sample Torn Message (See page 48).

(see next page)



Unfortunately they were seen by one of a gang of desperados who determined to steal the sheet of paper at all costs.

Scenting danger, the sons decided to tear the paper in two and to hide the pieces in different places. When ready to start out on their quest they were horrified to discover that the desperados had, a moment before their arrival, found one of the pieces of paper and started off in search of the treasure also. The sons, with the other half of the paper to guide them,

immediately followed.

*Sample Torn Message.* – See page 21.

*No. 5 Treasure Hunt.*

*The Blazed Trail.* – The Scoutmaster went for a stroll and, from his starting point, he noted some readily distinguished object, such as an isolated fir tree, and noted it down.

From this spot he walked to his next object (or “blaze”), say, the east corner of a shed, noted it down and so on until his “blazes” were complete.

Patrols were each given a list of the consecutive “blazes” to be followed *en route* to the Treasure. To avoid Patrols tumbling over each other on the hunt the starting point was indicated in a simple code message which had first to be deciphered.

On the last “blaze” (which was a spruce tree) the following message was pinned: –

“Find a rose which never bloomed.”

The Treasure, which was hidden inside the rose of a watering can, near the spruce tree, was a message saying: –

“Congratulations! You win.”

Patrols might be sent over different routes, of the same distances, to the Treasure. The “blazes” could be a different colour of woollen thread for each Patrol which could be tied on trees, fences, gates, etc.

### The Dispatch Bearer.

A good game for a single Patrol.

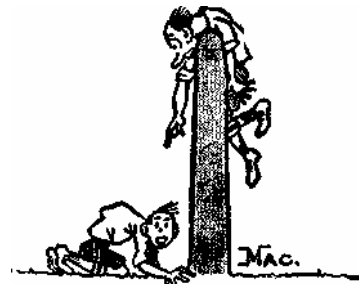
A player is chosen as the Dispatch Bearer and he has to go from one known spot (or building) to another. The game is played over the area between these two places and the boundaries, beyond which no player may go, are known to all of the players. At no time during the game may the Scouts searching for the Dispatch Bearer approach nearer to his destination than 200 yards (or other distance as circumstances dictate).

The Dispatch Bearer carries a neckerchief loosely slipped through the back of his belt, and to be considered captured the neckerchief must be removed by an opponent. He leaves his starting point at a known time, and the “enemy” have their forces ready on the ground to intercept him but no one may see him starting off.

Amongst the “enemy” there is a “traitor” whose job it is to do his best to let the Dispatch Bearer through. They know that there is a “traitor” in their ranks but they do not know which player it is. (The Umpire will have found an opportunity of quietly detailing the “traitor” previously.)

If the leader of the “enemy” has reason to suspect a player on his side as being the “traitor” he may not put him out of the game (nor imprison or tie him in any way) but should keep him under observation or give him a job where he can do least damage.

If the Dispatch Bearer gets through within a stipulated time he wins.



### The Rival Dispatch Bearers.

One player is nominated by each competing Patrol to act as a Dispatch Bearer. It is the aim of the Dispatch Bearers to go from a known spot (or building) across a section of road. The one to get across first to score the highest points for his Patrol; the second next most and so on. The boundaries, beyond which no player may go, are known to all of the players.

Each Dispatch Bearer carries a neckerchief loosely slipped through the back of his belt and, to be considered captured, the neckerchief must be removed by an opponent. At no time during the game may the Scouts searching for Dispatch Bearers approach nearer to the road, which is the objective, than 200 yards (or other distance as circumstances demand).

The Dispatch Bearers leave their starting point at a fixed time, and the remainder of the Scouts are ready on the ground to intercept them, but must not see them leave. It is the job of the Scouts to capture Dispatch Bearers from the other Patrols and to do their utmost to assist their own Patrol Dispatch Bearer through.



### Stalking Contest.

This must take place in long grass or heather.



The Umpire is in a central position, and the players are placed in all directions at an equal distance from him of not less than from 30-50 yards.

On a blast of the whistle the Umpire stands up and all players stalk towards him. As he spots the stalkers they stand up in their places. The player who gets nearest to the Umpire wins.

### Stalking and Reporting.

Players are informed that the Scoutmaster will go through a certain area of country the boundaries of which are known to all of the players. They are instructed that they must stalk him and that afterwards each will write a report on his various movements.

All Scouts leave ten minutes in advance of the Scoutmaster and hide in cover within the area awaiting his arrival.

The Scoutmaster should sit down occasionally: fan himself with his hat, blow his nose, mop his brow, hum to himself, etc., so that the Scouts may have something to report about.

Each time the Scoutmaster sees a Scout he notes his name and deducts marks from the total which that Scout scores on his Report.

### The Escaped Convict.

(Reproduced by kind permission of the Editor of *The Scout*.)

A notorious convict has escaped from prison, and, being an inveterate smoker, the first thing he does is to steal a large supply of cigarettes and matches.

On a dark night a message is brought to the Scouts that he has been seen in a wood close by, still smoking. The Troop at once turn out, and, encircling the wood, silently try to find their man by using their eyes, ears and noses, as well as they can.



The man who is playing the part of the "Convict" is obliged to keep his cigarette in full view all the time and to strike a match every three minutes.

Unless the Scouts are very sharp the chances are that the "Convict" will slip through, and they will, after a few minutes, see the match flickering away behind them. The "Convict" moves about as he wishes within the area.

The Scout who tracks down the "Convict" wins.

When the agreed on time limit has expired or the "Convict" has been caught all players should rally on a whistle signal.

### The Fugitive.

This game is played within a stipulated area of ground affording good cover and the boundaries of which *are* known to *all* of the players and beyond which no player may go.

One of the players is a desperate criminal fleeing from justice and it is the business of the other players to drive him forward.

The "Fugitive" has 15 minutes start.

If he succeeds in breaking back he wins or if he succeeds in hiding so that the pursuers pass him, he wins.

If at the end of the agreed on time limit the "Fugitive" is still in front of any of the pursuers they win; if behind the pursuers they lose. (All pursuers must move forward all the time and may not move back in the direction of the starting line at any part of the game.)

If a pursuer comes on the "Fugitive" in a hiding place that individual pursuer is the winner. (The "Fugitive" has full liberty of movement within the stipulated area.)

Pursuers must act absolutely independently of each other and may neither speak, signal nor communicate in any way one with the other. They can, of course, watch each other's movements and use their wits accordingly.

### Opposite Numbers.

Two Patrols compete against each other. Each approaches a certain detailed spot from a different direction, and each Scout in one Patrol has to find a particular Scout in the other. Thus the Patrol Leader must find the Patrol Leader, the Second the Second, and so on. As soon as a Scout sees his corresponding number he stands up and shouts out his name.

If a Scout of one Patrol sees a Scout of the other but not the one he wants, he may inform the Scout of his own Patrol who is looking for that one. This ensures that the Patrol which knows how to keep in touch stands the best chance of winning the game. Whenever a Scout has been spotted he may take no further part in the game. The Patrol which finds the most opponents wins.



### Searching for Fugitives.

Two or more Patrols take part.

The game should be played over ground which provides good cover.

Definite boundary lines should be indicated and known by all players. One Scout is chosen from each Patrol, and they are given five minutes in which each conceals himself anywhere within the boundaries.





Once hidden they may not move out of their places of concealment.

The Patrol Leaders are then called, and each is told that he and his Patrol should capture any one of the fugitives (excepting the one from his own Patrol), whom they must bring back to the place indicated by the Umpire, escorted by the whole Patrol (except their own Patrol fugitive).

This means that each Patrol must make an organised search and must be in touch all the time, so that as soon as a Scout spots a fugitive he can summon the rest of his Patrol and march the fugitive back to the Umpire. A Scout spotting a fugitive may not shout to the remainder of his Patrol, nor blow a whistle, but must use some other method of attracting their attention. If a Patrol comes across its own fugitive it should pay no attention, as otherwise they might attract a member of some other Patrol to the spot.

The winning Patrol is the one to arrive first at the Umpire with its captured fugitive.

### Indians and Settlers.

One Patrol (Indians) competes against four or five Patrols (Settlers.) A piece of ground is marked out which is the prison. The Indians get ten minutes start and hide anywhere within a wooded piece of country, the boundaries of which are known to all of the players.



After ten minutes the Settlers move out of the prison to capture the marauding Indians. The Indians may leave their places of concealment if they wish and may resist capture. After capture they may, at any time, struggle to escape.



Each Indian when captured must be taken to the prison but may escape at any time if he is able to do so. The Settlers should have a guard at the prison to prevent this. Prisoners may not be tied in any way. After the agreed on time limit, if any of the Indians are still at liberty the Settlers lose.

### The Hostile Raiders.

(Reproduced by kind permission of the Editor of *The Scout*.)

For this game the players are divided up into three groups – A, B and C. A group will be the smallest and C group the largest.

First the A group goes out and takes up position on high ground, or other point of vantage, so as to command a good view of the agreed on stretch of country. This group will take signalling apparatus.



The B group will go out and keep under cover in the denned area in which the game is played which is overlooked by the signallers of A group. The B group players will endeavour to mislead or dodge the A group by appearing in different places and disappearing again, or other subterfuge.

After B group have been out for 15 minutes, C group will advance. Then A group will signal down to C group the position of the hostile raiders, the best route to advance and other details which will help C group to advance unseen and surprise the enemy.

To win, C group must capture the players of B group by seeing them in hiding or movement and state to the Umpire the exact position and name and Patrol of the Scout seen. If C group pass by more of B group than they capture within the time limit it counts a win for the hostile raiders or B group.

This game involves sending, reading, advancing under cover, “freezing,” skirmishing, keeping touch, watchfulness and the Scout motto: – “Be Prepared.”

### Joining Camps.

This game was played by five Patrols. Each Patrol Leader was given a rough sketch map of the district showing Camps A and B. The Otters and Curlews were sent out to their camps, A and B respectively, which were to the N.E. and N.W. of the starting place. Their job was to attempt to join forces and the other three Patrols had to prevent them. Touching counted as capture.

The three sides started operations at a fixed time, excepting that the three Patrols acting together sent out two spies from each Patrol a little before the fixed time for starting.

Each spy had a neckerchief tied round his arm. He could not take prisoners but could be captured by the Otters or Curlews. The spies worked in pairs, one keeping in touch with enemy movements while the other carried information to the Patrol Leaders.

The Otters and Curlews could capture spies only; their job was to avoid capture and to join forces.

The Otters and Curlews had a few minutes “pow-wow” as to their plan of campaign before moving off.

### Cargo Boats and Cruisers.

(Reproduced from *The Scouter* by kind permission of Mr. H. N. Linstead, St. Paul Winch-more Hill Troop.)

*Story.* –

There are four ports, Liverpool, New York, Hong Kong and Singapore, each of which must be visited by each cargo-boat to unload a cargo and to take in a fresh cargo. A cargo-boat may be stopped anywhere on the high seas by a cruiser, and its cargo taken. It may only load and reload once at the same port, but may run for safety to any port if chased by a cruiser. A cruiser may not come too close to a port or it will be shelled by the port defences.

*Dramatis personae:* –

The Cargo-boats .. One quarter of the Troop.

The Cruisers .. Three quarters of the Troop.

The Port Defences Four Scouters, Rovers or Patrol Leaders.

*Properties:* –

Four Trees – (The ports).

Four name cards for ports.

Four nails to fix name cards. (Use stone-age hammer.)

*Cargoes:* –

As many cards as there are Scouts, with the name of the cargo written on (*e.g.* pigeon, missionaries, etc.)

*Receipts:* – The same number of cards bearing the words – “Receipt for cargo.”

*Notes:* – 1. Start with cargo-boats with one cargo each distributed among ports. They may call at the other ports in a prearranged order, or the order of ports may be left to each cargo-boat’s choice.

2. Receipts and surplus cargoes distributed among port defences before start.
3. Before game starts all ships visit all ports to learn their situation.
4. Capture by touching; cargo handed over to capturing cruiser.
5. Port defences shell by calling name of cruiser, which puts about. Defences use discretion when to do this.
6. Port defences take cargo when cargo-boat arrives and give receipt and fresh cargo.
7. If receipt cards give out, they may be endorsed by port defences “Good for two” and initialled.

8. Score by receipts (cargo-boats) and captured cargoes (cruisers). Deductions may be made by port defences for bad seamanship (exposure, noise, etc.) and additions for good seamanship.

### The Holy Trees of the Incas.

(Reproduced from *The Scouter* by kind permission of Mr. H. N. Linstead, St. Paul Winchmore Hill Troop.) *Story:* –

A Spanish General in Peru is anxious to discover the treasure chamber of the Incas. The natives refuse to disclose its whereabouts, but the General learns by torturing a captive that if he has the leaves of the rum, greep and blug trees in his possession, the natives will be compelled to lead him to the treasure. He therefore sends out three parties of his soldiers into the forest to search for these trees and to bring him the leaves.

*Vocabulary:* –

Rum .. red.

Greep .. green,

Blug .. blue.

*Properties:* –

Three trees in a wood.

Three lots of leaves (red, green and blue, shoulder-knot braid).

*Notes:* –

1. Have one and a half times as many of each kind of leaf as there are soldiers in each party.

2. Each soldier can only pick one leaf of each colour.

3. Put leaves high and low on trees so that soldiers must look up and down and may have to climb.

4. A lone soldier finding a tree can lead his party to it.

*Score:* –

The party with most leaves wins. (Useful as inter-Patrol competition.)



### The Glory of Africa.

(Reproduced from *The Scouter* by kind permission of Mr. H. N. Linstead, St. Paul Winchmore Hill Troop.)

(Following “*The Holy Trees of the Incas*,” the three trees remaining, but Peru becoming Africa for half-an-hour.)

*Story:* –

A party of diamond hunters have found a large diamond and are trekking back to civilisation with it. They find that they are pursued by natives, and therefore conceal the diamond. Their camp is surrounded, they are captured, with one exception, and are eaten. The only survivor reaches civilisation and reveals that the clue to where the diamond is hidden will be found in a cigarette tin by the camp fire. Two parties set out to find this, following the drops of blood along the trail of the survivor.

*Notes:* –

1. Start the two parties from opposite ends of Africa; have two trails, two camp fires and two tins.

2. Trails of small pieces of red wool or red paper.

3. The messages in the tins are: –

“Dig beneath the birch bark under the green greep tree.”

“Dig beneath the birch bark under the blue blug tree.”

4. Bury under a strip of birch bark under each of the two trees the following message: –  
“Search for the Glory of Africa under the red rum tree.”

5. Bury the diamond under the rum tree.

*Properties:* –

The three trees.

Two deserted camp fires.

Two cigarette tins.

Wool or paper.

Four messages.

One large “diamond.”

*Winners:* –

First party finding “diamond” wins. (Useful as inter-Patrol competition.)

### The Forgotten Knife.

The Scoutmaster takes the Troop into wooded country and all sit under an average tree for a rest or for instruction. Unnoticed by the Scouts the Scoutmaster sticks an old knife in the ground at the foot of the tree on leaving.

Next day he says something like the following: –

“Yesterday we stopped for a talk on birds under an oak tree!”

“Unfortunately I left my knife sticking in the ground at the foot of the tree.” “On the word ‘Go’ Patrols will proceed to recover the knife.”



The Patrol which returns with the knife wins.

### What Have You Seen?

The Troop leaves camp and after proceeding some distance, say a mile, they are halted, and by Patrols are asked to describe in turn all that they have passed; *e.g.*, pedestrians, traffic, buildings, cross roads, hedges shops, walls, etc. The Patrol giving the most accurate account wins.



### Over the Hill.

Scouts are taken out of camp and are required to ascertain, from the indications around them (such as the condition of roads, signs of smoke, vehicles passing, etc.) what is over the brow of a hill. A certain line is indicated beyond which Scouts may not go in prosecuting their inquiries.

Each Scout reports separately to the Umpire, after which all proceed to the crest of the hill to ascertain the facts.

### Ships in a Fog.

Patrol Leaders are first taken away and the finishing line is indicated to them by the Umpire.

Meantime the other members of the Patrols are blindfolded and, when the Patrol Leaders return, they are assembled at the starting line, it being left to each Patrol Leader to decide as to what formation his Patrol will adopt; such as joining hands, linking arms, Indian file clasping waists, or other method.

On the word “Go” each Patrol Leader will guide his Patrol to the finishing line by whatever method he considers best; such as by shouting compass directions, by drill commands, by whistle blasts, or some other method.

The Patrol Leader to deliver his complete Patrol first at the finishing line wins.



### The Sleeping Pirate.

A Scout is seated, blindfolded, with a knife stuck in the ground immediately in front of him. He represents a Pirate who has fallen asleep while sitting on guard over a valuable treasure

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## Games For Scouts

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(the knife), which he has stolen. He is seated in the centre of a circle of 6 yards diameter.

Each of the other players, starting at least 12 yards away from the knife, tries to recover the treasure and to convey it outside of the circle without being spotted by the "Pirate." The "Pirate," whenever he hears any movement, points to the spot where he thinks that the noise has come from. If he points to anyone that player retires from the game.



The player who succeeds in conveying the treasure outside of the circle without being spotted by the "Pirate" wins. If all of the players are spotted the "Pirate" wins.

### Blindfold Distance Judging.

Place a stick in the ground at a reasonable distance (say 40 yards) in front of a starting line along which the players stand.



Point out the stick to the players. Each player in turn is blindfolded and must walk to where he thinks the stick is. When he stops the bandage is removed from his eyes and he stands still.



Scouts who are in danger of being trodden on should quietly step aside to allow the following player to pass and should then resume their positions. Players should not talk to following players as that is liable to be of assistance to them. The player nearest to the stick wins.

### Blindfold Tent Pegging.

A tent peg is driven into the ground. Each Scout, in turn, stands 6 yards away from it with a mallet in his hand.

With eyes closed he turns round six times and then, with eyes still closed, walks to the spot where he thinks the peg is and strikes it with the mallet. The Scout who goes nearest wins.

### Location by Sound.

Patrols are blindfolded and placed in line at one end of a field.

The Umpire goes to the other end of the field and blows his whistle every now and then. The blindfolded Scouts have to reach the whistle-blower and touch him. The latter may stoop down to avoid being touched but may not move out of his position.



As each player touches the whistle-blower he drops out of the game. Some one should see that no Scouts run into ditches, walls, etc. Points are awarded in accordance with the order in which Scouts touch the whistle-blower – that is the first 1, the second 2, and so on.

At the end each Patrol's points are totalled and the Patrol with the smallest total wins.

### Which Whistle?

For this game two whistles of slightly different tone are needed. Two Patrols are placed in centre of field and both whistles are sounded once or twice so that all are given an equal opportunity to distinguish one from the other. Patrols are then blindfolded and each Patrol is told to which whistle it must go.



The whistle-blowers station themselves at equal distances from the centre

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## Games For Scouts

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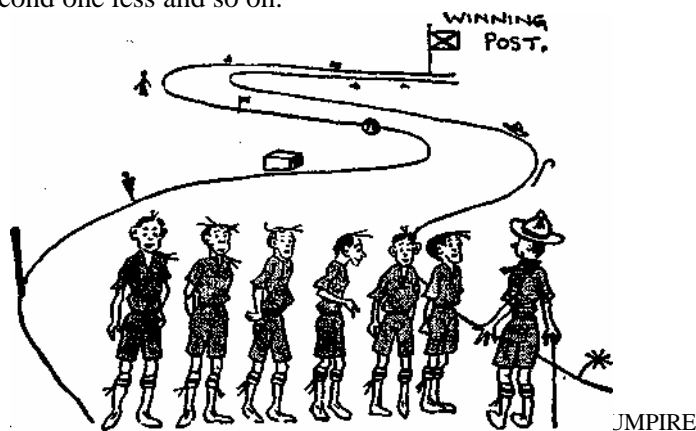
of the field in any direction and commence blowing periodically. Each Scout as he touches the correct whistle-blower is out of the game. The whistle-blower may not stoop to avoid a Scout touching him.

When a whistle-blower is touched by a Scout who is searching for the other whistle he quietly says, "Wrong," and the Scout concerned proceeds with his search. The Patrol which finishes first wins.

### Observation Race.

Competitors are blindfolded and stand at the starting-line with their backs to the course. An assortment of extraneous articles is placed alongside the course at intervals, such as a wheelbarrow, a boy with a dog, a tent peg, a walking stick and so on.

The handkerchiefs are removed from the competitors' eyes and they race to the winning post. The first to arrive at the winning post scores the number of points that there are competitors, the second one less and so on.



At the winning post competitors stand with their backs to the course and repeat quietly (or write down), all that they have seen alongside the course. One mark is added to the previous score for each correct item, one is deducted for each item omitted, and two are deducted for each imaginary item added.

Care should be taken to ensure that the contest cannot be won by a competitor by merely arriving first at the winning post. This can be arranged by placing a sufficient number of articles along the course.

### Spot the Colours.

This game is played over a specified piece of ground. In advance the Umpire prepares a number of green, grey, brown, blue, red and white cards and distributes them over the ground by dropping them in grass, pinning others to trees, and so on. Within a specified time Patrols have to collect as many of those cards as they can.

Green cards count 6 points; gray, 5 points; brown, 4 points; blue, 3 points; red, 2 points and white, 1 point. The Patrol with the highest total wins.

### Chariot Race.

For teams of five.

The five players of each team stand in line toeing the starting line, with arms linked (or clasping hands).

Opposite each team a handkerchief is laid on the grass at the far end of the course.

On the word "Go" each team races to its handkerchief, which



is picked up by the centre player with his teeth, and returns to its original position on the starting line.

If any member of a team lets go his hold that team is disqualified.

The team to finish the course first wins.

### Crab Race.

Players compete in couples. At the starting line each couple stand back to back, with elbows linked, side on to the course. On the word "Go" each couple run sideways, with elbows still linked, to the finishing line.



### Catch the Train Race.

Each player stands at the starting line with a suitcase in the right hand, an overcoat over the right arm, and an open umbrella in the left hand. On the word "Go" players race to the finishing line.



### Four-Legged Race.

Players compete in teams of three. Each team stands at the starting line with the ankles of the centre player tied to the nearer ankles of the outside players. On the word "Go" each team races to the finishing line.

### Backwards Team Race.

Players compete in teams of three. Each team stands at the starting line with elbows linked, the centre player facing the winning post and the two outer players facing the opposite direction. On the word "Go," with elbows still linked, the centre player guides his team to the winning post.

### Ankle Toss.

The equipment required is a bag of sand weighing about 1 lb. A zero line is marked on the ground. Patrols of equal numbers compete. The first player of one Patrol, standing on the zero line, balances the bag on his instep and kicks it as far forward as possible. The first player of the other Patrol, at the spot where the bag landed, balances the bag on his instep and kicks it back in the opposite direction. The game is continued until each player has had one kick for his team.

The team on whose side of the zero line the bag finishes loses.

### Flower Code Game.

This is a good game to make the study of botany interesting to your boys.

The Scouter writes a message such as the following: – "Don't go this way; burns all in spate."

Each boy is given a copy of this message, and they are all sent out simultaneously to find a wild flower or plant beginning with every letter in the message. Leaves of trees could also be included.

Thus the word "Don't" could be daisy, oak, nettle and tare.

The search will teach the boys where to find difficult, flowers, plants, and leaves when wanted.

A letter repeated must have a different flower, plant, or leaf each time.

Scouts hand to the Umpire the flowers, etc., in the order of the letters in the message and get their opportunity to do so in the order of their return.

This game can also be played as an inter-Patrol 2ontest, the Patrol Leader detailing the various flowers, etc., wanted amongst his boys.

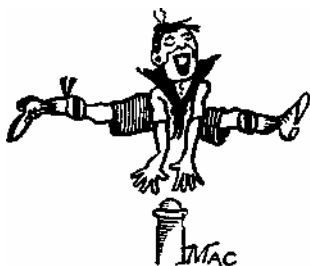
The individual or Patrol first to complete the message correctly wins.

### Leap Frog Relay Race.

Patrols are formed up in Indian file four paces apart. On the word "Go" each No. 1 player steps three paces forward and bends a back.

Each No. 2 immediately jumps over and makes a back two paces in front of No. 1.

Each No. 3 now jumps over Nos. 1 and 2 and makes a back and so on until all are down and ready for No. 1 of each file. He immediately jumps over all the backs and returns to his starting position and so on until only one player is left as a back and all the others have resumed their starting positions. The Patrol first home



wins.

### Whistling Relay Race.

Posts are stuck in the ground in the four corners of a square. Each team has four players. The first runners of each team stand at the starting post, the second runners at the second post, and so on. The first runners are whistled the first two lines of popular songs. (A different song for each team.) Each player is provided with a biscuit. On the word "Go" the first runners run to the second runners and, after they have consumed their biscuits, whistle their two lines. The second runners go to the third runners' the third or the fourth, and the fourth to the Umpire.

The team whose fourth runner arrives first, having consumed his biscuit, and whistles the same two lines that were issued to his team, wins.

*N.B.* – The biscuit may be dispensed with.



### Staff Relay Race.

Two Patrols play against other two. We will call them, A, B, C and D. A and B stand in Indian file facing each other 50 feet apart. C and D do the same, standing at least 15 feet to the side of their opponents. The Umpire stands in the centre of the parallelogram thus formed.

A staff (or other article) is handed to the first Scout of each of two of the Patrols standing side by side. Upon a given signal these two run to the Scouts heading the other two Patrols, hand them the staves and retire from the game.



The two who now have the staves return them to the first of the remaining Scouts of the other Patrols, after which they retire from the game and so on until all of the Scouts have run with the staves. The last player on either side runs with his staff to the Umpire in the centre.

The side which gets its staff to the Umpire first wins.

### Obstacle Staff Relay Race.

This game is the same as the previous one except that a ditch, fence, or other obstacle has to be crossed by each player as he runs with the staff.



### Jump Staff Relay Race.

(Borrowed from *The Ulster Scout*.)

Provide each team with a staff, or a piece of rope will do.

Teams are in Indian file. Game commences with No. 1 in each team holding the staff. On command "Go" he runs round an object placed in front of the team and on coming back No. 2 grasps one end of the staff and they run with it held close to the ground while their team jump over it. That is to say, No. 1 and 2 run down on opposite sides of their team holding the staff at either end.

Upon arriving at the rear, No. 1 takes his place at the end of the line, while No. 2 runs round the object, and on returning, hands one end of staff to No. 3, when the same performance is gone through. This time No. 2 stays at the end of the line.

Finally, when No. 1 again gains the stick he brings it to the Umpire. The team which first gets its staff to the Umpire wins.



### Stagger Relay Race.

The equipment required is a stout stick 3 feet long, for each competing Patrol. Two lines are drawn – a starting line and another at the end of the course.

On the word "Go" the leading player of each Patrol runs down the course, places one end of his stick on the ground, his forehead on the other end, and with closed eyes circles six times around the stick.



He then returns by the shortest possible route to the starting line and hands the stick to the next player behind the starting line.

The race is continued until all the players have completed the course. *Look out for falls.*

### Ammunition Dump.

Teams of equal numbers are drawn up in Indian file, three paces apart.

A line is drawn 12 paces in front of the leading players.

On this line, and in front of each file, is placed a heap of miscellaneous articles, such as umbrellas, hats, shoes, etc. There should be one article less than the number of players in the file.

On the word "Go" the leading player of each file runs forward and picks up his assortment of articles and proceeds down one side of his file, handing each player one article, and up the other side collecting the articles.

He then runs forward to the 12 paces line, deposits the articles, and returns to the last place in his file. Whenever he has done so the new leading player of the file runs forward, gathers up the articles, distributes and collects as before and re-deposits them on the 12 paces line.

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## Games For Scouts

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This is continued until all of the players have completed the course. The first team to finish wins. If an article is dropped it must be picked up immediately by the player who dropped it.

### Potato Pairs.

Pails are placed in a row. One pail is required per pair of competitors, who, starting from a line about 30 yards away, run forward, hand in hand, until they reach a line 3 yards in front of the pails.

On this line, and opposite each pail, six potatoes are placed. Each player has to throw his three potatoes into his own pail. If he misses, he must get the potato back again to the 3 yards line. If one player of the pair gets his three potatoes into the pail he may assist his partner by throwing back the potatoes which miss. The two players who arrive first back at the starting point, hand in hand, are the winners.



### Bobby.

(Borrowed from *The Ulster Scout*.)

*Required:* – Potatoes for each Patrol (one less per Patrol than the number of Scouts in Patrol), 1 Scout knife, 1 dish, and 1 paper bag per Patrol.

*Layout:* – Patrols in Indian file at one end, paper bag and knife in front of each Patrol; opposite each Patrol potatoes and dish.



*The Game:* – On the signal to go, first Scout lifts knife, runs down, peels one “spud,” runs back, lays down knife, touches second Scout who does likewise; and so on until all the Murphies have lost their skins. Last Scout lifts knife and bag, runs down, puts peelings in bag, cleans knife, lays dish, knife and bag side by side, runs back and Patrol comes to the

alert.

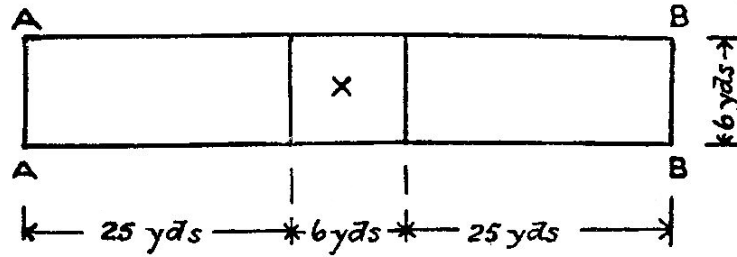
*Points given* for (a) 1st finished; (b) neatness of ground; (c) the way potatoes are peeled.

*Points deducted* for (a) every piece of peel lying about; (b) any Scout running with knife open; (c) any Scout who tries to peel himself.

### Rodeo.

The area for this game is as shown in diagram. About 12 players (the “Steers”) are drawn up behind the line AA and the “Cowboy” in the square X. The Umpire blows a whistle and the “Steers” rush for the line BB. The “Cowboy” may only tackle the “Steers” while passing through his den (X). He tackles in Rugby fashion, and the “Steers” may hand him off or elude him. Any “Steer” passing outside of the side lines is out of the game. (For this purpose a judge should be posted at the end of each line.)

Each “Steer” pulled down by the “Cowboy” stays to assist him to pull others down. Next the “Steers” run from BB back to AA, and so on until only one is left who becomes the “Cowboy” for the next game.



### Hat Ball.

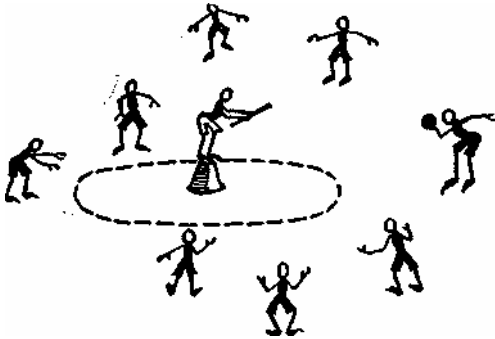
The hats of all the players are bunched together (hollows up) so that no hat is obscured by another. A dead line is drawn 10 feet from the hats; all the players keep outside this line.

“It” begins by throwing a soft ball into one of the hats. For each time he misses a chip is put into his hat and if he misses three times in succession the Umpire nominates another “It.” As soon as “It” succeeds in dropping the ball into a hat, the owner of the hat runs forward for the ball and the others run away. The owner must not follow beyond the dead line, and must throw the ball at someone. If he hits anyone the player struck becomes “It”; if the thrower misses, a chip goes in his hat and he becomes “It.”

The Scout who has least chips in his hat wins or the Patrol with the smallest total of chips is the winning Patrol.

### Bucket Cricket.

*Equipment required:* – A. bucket, tennis ball and a bat (or piece of wood 18 inches long). Patrols toss for choice of innings. The bucket is turned upside down and the first player of the batting side mounts it, holding the bat in his hand. The fielding side have to try to hit the bucket with the ball.



If the ball stops within 6 yards of the bucket it must be taken out to that distance (in the same line in which it was last thrown) before it is thrown again. A circle should be drawn.

Each time the batter hits the ball it counts two runs; each throw which fails to hit the bucket, but is not hit by the batter, counts one run. When the bucket is hit, or the ball is caught off the bat before touching the ground, or the batter falls off the bucket, that batter is out and the next

player of that Patrol takes his place. When all of one side have been dismissed the other side takes the bat. The side which scores the most runs wins.

When there are less than five aside both sides should field.

### Puddock.

*Requirements:* – Three cricket wickets; a stick about 9 inches long, to act as a bail; a tennis ball and a wooden club or hand bat.

*The Pitch:* – As for cricket but with single wicket at bowler’s end and with two wickets at batsman’s end (as for cricket but with centre stump removed). The bail is laid along the top of the wickets.

*The Game:* – One player bats at a time. (When numbers are few both sides should field.)

The game is commenced by the bowler bowling underhand



to the batsman in an effort to pass the ball between the wickets without removing the bail. (A rule might be made that full pitches only could be bowled.)

If the ball goes past it is returned to the bowler.

If the bowler succeeds in passing the ball between the wickets, without removing the bail, the batsman is out.

If the batsman hits the ball and is caught, (either direct or from the first bounce) he is out.

If the batsman touches the ball with his "bat" he must attempt to score two runs by running to the bowler's end and back again. The ball is promptly returned by a fieldsman to the bowler, who immediately tries to bowl the ball between the stumps, irrespective of where the batsman is. If the bowler succeeds the batsman is out, if he fails he bowls again with the batsman defending his wicket.

If a batsman is caught or bowled while running between the wickets those two runs do not count to his credit.

Each side bats in turn and the team scoring most runs wins.

### Chinese Tennis.

A piece of ground is marked out 50 feet by 30 feet. The size of the ground may be varied according to the number of players; these dimensions are for teams of 12 aside.

The back and side lines are marked and a rope is strung across the middle about 4 ft. 6 ins. or 5 feet from the ground, dividing the playing area into two courts. Each side occupies a court. A large rubber ball or football is used.

A player of one team stands behind his team's back line and bats (not throws) the ball with his hand or hands either over the rope or to another player on his side.

The ball is then volleyed from player to player, with the object of getting it over the rope so that it will hit the ground in the other side's court.



Only the serving side scores. When the serving side wins a rally it counts one point; when it loses the other side gets the service.

When a team has scored 10 points the sides change courts. The team scoring 20 points first wins the game. A referee is essential.

*Rules: –*

(1) The ball may be batted either with one hand or both, but must not be bounced, thrown, caught or kicked. If the serving side faults in this way they lose the service and the defaulting player retires from the game until a point has been scored by either side. If the other side faults in this way the defaulting player retires until a point has been scored and the serving side retakes the service.

(2) A player may bat the ball three times in succession but not oftener. If a player on the serving side bats the ball more than three times they lose the service; if one of the other side does so they lose a point.

- (3) The server is allowed a second service if his first fails. Two successive failures forfeits the service to the other side.
- (4) As soon as the ball touches the ground that rally is over. If the ball hits the ground in the serving court the service is forfeited; if in the other court a point is won by the serving side.
- (5) If the serving side knocks the ball out of the court the service is forfeited; if the other side does so the serving side scores a point.
- (6) Each time the serving side scores a point they have the next service.

### Stoolball.

Stoolball wickets, bats and balls are different from cricketing ones. Each of the pair of wickets consists of a board mounted on a stake, which is driven firmly into the ground. The board should be one foot square and of wood, or good strong cardboard. The stake should be a trifle below the top of the board which should be 4 ft. 8 ins. from the ground to the top. The bat is of wood, with an almost circular face and a short handle. The regulation bat should not be more than 7½ ins. in diameter and is thicker in the centre than at the edges. A small size tennis racquet will do in emergency. The proper ball for Stoolball is a “Best Tennis No. 3” but an ordinary tennis ball will do to begin with. With two of the wickets described, two bats and a ball the equipment is complete. The wickets are set up facing each other 20 yards apart.



The bowler, when play begins, stands between the two wickets, 10 yards from the one at which he is bowling – so that the bowling crease, which must not be more than a yard long, is 10 yards from either wicket. An over consists of eight balls bowled alternately to each wicket. The batting side sends in two players to bat, as in cricket, while the other side fields. As each player is “out” his place is taken by another member of his side who has not already batted. The bowler bowls underhand and must not throw or jerk; if he does so it is a “no ball” and counts a run. There are no “wides.”

The batter is out when the ball bowled hits the wicket (not the stake); when he is caught; when, while running, the ball is so thrown as to hit the front face of the wicket; if he stops with his person a ball which otherwise when bowled would have hit the face of the wicket; or if he is run out – that is to say, if, when running, preparing to run or pretending to run, the ball is thrown in and strikes the wicket while he is at the moment in such a place between the wickets that he cannot touch his wicket with his bat.

The non-batter may also be run out if he cannot, with bat in hand, touch his wicket. Each batter must touch his wicket with the bat before taking each bowl and on completing each run. Both batters must run between the wickets. All other rules are in accordance with the laws of cricket. A Scorer and an Umpire for each wicket should be appointed.

### Passball Match.

A circle is marked on the ground, 40 feet in diameter. The game is played within this circle. One Patrol goes in with a ball, say the Otters.

On the word “Go” two Scouts from another Patrol (say the Tigers), rush into the circle and try to touch the ball. The Otters throw the ball from one to another in attempting to prevent one of the Tigers from touching it. As soon as a Tiger touches the ball he retires and

immediately another Tiger takes his place. The game is thus continued until every Tiger has touched the ball and left the circle. If the ball is thrown out of the circle it frees the Tiger who has been in longer than the other.

If an Otter is forced out of the circle while holding the ball it releases the Tiger who forces him out. When the Tigers are all free the Umpire takes the exact time that they took to release themselves and the two Patrols change places, the Tigers having the ball and two Otters rushing in on the word "Go." The Patrol taking the shorter time to free itself wins the match.



### Flag Football.

*Requirements:* – A football and two tripods made from signalling flags, to act as goals, and erected at either end of ground.



*Rules, etc.* – Any number of players a side.

Each team has one goalkeeper who defends his team tripod and only he may use both hands and feet to stop the ball.

A circle is drawn round each tripod (size according to space available) and only the goalkeeper may enter the circle.

It is not essential to mark off boundaries, all available space being used.

The ball is passed continually from player to player.

A goal is scored by a player knocking down the other team's tripod with the ball from outside the circle, but no player other than the goalkeeper may kick the ball. A kick is a foul and gives the opponents a free throw from the circle edge, from which a goal may not be scored direct.

## PART III.

### Indoor and Camp Fire Games

#### Giant Sneeze.

Players are formed up in a circle and numbered in fives. Each No. 1 player takes TISSUE, No. 2 A – CHEW, No. 3. – HASH, No. 4 – HATCHET, and No. 5 CHEETAH.

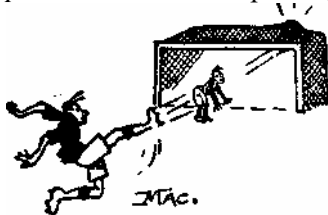


The leader is in the centre, and simultaneously with the raising of his arms all players take a loud and deep inhalation of breath (as one does preparatory to sneezing). On the dropping of his arms each player shouts the word allotted to him.

The result should be a particularly explosive sneeze.

### A Goal.

Players are formed up in a circle and numbered in fours. Each No. 1 player takes "*Play up, Queen's*" (or whoever the local favourites are); No. 2's take "*Well played, sir,*" No. 3's take "*Now pass,*" and No. 4's a prolonged "*Shoot!*"



The Referee stands in the centre of the circle. On a signal with his upraised right hand the No. 1's commence re-peating – "*Play up Queen's.*"

On a similar signal the No. 2's join in with their slogan, slightly louder. On a similar signal the No. 3's join in louder still.

Then the No. 4's at the pitch of their voices, the others, as loudly as possible, shouting anything appropriate to an exciting football match.

Whenever the Referee raises both arms above his head there is instantaneous silence. After a pause of two seconds the Referee gives a short toot on his whistle, whereupon all the players, at the pitch of their voices, shout a prolonged "*GOAL.*"

NOTE: – The words and syllables in italics are those on which emphasis should be put.

### A Bye.

This item is exactly the same as "A Goal" up to the point where the Referee gives a short toot on his whistle.

Instead of yelling "Goal" the players give vent to a staccato and eager "A" followed by a protracted and disappointed "OO-OO-OOH."

### Draw a Face as I do.

Players are seated in a circle. The Umpire says to the player on his right, "Draw a face as I do," and then, with the index finger of his *left* hand draws a face as in sketch. (The outline clockwise; right eye; left eye; nose downwards; mouth right to left.)



Each player in turn attempts the feat and at the conclusion of his effort the Umpire says "Right" or "Wrong" as the case may be. The game is continued round and round the circle until everyone has got it correct.

The chief mistake usually made is that some players, paying so much attention to the order of placing the eyes, etc., do not realise that the figure is drawn with the *left* hand.

### Giants and Dwarfs.

When not carried on too long this makes an excellent physical development game.

The players march round the room and on the order "GIANTS" they march on tip-toe attempting to touch the ceiling with their finger tips.

On the command "DWARFS" the hands are lowered to the shoulders, the players assume an almost sitting position, and they march round thus until the command "STEADY" is given when they march normally until the command "Giants" or "Dwarfs" is given again.



### Pat and his Pig.

For two players.

Three parallel chalk lines are drawn on the floor: – a centre line, a line 5 feet on one side of it and a line 10 feet on the other side.

The "Pig" takes up his position along the centre line with his hands on the floor. "Pat" grasps the "Pig" by the ankles and on the word "Go" tries to force the "Pig" to the 10 feet line while the "Pig," as pigs are alleged to do, tries to go in the opposite direction to the 5 feet line.



"Pat" may neither cross nor twist the "Pig's" ankles.

This game should not be continued too long as it is very strenuous, particularly for the "Pig."

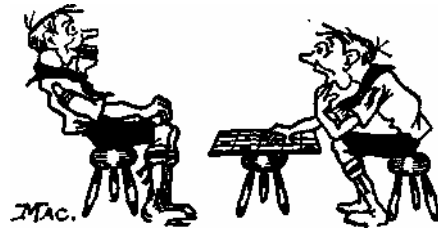
### The Joy Wheel.

Four players lie on their backs on the floor at right angles to each other with feet interlaced in the centre. A fifth (light) player sits on the feet. Four further players stand, each midway between the heads of two of the prone players, and grasp the near hand of the prone player on either side. The standing players commence to move round in a circle the result being a human joy wheel.

### Quicksight.

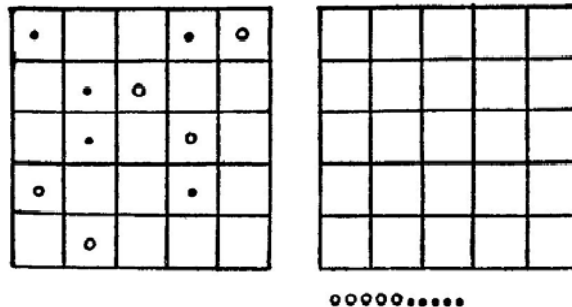
Two pieces of cardboard, about a foot square, are each divided into twenty-five squares. Each player is given one of the pieces of cardboard, 5 pennies and 5 pebbles. (Other articles can of course be substituted.)

The first player places these on the squares in any pattern he fancies, and when this has been done, the other player is allowed to see it for five seconds and the squares are covered up. From memory the second player attempts to reproduce the pattern on his board.



One point is allowed for each placed correctly and one deducted for each that is wrong.

The second player then sets his board and the first player is given a five seconds survey and then has to reproduce the pattern on his board. The player with the most points wins.



### Rapid Questions.

The District Commissioner's game. Patrols are drawn up in Indian file two paces apart. Only the leading player in each Patrol can answer the question put. After each question has been dealt with each leading player goes to the last place in his file.

Questions are put by the Umpire and may be on any subject. The method of answering is for each leading player, as he gets the answer, to raise his right hand. Players get an opportunity of replying in the order in which they raise their hands. They should go forward to the Umpire and whisper the answer when called on.





The first player giving the correct answer scores the same number of marks as there are competing Patrols; the next scores one less and so on.

After each leading player has had an opportunity of answering, the Umpire gives the correct answer, the leading players go to the last places in their files and the next question is put.

The following may be of assistance in drawing up your questions: –

“What day of the week is it?”

“What is the 4th Scout Law?”

“How many legs has a rabbit?”

“How many Vs on the face of a clock?”

“What is the difference between a strain and a sprain?”

“Why does a dog run away with his tail drawn in between his legs?”

“What compass direction is opposite to S.S.E.?”

“Is a whale a fish or an animal?”

“Who is the Patron Saint of Wales?”

“What is the Chief Scout’s birthday?”

“How many ribs has an umbrella?”

“What is correct mourning for Scouts?”

“What is your Scoutmaster’s address?”

“Why has a rabbit got a white tail?”

“What is the Scout sign for ‘I have gone home’?”

“What is the essential badge for Queen’s Scout?”

“Who is the Chief Scout for Wales?”

### Ask Your P.L.

An Umpire is required for each competing Patrol and each Umpire is provided with the same list of questions.

The Umpires stand in line, facing their respective Patrols, as far away as possible.

Patrols are drawn up in Indian file, the leading player holding a neckerchief, and the Patrol Leader occupying the rear position.

On the word “Go” the first players race to their respective Umpires and are assailed with question No. 1.

If the reply is satisfactory the Umpire replies: – “Right,” and the player concerned runs beyond the starting line and hands the neckerchief to the next player, who races to the Umpire to try his luck with the next question.

If the reply is not satisfactory the Umpire says – “Ask your P.L.,” and the player concerned races to his P.L., secures the correct answer (or has the knot or other test required demonstrated) and returns to the Umpire to try again.

The game is continued until each player (excepting the Patrol Leader) has completed the course and has returned to the starting line. (In the event of Patrols not being equal in numbers some members of the smaller Patrols will require to answer two questions each to give the same number of tests to each Patrol.)

The Patrol to finish first wins.



### Questionnaire.

Players seated in a circle each with pencil and sheet of paper. Each player in turn asks a question, which must be a sensible one requiring a short answer. The player asking a question must know the correct answer himself. Each player writes down what he considers is the correct answer to each question. The player with the most correct answers wins.

*Sample Questions:* – “Who is the world’s richest man?”

“Who wrote Dr. Marigold?”  
“In what direction does the Queen’s head face on a shilling?”  
“Where is Nairobi?”  
“Who was the last Prime Minister?”  
“What is the 4th Scout Law?”  
“Have fish teeth?”

### **Ceremonial and Rules for the Conduct of the Meetings of the Most Honourable Court of Buns and Coffee.**

There shall be elected a Most Worshipful Master, a Worthy President, the remaining members being Worthy Brethren.

The M.W.M. shall take his seat at the head of the Court, the W.P. opposite to him, the W.B.’s occupying the remainder of the seats.

When all are assembled, the M.W.M. shall say in stern voice, “I declare the Court open.”

Whereupon the members thereof shall seat themselves with due decorum, their arms folded upon the bosom.

Should a W.B. espy another W.B. behaving himself in a manner unseemly, he shall rise to his feet and address himself to the M.W.M. in manner following, to wit: – “Watch; hand over the dido.” Upon which the M.W.M. will hand to him the dido, saying – “I hand over the dido, Worthy Brother.” The W.B. receiving same shall say to the M.W.M. – “I receive the dido, M.W.M., to punish the Worthy Brother So-and-so, for (Here state the misdemeanour) in the Court of Buns and Coffee. What shall his punishment be?”

Then shall the M.W.M. taking into account the heinousness of the offence, pronounce sentence; as, for instance, “Two on the right Flipper”; “One on each Flipper;” “Three on the right Flipper, Severe.”

Then shall the W.B. in possession of the dido say to the Offender “Right (or Left) Flipper to the front.” And the same being done shall administer due punishment.

*Nota Bene:* – Should the Offender offer resistance or otherwise refuse to take the punishment, the W.B. may if he thinks fit and proper exclaim “Assistance”; whereupon the W.B.’s immediately on the right and left of the Offender shall seize him and hold him in such position as shall render it possible for the punishment to be administered. The same having been done, the W.B. shall turn to the M.W.M. and shall say unto him, at the same time proffering the dido: – “I return the dido, Most Worshipful Master,” and the M.W.M. receiving the dido shall say unto him – “I receive the dido, Worthy Brother.” The W.B. shall then return to his seat, and fold his arms upon his bosom in manner seemly. On the conclusion of the business, the M.W.M. shall say – “I declare the Court Closed.”

### **The Problem of the Man Who Lost His Memory.**

On a table are laid out a few articles and each Patrol, in turn, is taken up to the table and told a tale something after the following: –

“A man was put off a train at Glasgow and handed over to the police on a charge of having travelled beyond the place for which he had purchased a ticket (Manchester to Carstairs).

“On arresting him the policeman discovered that the man had lost his memory and they are endeavouring to find out who he is.

“The articles laid out on this table were all that were found in his possession.



“Each Patrol will be allowed three minutes to examine the articles and will then retire until they are asked to come forward to state all that they can ascertain about the man.”

The winners are, of course, the Patrol which brings forward the most reasonable and valuable deductions.

Suitable articles might be: – A comb, nail file and toothpick (denoting careful and cleanly habits) – a handkerchief with a laundrymark (for ascertaining who he is) – a few coins of small value (denoting poverty or robbery) – a used bus ticket (where he is likely to have been recently) – a railway diary with a page folded down, or pencilled, say at Ayr – (where he lived or travelled frequently to). A few pencils and a fountain pen (indicating probable occupation).

At the end the Umpire should sum up and give his deductions.

### Problem Pictures.



In this game the Scoutmaster sets a number of deduction problems in the absence of the boys. There should preferably be one picture for each competing Patrol, but each picture should be different.

The Patrols are then called in and each one given five minutes in which to study a picture, before changing over with another Patrol.

After all Patrols have had their turn at every picture the Patrol Leaders, speaking for their respective Patrols, are asked to state concisely what they have been able to deduce from the pictures.

In order to make the above description clear the following are examples of possible pictures: –

*Picture No. 1.* – A chair, a shepherd’s crook, a hat with a game bird’s feather in it, a newspaper thrown down and open at the agricultural page and a pair of wash leather gloves lie on the floor. The Patrol will be asked to give some description of the man who recently occupied the chair.

*Deduction.* – The man was interested in agriculture because of the newspaper and the shepherd’s crook. He was probably interested in shooting – the game bird’s feather in the hat. The crook denotes a shepherd, a farmer or a laird, but the wash-leather gloves prove that he was probably of the laird class, since neither shepherds nor farmers commonly wear wash-leather gloves. Other points might of course be scored, but the above is sufficient for purpose of explanation.

*Picture No. 2.* – A chair with stool in such a position that the sitter could rest his leg upon it. Near by a table on which is a pipe, a book with bookmark inserted, an empty telegraph envelope, several spent matches in an ashtray, a stick, and a rug on the floor. The Patrol will be told that someone has recently vacated the chair. Why did he do so and what kind of person was he?

*Deduction.* – The person who recently departed was a man, since he owned a pipe. He probably left on receipt of the telegram, but expected to return because he left his pipe. He had been there some time as he had lit several matches. He was either lame or an invalid because of the rug and stick, but probably lame, because of the stool obviously used as a leg rest. His lameness was slight or temporary as, in his agitation on receipt of the telegram, he left his stick behind. He was a careful reader, or lover of books, since he marked his place before opening the telegram, and so on.

When setting your pictures it is as well to act the parts so as to ensure no detail being omitted or wrongly set.

### What Would You Do?

An inter-Patrol competition.

The Umpire reads out a problem to all of the Players. (Four sample problems are given here for the guidance of Scoutmasters.)

## Games For Scouts



Each Patrol then retires to its corner and the members consult as to the best move under the circumstances.

At the time limit decided on each Patrol Leader brings forward to the Umpire the opinion of his Patrol, in writing.

The most reasonable solution in the opinion of the Umpire wins.

Patrol Leaders might be allowed to speak briefly on the reasons for their particular solutions, and the other Patrol Leaders might be given the opportunity of criticising

the solutions of the rival Patrols.

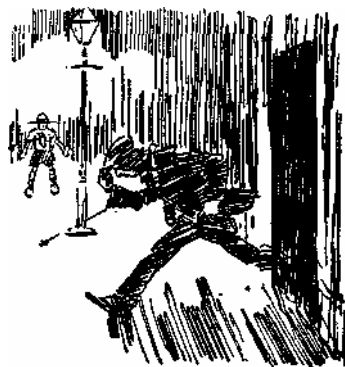
(If this is done it is advisable for one solution to be taken up and the discussion completed on that one before the next is considered.)

Following the discussion the Umpire could intimate his decision.

*Problem No. 1.* – At 2 p.m. you leave Headquarters with an important dispatch which must reach its destination by 3.30 p.m. You have a five-mile walk before you, and decide to take a short cut through an orchard. Half-way through the orchard you see a savage bulldog dashing towards you and you take temporary refuge in an apple-laden tree. To your dismay you find that the dog intends to wait till you come down. Time is passing; your dispatch must be delivered by 3.30. What would you do?



*Problem No. 2.* – You are walking along a badly-lit street in which you appear to be the only person. Suddenly from a dark entry a roughly dressed man dashes out and runs swiftly up the street. You notice bloodstains on his clothes as he passes. What would you do?



*Problem No. 3.* – Late one night you are walking along a lonely country road. A farmer has built an overflow stackyard in a field a mile from his house. On passing this field, you are horrified to see a number of men setting fire to the stacks. You are about to dash for help when one of the gang who has been on the lookout, and who is armed with a big stick, steps from behind a tree and confronts you.

What would you do?



*Problem No. 4.* – You are sent with an important written dispatch, and there is every likelihood of you being captured and searched, even to the extent of being completely stripped. If, however, no dispatch is found on you, you will be liberated. How and where would you hide this dispatch?

### The Unedited Manuscript.

Players are seated in a circle, in tailor fashion.

The Scoutmaster says something like the following: –

“I don’t suppose you fellows know that I am a bit of an author?”

“Well I am! Indeed, I have here a story which I have written and I intend to read a part of the first chapter to you to see if you like it.”

“The manuscript has not been revised in any way so it is quite possible that errors may have crept in here and there.”

“If anybody spots a mistake he will spring to his feet. He will then be called upon to state what the mistake is. If correct, he counts a mark to his Patrol; if wrong, his Patrol scores a minus mark.”

“Mr. (Jones) will be the Umpire and will decide who rises first.”



### *Sample Story.*

This yarn concerns one, John Smith, a Boy Scout.

One spring evening John was out tracking on a lonely stretch of seashore when he was pounced upon by Pirates who dragged him, struggling, to their cave.

The Pirate Chief had poor \*Jim dragged before him and demanded to know his name so that he could hold him to ransom.

Although he was mercilessly beaten by the \*Smugglers he refused to give his name or his address, but, remembering his 7th Scout Law, he just \*smiled and whistled.

John was only a Tenderfoot but he determined to escape.

He was a mass of bruises from ill-treatment which he had received, but, as he had been studying hard to pass his \*Ambulance Badge, he was able, after a fashion, to treat his hurts.

John sat on the floor of the \*hut for hours trying to think out a plan of escape but he was too closely guarded, and soon he would stop his restless \*pacing up and down the cave and would fall into a troubled sleep.

The Pirates fed him on seagulls' eggs which were to be found in abundance on the steep rock faces at the seashore.

At last, at midnight, on a pitch dark night his chance to escape arrived. The guard fell asleep and \*Jim stealthily sneaked past the prostrate form into the open.

On leaving the dark cave he blundered along in the brilliant glare of the \*full moon.

He had been a prisoner for \*five days and nights and was weary and sore but struggled cautiously on.

The \*November night was bitterly cold.....etc., etc.

(Errors are marked \*.)

### **My P.L. went to Camp.**

Players are formed up in a circle. The first player commences by saying: – “My P. L. went to camp and packed his bag. In it he put (some thing),” and intimates what that something was.

The next player then repeats “My P. L. went to camp, etc.,” puts in the article mentioned by the first player and then adds another himself, and so on round the circle, each player in turn repeating, in the correct order, all the articles put into the bag and adding another.

Whenever a player gets an article in the wrong order, or cannot remember the next article within one minute, he is out of the game and the next player carries on.

The game is continued round and round the circle until only the winner is left.



### **John, Jack, Jim and Joe.**

Players are seated in a circle, the Umpire in an armchair (if available). The Umpire is called the "Teacher."

The four players on his left are respectively – "John," "Jack," "Jim" and "Joe."

The fifth player on his left is No. 1, the next No. 2 and so on round the circle, the last player (he on the "Teacher's" right), being the "Dunce."

During the course of the game, no matter where the "Teacher" is seated, he continues to be the Umpire.

The game is commenced by the "Teacher" saying – "Teacher to (say) No. 3." No. 3 must immediately make reply, such as – "No. 3 to (say) 'Jack'." "Jack" might then say – "Jack to (say) No. 8" – and No. 8 might respond – "No. 8 to Teacher" – and so on.

Whenever a player fails to respond at once, or if the wrong player replies, or if a player calls his own number or a number that does not exist in the game he goes to the "Dunce's" seat and everybody who was seated beneath him moves up and immediately takes up his new number or name.

The "Teacher" is equally liable to lose his place with any other player.

The aim of the game is to get into the "Teacher's" chair and to stay there.

The "Teacher" always recommences the game after each failure.

Once the players have received their original names or numbers they are not again renumbered but are responsible for picking up their new names or numbers each time for themselves.



### **Buzz.**

Players sit round in a circle. The game is a counting one, in which, whenever the number 7 comes, or a multiple of 7, or a figure with 7 in it, such as 14, 17, 21, 27, 28, 35, 37, etc., the player whose turn it is must say "Buzz." Otherwise he drops out of the circle.

For 71, 72, 73, 74, 75, 76, 78, and 79, you say "Buzz 1," "Buzz 2," and so on and for 77 you say "Buzz, Buzz."

The game is continued until only the winner is left.

Whenever a player fails, either by not "Buzzing;" by "Buzzing" when he shouldn't or by saying the wrong number, the next player begins again at 1.



### **Whiz Buzz.**

Players sit round in a circle. This is another counting game in which, whenever the number 5 comes, or any figure with 5 in it, the player whose turn it is must say "Whiz."

Whenever the figure 7 comes, or a multiple of 7, or any figure with 7 in it, the player must say "Buzz."

In addition, for every figure with both 5 and 7, (such as 57 and 75), or a multiple of both 5 and 7 (such as 35), the player must say "Whiz Buzz."

For 51, 52, 53, 54, 56, 58, and 59 you say "Whiz 1," "Whiz 2," and so on, but for 55 you say "Whiz Whiz."

Similarly for 71, 72, 73, 74, 76, 78, and 79 you say "Buzz 1, Buzz 2," and so on, but for 77 you say "Buzz Buzz."

The game is continued until only the winner is left. Whenever a player fails he drops out and the next player commences again at 1.

## Plus and Minus.

Two teams of equal numbers are seated in tailor fashion on the floor in line, each player facing an opponent.

The teams are numbered consecutively as shown in diagram, one line being "pluses" and the other "minuses."

+ 0 1 2 3 4 5 6 7 8 9 10 11 12 +

The Umpire shouts out any two numbers and the player indicated in each line

- 12 11 10 9 8 7 6 5 4 3 2 1 0 -

immediately springs to his feet. The player to reach the erect posture first counts one point to his line.

For example, if the Umpire shouted "6 and 3", players No. 9 (6 + 3) of the "plus" line and 3 (6-3) of the "minus" line would be the contestants.



Half way through the game the "pluses" should become "minuses" and the "minuses" become "pluses." The team to score twelve points

## Boy's Name, Girl's Name.

Each player is provided with a sheet of paper and writes down the following (or a similar list) in the left margin: -



Boy's name ..	Simon.
Girl's name ..	Sally.
Author or Authoress	Solomon.
Actor or Actress	Siddons.
Soldier or Sailor	Shackleton.
Statesman	Shaftesbury.

British Town ..	Slamannan.
Town Abroad ..	Seattle.
British River	Spey.
River Abroad	Somme.
Country or State	Scandinavia.
Colour	Sallow.
Animal ..	Seal.
Bird	Swallow.
Insect or Reptile	Snake.
Fish	Shark.
Tree	Sycamore.
Flower	Stitchwort.
Fruit or Vegetable	Strawberry.
Liquid	Sherry.
Mineral	Sapphire.

The Umpire then intimates any letter in the alphabet, say S. Each player within a given time has to supply his list with appropriate words beginning with S. On the call of time one of the papers may present the appearance of the above example.

Each player in turn now reads his list aloud and strikes out those words that others also have.

Each player counts one mark for each word which remains at the conclusion and which receives the approval of the Umpire. Another letter is then intimated and the game continues. Ten minutes is a fair time limit to allow per letter. Players should reject the first solution that occurs to them and search their minds for something less obvious.

### Celebrities.

Cut out from newspapers and magazines photographs and caricatures of well-known people.



Paste each of these on a plain postcard and number them consecutively.

Hand the bundle of postcards to each Patrol in turn, for say three minutes, during which time they write down on paper whom they imagine each picture represents, giving the appropriate number before each. The Patrol with the most correct list wins.

### Advertisements.

As for “Celebrities,” but substitute popular advertisements (with the name of the firm cut out in each case), for pictures of well-known people.

This game can also be played with pictures of flowers, trees, famous buildings, colour shades, etc., etc.

### Spelling Bee.

Players sit round in a circle. In this game each player in turn adds a letter towards the spelling of a word, the object being not to be the one to finish a word but to force a following player to do so.

Thus the first player may say “W” and the next, thinking of “who,” may add “h.” The next, running his mind quickly over possible words beginning “wh” may think of “what” and make it “wha.” The next player must not add “t,” so, recollecting “whale” will make it “whal.” The next player, of course must not add “e” so, remembering that there is a word “whalish” makes it “whali.” The next player adds “s” and the next is bound to be the loser.

Each player drops out as he fails and the game is continued until only the winner is left. If a player, when his turn comes round, fails to add a letter in a minute he is out.

If he suspects that the last letter added does not go to the formation of a word he may challenge the last player for his word within the minute. If there is a word the challenger drops out: if there is not the player who added the last letter drops out.

Proper names are not allowed.

### I’ve been to Paris.

The players sit round in a circle. The leader says to his neighbour on the right: – “I’ve been to Paris.” “What did you buy there?” his neighbour enquires with interest. “A mangle” is the unexpected response accompanied by the appropriate circular action of the right hand.

This statement, question and answer go from player to player, right round the circle.

Next the leader remarks: – “I’ve been to Paris.” “What did you buy there?” his right-hand neighbour enquires. “A pair of shears,” he answers, suiting the actions to the word by opening and shutting the thumb and first finger of the left hand while continuing to mangle with the right.

This statement, question and answer (and actions) go from player to player right round the circle.

Next time the leader adds a treadle sewing machine, followed by a Chinese figure which nods its head, a gun and then a cuckoo clock which says “Cuckoo! Cuckoo!” The final purchase is Wrigley’s Chewing Gum.

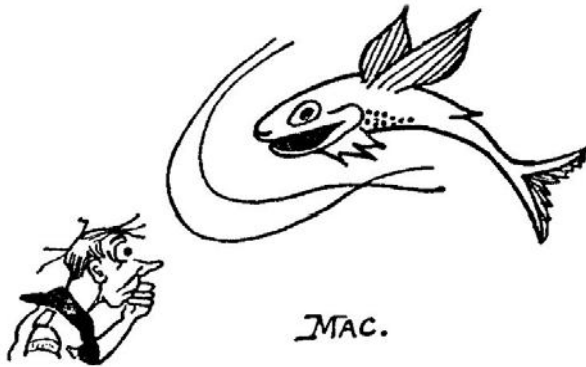




Each player will therefore, at his final purchase, when his turn comes round, be mangling, shearing, treading a sewing machine, nodding his head, closing one eye and alternately saying "Cuckoo! Cuckoo!" and rotating his jaws in a circular motion.

### Caught Napping.

The players sit round in a circle, the Umpire included. The Umpire says "(something) flies," and at the same time beats three or four times on his thighs.



If that something can fly the other players must also immediately beat their thighs three or four times, but, if the something is not capable of flight, they must do nothing. Thus "Fish flies," "Ptarmigan flies," "Hen flies," should bring an immediate response, while "Butter flies," "Horse flies," "Ostrich flies," should be received in stony silence.

Each Scout beating his thighs when he shouldn't, or not doing so when he should, is out of the game which is continued until only the winner is left.

### What Is It?

Patrols are in their own corners, each seated in a circle. One player from each Patrol goes out and these players decide on some exceedingly out-of-the-way thing which Patrols have to discover. For instance, the players who go out may decide on "The tip of the tail of the whale that swallowed Jonah."

The players then return to the room and each takes his place in the midst of any Patrol except his own.

Questions are then put by the Patrols with a view to finding out what the sentence is. The questions may only be answered by "Yes" or "No."

The Patrol which correctly discovers the sentence first is the winner.

### The Ship's Alphabet.

Players are seated in a circle. Beginning anywhere in the circle the Umpire asks: – "The name of the letter?" "A," the player indicated may say. The Umpire then turns to the next player and asks: – "The name of the ship?" and immediately commences counting slowly and sternly up to 10. "Arabella" is possibly given before that number is reached. "The name of the captain?" to the next player, again commencing to count sternly towards 10. The answer may be "Ananias." "The name of the cargo?" "Apples." "The port she sailed from?" "Alamba." "The place she is bound for?" "Aden." "The next letter?" "K," and so on round the circle.

Each player as he fails to answer in time, or says something which is not applicable, moves down one place.

### The Blind Old Man.

The players are formed up in a circle with another player (the blind old man) in the centre who is blindfolded and holds a staff or walking-stick.

The players in the circle take hands and move round the "old man." On the third beat of his stick on the floor the players stand still and the "old man" points his stick.

The player at whom the stick is most nearly pointing takes hold of the other end of it and is called upon by the "old man" to imitate, in turn, the noises of a donkey, cat, hen laying, baby crying, sheep, dog and duck. (The "old man" may call on the player to imitate Patrol calls.)

From the noises emerging from the boy holding the other end of the stick the "old man" identifies him. If he succeeds they change places. If he is unsuccessful the game is resumed with the same "old man."

The "old man" gets three chances and then, if still unsuccessful, the Umpire nominates another "old man."

### Earth, Air and Water.

Players are formed up in a circle with the Umpire in the centre. The Umpire suddenly points to one of the players and says – "Earth" (or air, or water) and starts counting sternly up to 10.

The player indicated must, before 10 is counted, name an animal which lives on the earth. If the player fails or says something inappropriate, he drops out of the game (or forfeits a point.)

The Umpire, pointing to another player, might next say "Water" and the player concerned must, before 10 is counted, name something which lives in the water. Similarly, if "Air" is called the player concerned must name a bird, insect or animal which flies before 10 is counted. Once anything has been stated by one of the players it cannot be repeated by another player.

### The Irish Schoolmaster.

Players are formed in a circle and numbered consecutively. The Umpire takes his place between the first and last numbers and commences the game by saying: – "What's this I hear about number (say) 7?" and commences counting fairly quickly up to 10.



If No. 7 does not reply before 10 is counted he goes to the last place in the circle. If he is alert he says, "No, sir; not I, sir; No. (say) 2, sir."

The Umpire immediately commences counting up to 10, and if No. 2 is alert he accuses another number; if not he goes to the last place in the circle. Each time a player has been sent to the last place in the circle, the Umpire recommences with the opening formula finishing up by accusing a number.

Players retain their original numbers throughout the game, and if a player accuses the player who is at that time actually at the last place in the circle (or if a player does not reply with the correct formula) he goes to the last place himself.



### Message Passing Relay Race in Circle.

An even number of Scouts are formed in a circle and numbered consecutively. Numbers 1 and 2 are each whispered different messages of equal length.

On the word "Go" No. 1 whispers his message to No. 3; No. 3 to No. 5, and so on round to the last odd number.

At the same time No. 2 whispers his message to the next even number *in the opposite*

direction.

Whenever the last odd number and No. 4 receive their messages they sprint to the Umpire and deliver them. The side which finishes first *with the correct message* wins.

*Suggested Sentences.* – Take the Auchtermuchty bus to Auchterarder.

The Cree Indians we will see at three.

Which switch is the switch, miss, for Ipswich?

We are going to advance, send reinforcements.

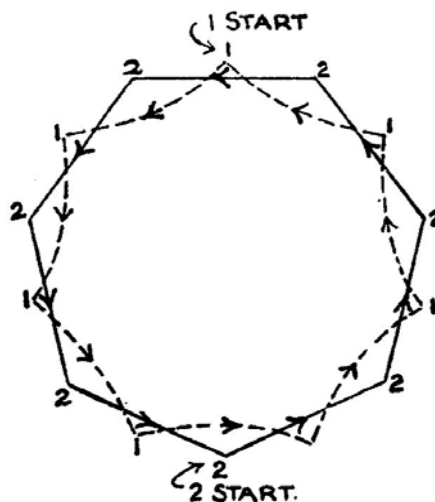
### Pass Faster.

Players are arranged in a circle, facing inwards, and numbered one and two alternately. A No. 1 player on one side of the circle holds a ball and the No. 2 player directly opposite holds another ball of a different colour.

On the word “Go,” the No. 1 player passes his ball to the next No. 1 player on his right and so on.

At the same time the No. 2 player passes his ball to the next No. 2 player on his right, and so on. The team wins whose ball passes the other ball.

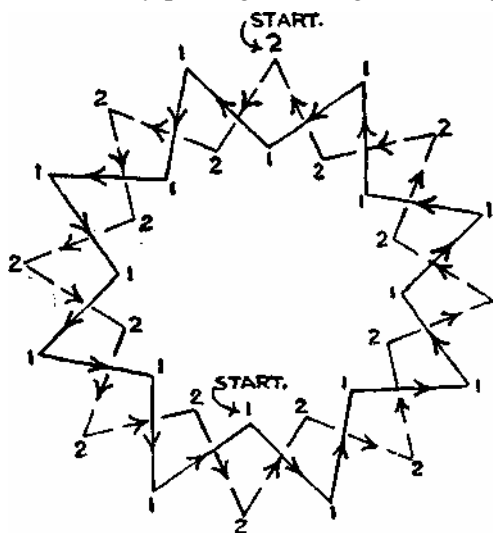
If a ball is dropped it must be picked up by the player who dropped it and then passed to the next player. This game can be made more difficult by passing two mugs, or two spoons, instead of balls.



### Zig-Zag Pass Faster.

This is a variation of “Pass Faster” played with two concentric circles. Two balls are used as before; starting at opposite sides of the circles. The players are arranged as shown in the diagram and the balls are passed as shown by the lines.

The rules are the same as for “Pass Faster,” and the team whose ball overtakes and passes the other ball wins.



### Tails.

Two Patrols stand in Indian file with Patrol Leaders facing each other. Each player firmly grasps the waist of the player in front with both arms while the end player of each Patrol has a neckerchief

slipped under his belt (the “tail.”)

On the word “Go” each Leader tries to capture the “tail” of the opposing Patrol. The Leader only may snatch at a “tail,” the remainder of the Patrol assisting its Leader to capture the opposing “tail” and in helping its “tail” to dodge the opposing Leader. A Leader may hamper the opposing Leader with outstretched arms but may not hold. Plenty of space should be allowed for this game and objects likely to damage the end players in swinging round should be removed.

## The Weavers' Relay Race.

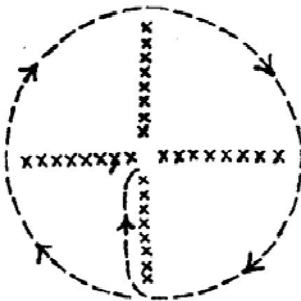
For two or four Patrols.

Patrols are drawn up in a circle, as shown in diagram, the players being about a yard apart. Players face inwards. On the word "Go," each No. 1 (holding a neckerchief) starts in the direction as shown by the arrows, going in and out between the players and dodging the players going the other way. When No. 1 gets back to his original position, No. 2 (having received the neckerchief), starts off in the same direction and the Patrol which finishes first wins.

Hands must be held by the sides and no holding on in passing is allowed. The course of No. 1 of "A" Patrol is shown for guidance.

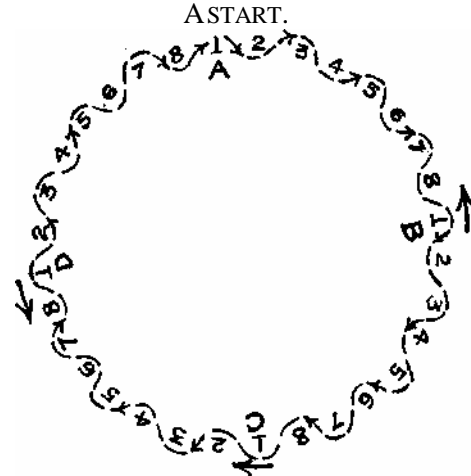
## Wheel Spokes.

Patrols stand in Indian file as shown in diagram. Each No. 1 has a ball, or bean bag. On the word "Go" each No. 1 hands his ball to No. 2 and so on down the file to the end player, who runs with it round the circle to the right and back to No. 1 position (as shown by dotted line).



The ball is immediately passed from player to player down the file to the end player, round the circle, and back to No. 1 position and so on until all of the players have carried the ball round the circle.

The ball must be handled by each player in turn in passing down the file. A player who drops it must recover it. The Patrol to finish first wins.



## Round the Course.

Lay out an eight-hole course in chalk on the floor after the style of clock-golf. (See diagram.)

The hole should be 10 to 12 inches in diameter and should not be in the centre. The course should be 18 feet across if possible.

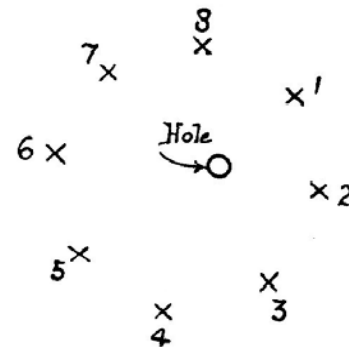
Each tee should be numbered and marked with a cross.



The player starts at No. 1 tee and tries to pitch a bean bag completely into the hole. If he fails he tries again (from the tee each time) until he succeeds. Each throw counts as a "stroke."

In singles the winner is the player who goes round in fewest "strokes."

This game is recommended as an inter-Patrol contest, each player playing one hole.



## Snatch Hat (New Version.)

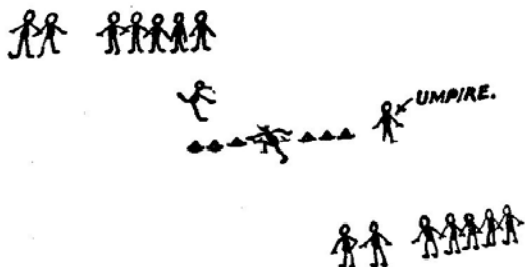
Two rows of Scouts stand facing each other on opposite sides of the clubroom.

They are numbered off from the same end so that each No. 1 faces No. 1 and so on.

## Games For Scouts

One hat per competing couple is placed on the floor immediately between them.

The Umpire tells a yarn in the course of which he mentions various numbers (or merely shouts out numbers).



Whenever a number is mentioned each of the two Scouts having that number tries to get the hat in front of him back to his base line without being "tiggered" by the other.

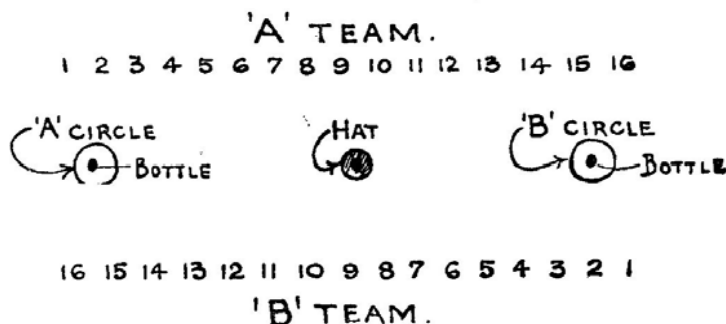
If he succeeds he counts a point to his side, if he fails no point is awarded.

The hat is immediately replaced in the centre and the yarn resumed.

### Snatch Hat (Further Method).

Teams of equal numbers stand in line facing each other at a fair distance apart.

They are numbered as shown in diagram. A Scout hat is placed between the teams as shown.



At the end of either line (between both teams) is a chalk circle in which stands a lemonade bottle.

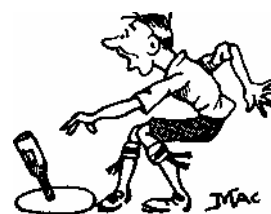
A circle and bottle are allotted to either team.

When a number is called the player in either team having that number must try to run to his circle, reverse the lemonade bottle, snatch the hat and return to his place without being "tiggered."

The bottle must be placed wholly inside the circle.

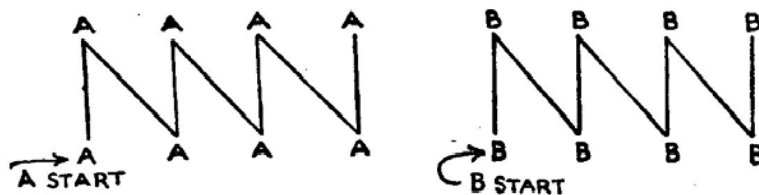
The player who succeeds in doing this counts *two* points to his team.

The player who successfully "tiggers" an opponent in possession of the hat counts *one* point to his team.



### Courier.

Players are divided into equal teams and each team into halves. The halves of each team face each other in line some distance apart. An end player of each team holds a ball.



On the word "Go" he throws it to the player opposite who throws it to the second player in the opposite half of his team, and so on until it reaches the last player who returns it along the same course back to the first player. The process is again repeated and the first team to get

the ball back wins. A player dropping the ball must recover it and then throw it to the appropriate player opposite.

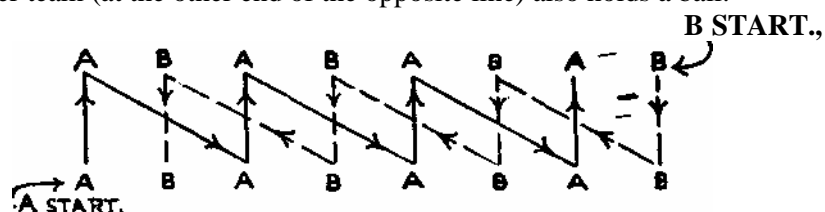
### Courier Relay Race.

Players are formed up as for "Courier." The game is commenced in the same way, but when the ball reaches the end player he doubles to the other end of his line and continues the game by throwing the ball to the first player in the opposite half of his team.

When the ball reaches the end player he also doubles to the other end of his line and throws the ball to the player opposite and so on until every player has run with the ball. The last player to run with the ball holds it aloft and the team to finish first wins.

### Cross Courier.

This makes an excellent contest for two Patrols against other two Patrols. The players are drawn up in two lines facing each other so that each player is next to an opponent and facing one of his own team. The end player of one team holds a ball while the end player of the other team (at the other end of the opposite line) also holds a ball.

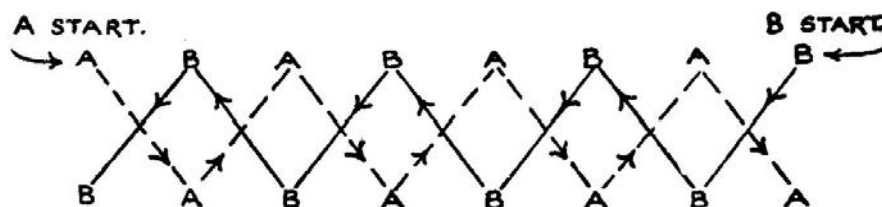


On the word "Go" each player holding a ball throws it to the member of his team who is facing him, and that player throws it to the next player of

his team in the opposite line and so on to the other end. Whenever the ball arrives at that end it is immediately sent back again over the same course until it reaches the player who originally held it. The team to finish first wins. This game is an excellent illustration of "More hurry, less speed."

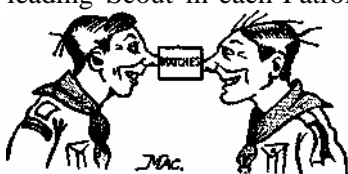
### Oblique Courier.

This game is similar to "Cross Courier" except that in addition to each player in each line being next to an opponent he is also directly opposite to an opponent. This necessitates the ball being thrown obliquely across from side to side. Each team, as before, starts throwing simultaneously from either end. The team to finish first wins.



### "Goodness Nose" Race.

Patrols of equal numbers are drawn up about 4 feet apart in Indian file. The leading Scout in each Patrol has a match-box outer case placed on his nose. On the command "Go" each leading Scout wheels about and places the match-box case on the nose of the next player (without touching it with his hands). In this manner the case is passed down the Patrol.



If the match-box case is dropped it must be picked up by the last player who had it on his nose and transferred, as above, to

the nose of the next player. The end player of each Patrol runs forward to the Umpire with the case still on his nose. The first Patrol to finish wins.

### More Haste; Less Speed.

Patrols of equal numbers are drawn up in Indian file, each leading player toeing the starting line and holding a rope with a number of knots in it equal to the number of players in the team.

On the word "Go" each leading player runs to the far end of the course, unties a knot, returns to the starting line, where he hands over the rope to the next player, and so on until the rope is clear, each player having untied a knot and completed the course.

The Patrol to finish first wins.



### Bean Bag Relay Race.

Patrols are seated on the floor in Indian file, the lines being 4 feet apart. Players are numbered from the front of Patrols. A small circle is drawn in front of, and behind, each file. Each file has a bean bag which, to begin with, is placed in the front circle.

The Umpire calls out any number and the player in each file having that number must pick up the bag, run, to the back circle, leave the bag there (it must be wholly inside the circle), back to his place in the file and sit down in his place. The first player seated counts one mark to his Patrol.

When the next number is called the players run back and bring the bags to the front circles, and so on. The Umpire should examine the bags in the circles after each number. If a bag is not wholly inside a circle that Patrol cannot score the point. This game can be made more difficult by using Indian clubs instead of bean bags.

### Passing Clothes Pins.

Teams of equal numbers are drawn up in two lines facing each other. The end player of each line is given rather more clothes pins than can be conveniently held in both hands.



On the word "Go" the pins are passed down the line and back again. Pins dropped must be picked up immediately by the player who dropped them. When the pins have returned to the starting point the end player runs forward with them to the Umpire. The team which finishes first, with all its pins, wins.

### Pass Penny.

Teams of equal numbers sit in two rows facing the same direction with a narrow space between them, and an empty chair at either end. On one chair are placed six pennies, three for either team.

On the word "Go" the player on either side nearest the pennies picks up a penny with his left hand, and passes it with his right hand into the left palm of his right neighbour, who passes it with his right hand into the left palm of his neighbour and so on down the row. The end player places the penny on the chair on his right. This process is repeated with the other two pennies. Whenever the third penny has been deposited on the chair the player at that end picks up a penny with his right hand and passes it with his left hand into the right palm of his left neighbour and so on until all three pennies are back on the starting chair once more.

A dropped penny must be picked up by the player who dropped it. The team which finishes first wins.

### Soccer Relay Race.

Patrols of equal numbers are drawn up in Indian file behind a starting line. A small chalk circle for each Patrol is drawn just outside the starting line and another for each Patrol at the far end of the course. A small ball is placed in each of the starting circles. On the word "Go" the first player of each Patrol dribbles his ball to the "finish" circle, sprints back, replaces his ball in the starting circle, touches the hand of his second player (behind the starting line) and goes to the back of his Patrol. The second players complete the course and so on until every player has dribbled the ball.

The first Patrol to complete the course wins. The ball must be kicked only during the dribbling. If a ball rolls out of a circle the previous player must replace it in the circle before the next player can proceed.



### Thread the Needle.

Patrols are formed up in Indian file, the leading player of each toeing the starting line. On the word "Go" he clasps his hands together, raises one leg and puts it through the loop so formed. He must not separate his hands.

He then raises the other leg and puts it through the loop also. (If a player breaks his grip he must start again.)

He then runs to the other end of the clubroom (or round an obstacle facing his file) and back to the starting line where he "tags" No. 2 player who "threads the needle," runs over the course and so on until each player has competed.

The Patrol to finish first wins.

Variety can be added by playing this game in sitting or lying positions and by "unthreading the needle."



### Grasshoppers.

Patrols are drawn up in Indian file, the leading player of each Patrol toeing the starting line and holding a bean bag, or ball, firmly between his knees.

On the word "Go" each leading player hops to the end of the clubroom or round an obstacle and back beyond the starting line, where he hands over the bean bag to the next "grasshopper" in his team and so on until each player

has completed the course.

If a player drops his bean bag he either goes back and starts again or retrieves it and carries on as intimated by the Umpire at the commencement.

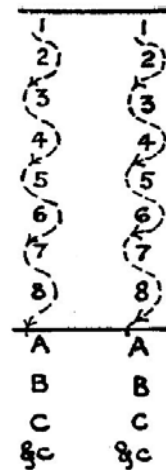
The Patrol to finish first wins.

### Zig-Zag Relay Race.

Patrols are formed up in Indian file three paces apart. A fair interval is allowed between each of the players in the files (they do not stand close together).

On the word "Go" each end player hops, following the zig-zag course shown in the diagram, until he has reached position A, where he stands still. Immediately the next player in the file hops over the zig-zag course until he reaches position B, where he stands still.

The remainder of the players follow in turn until each player has





hopped over the zig-zag course and reached his new position. The first Patrol to finish wins.

### Little Drops of Water.

Patrols are drawn up in Indian file.

The leading player of each Patrol, toeing the starting line, holds an enamel mug full of water. Facing him at the other end of the course is a similar mug empty.

On the word "Go" each leading player proceeds to the end of the course, transfers the water from one mug to the other, and returns with the new full mug to the starting line where he hands it over to player No. 2 and so on until each player has completed the course.

Supposing that four Patrols compete, then the Patrol to finish first will score 4 points, the second 3 points, the third 2 points and the last 1 point; in addition, the Patrol to finish with most water in its mug scores a further 4 points, the next 3 points, the next 2 points and the Patrol with least water scores 1 point. Any Patrol delivering an empty mug to the Umpire scores no points in the second part of the test.

The Patrol with the highest aggregate wins, and the Patrol scoring least points in the second part mops up the floor.



### Potato Spoon Relay Race.

Patrols are drawn up in Indian file with the leaders toeing a starting line. On the floor in front of each file there is a row of potatoes, at intervals of 2 or 3 feet, stretching ahead in the same direction, one for each member of the Patrol.



Each leader is furnished with a teaspoon, and beside each leader there is a box or basket (or a circle is marked on the floor), in which the potatoes are to be placed. On the word "Go" each leader runs forward, takes up a potato on the spoon, carries it to the box or basket and places the potato in it; he then hands the spoon to the second player and retires from the file.

The second player picks up a potato, puts it in the box, and so on until all have placed a potato in the box. A potato may not be touched with anything but the spoon, and should one be touched otherwise it must be replaced and picked up again with the spoon.

A dropped potato must be picked up on the spoon at the spot where it was dropped. The Patrol to finish the course first wins the race.

### Restaurants.

Six players from each Patrol sit round imaginary tables. Each player holds two blank pieces of paper.

At the other end of the clubroom, and facing the "cook," writes down each "table," are two players from another Patrol: – one is a "cook" and the other a "waiter." On the word "Go" each "waiter" dashes to the circle which he is facing and one of the players orders a course (say "Beefsteak pie") and hands him a blank paper.

The "waiter" runs back to the "cook," orders the dish, which the "cook" writes down on the paper.

Meanwhile the "waiter" dashes back to the "table," secures another order (and blank paper), returns to the "cook" with it, and so on until the "cook" has received all twelve orders.

The "diners" now rearrange themselves on the circle and the "waiter" runs from the "cook" to the "diners" delivering one course at a time.

The Patrol wins whose "waiter" correctly serves his "table" first.



### **“Blow it Out” – (Relay Race).**

The competing teams are lined up in Indian file and about 30 feet in front of each team is placed a candle.



On the word “Go” No. 1 of each team runs forward with a box of matches, takes out a match, strikes it and lights the candle; blows the candle out closes the matchbox and runs back to his place, handing the matches to No. 2, who repeats the proceedings and so on until the whole team have lighted and

blown out the candle.

The first team to have all its players back in their original places is the winner.

### **Hoop Relay Race.**

*Requisites.* – A knotted circle of rope per team, sufficiently large to pass over the shoulders of each boy in the team. Teams of equal numbers are drawn up in Indian file. Each front player holds the rope circle.

On the word “Go” each front player passes the rope over his head and shoulders down to the ground; the next player picks it up and does the same, and so on down the file. When the end player has dropped the rope to the ground he runs forward to the front of his file, and it is again passed down the line, as before, until every player has run with it, and the first player is again in front of his team. When he reaches the front he raises the rope at arm’s length and the first team to finish wins.



As a variant, the rope can be passed up over the body instead of downwards.

### **Spies.**

Teams are chosen of equal numbers so that, when standing with feet wide apart and touching the nearer foot of each player on either side, one team stretches right across the clubroom. That team is blindfolded.



The other team try to pass through the cordon, either between the legs of the defenders or between the players. (The defending players must keep the arms close to the sides, excepting when they think they hear a “spy.”) A defender, hearing or feeling a “spy,” must touch him before he gets through. Whenever a “spy” is touched he is out of the game.

Each “spy” getting through counts one point. Whenever all of one team have got through, or have been touched, the teams change over. The team which gets the greatest number of “spies” through wins. Strict silence must be preserved throughout the game.

*Submarines.* – This is a more difficult version of “Spies” where players may only pass between the legs of the defenders.

### **Crows and Cranes.**

Teams of equal numbers are formed up in two lines of Indian file, 4 feet apart. One line is called “Crows,” the other “Cranes.”

The Umpire calls out one of these names, rolling his “r’s” as long as possible to keep the players in suspense. If “Crows” is called the Crows run away and the Cranes chase them. Any caught before passing a certain line, or touching a wall, are out of the game. If “Cranes” is called the Cranes run away and the Crows try to catch them. The game is continued until all of one side are caught.

### **Crows, Cranes and Crabs.**

Teams of equal numbers are formed up in two lines in Indian file, 4 feet apart. One line is called "Crows," the other "Cranes."

The Umpire calls out one of these names, rolling his "r's" as long as possible to keep the players in suspense. If "Crows" is called the Crows run away and the Cranes chase them. Any caught before passing a certain line, or touching a wall, are out of the game. If "Cranes" is called the Cranes run away and the Crows try to catch them. If "Crabs" is called the players must stand still. All players moving to the word "Crabs" are out of the game. The game is continued until all of one side are caught.

As a variant, this game may be played as Rats, Rabbits and Wrens.

### **Earth, Air, Water, Fire.**

Teams of equal numbers are drawn up in Indian file, the leading player of each team toeing the starting line.

On the floor in front of each leading player are three different articles, such as a bean bag, a neckerchief and a Scout hat, all inside a chalk circle. At the far end of the course is another chalk circle facing each team.

If the Umpire calls a land living animal, say "Tiger," each leading player grabs his bean bag, deposits it in the far circle and resumes his place. First back scores a point to his team.

If, say, "Sparrow" were called the neckerchief would be used and if, say, "Whale" the Scout hat. If the Umpire calls "Fire" the leading players immediately double to the right round their teams and back to their places. First back scores a point to his team.

When the Umpire has intimated the winner the leading players go to the rear of their teams and the second players step forward in anticipation of the next word and so on.

Supposing "Lion" is called and the bean bag is in the far circle it must be brought back and placed in the near circle and similarly with the other articles.

### **Blindfold Obstacle Race.**

One member of each competing Patrol is blindfolded and stands in the clubroom toeing the starting line. After the competitors have taken their places articles such as forms, chairs, ropes, pails, heaps of books, etc., are distributed about the course.

On the word "Go" the competitors grope their way to the other end of the clubroom passing either under, over or round the obstacles. The first competitor in each heat to finish the course counts one mark to his Patrol. This game is not nearly so dangerous as it might seem and is most amusing (particularly to the onlookers).



### **Indoor Obstacle Match.**

The leader, having suggested that the Troop shall compete in a blindfold obstacle championship, invites, say, 6 members to compete. These 6 go outside.

A "course" is prepared by clearing a long, narrow space and adorning it at intervals with, say, a pile of books; a large china vase; a glass of water; a couple of pillows, one on top of the other; a string across the room about 6 inches from the floor and other items which suggest themselves

Competitor No. 1 enters, the door is shut and the course displayed before blindfolding his eyes. Each competitor is informed that the one who gets to the end of the course in the quickest time wins. While being blindfolded the competitor is



kindly helped by a couple of assistants who encourage him by their directions, such as: – “Step high over the books, and then three long strides before the water-jump,” and so on.

On the word “Go” he goes tentatively down the course, stepping extravagantly high or wide along the blank pathway from which all obstacles have been swiftly removed while his eyes were being blindfolded.

Clapping denotes the end of the course and he snatches off the handkerchief to discover the fraud and demand, as a consolation prize, a front seat to await the coming of No. 2.

### The Precipice.

*Theme:* – “Long years ago a party of the renowned Swazi Indians were in terrible trouble. They were surrounded by their deadly enemies, the Wallah half-breeds, and slowly but surely the moment of death or surrender was drawing near.”

“The party was completely hemmed in and the only possibility of sending to the Tribe for succour was for someone to venture, in pitch darkness, over the awful Toga precipice.”

“At last, when their water and food had given out, the old Chief called for volunteers to slip through the enemy lines by way of the Toga pass. Now this pass was a narrow ledge of sandy soil passing over a dreadful chasm and the prospect was sufficient to make the bravest man hesitate to undertake it in broad daylight.”

“Some of the finest braves immediately volunteered and, although some of them lost their footing on the edge of the precipice and were dashed to destruction, one or two got through and rallied the Tribe, who soon drove off the cowardly half-breeds.”

*Details:* – A circuitous line is traced in sawdust about the clubroom (or sand in the open air) with branch offshoots to mislead the players.

The players, blindfolded and wearing sandshoes (or in stockinged feet), in turn at fair intervals and feeling with the feet only, try to reach the end of the path.

Each player who succeeds without leaving the path scores a point to his team.



### The Deer and the Stalker.

Two players compete at a time. The “Deer” and the “Stalker” are placed, blindfolded, at opposite ends of a table. On the word “Go” they begin to move round the table. Neither of the players may leave the table.

If the “Stalker” catches the “Deer” in an agreed on time he wins; if he fails the “Deer” wins.



### Clock Tick.

This makes an excellent inter-Patrol competition. One player from each of the competing Patrols enters the room blindfolded. Somewhere in the room, where it can be touched by hand, a clock with a fairly loud tick is placed. The player who touches the clock with his hand first counts one mark to his Patrol. The game is continued until all of the players have competed. The position of the clock will, of course, be altered for each succeeding batch of competitors. The Patrol with most marks wins.



### The Sculptor.

One player is blindfolded and is handed two teaspoons. The others sit in a wide circle, their feet on the floor. None of them may speak or move.



The player with the spoons advances cautiously, feeling his way with his feet until he encounters the feet of one of the seated players. He now proceeds to explore the countenance of his find with the spoons. From the involuntary chuckles of his victim he attempts to identify him.

He is allowed one guess only. If he is successful they change places; if not, he goes to the centre and sets out again.

### Carthorses.

Competitors line up as in sketch with backs to the ground and supported by their arms. In this position they race to the finishing line.

Walking on the hands is difficult and tiring and 20 yards, as a maximum, will be found quite enough.



### Who are You Pushing?

A square piece of ground, or part of the club-room, should be marked off capable of holding half of the players when packed together. Both teams are lined up on opposite sides of the square and about 10 yards from it. On a whistle signal both teams rush to get into the square and to prevent the others from getting or remaining there.



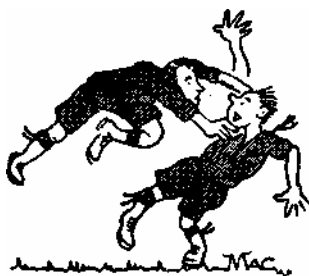
Heaving with the shoulder only is allowed. Any player breaking this rule is immediately disqualified and so handicaps his team.

After two minutes the whistle is again sounded and everyone stands still. The team with most players in the square wins.

### Pandemonium.

The Troop is divided up into equal groups of say four (or other figure according to the numbers available).

Each player is handed a slip with a definite instruction which he will do his utmost to obey during the progress of the game. All the members of the same group have the same message.



On a whistle blast all proceed to carry out their instructions until a second blast (when things are becoming a trifle involved) calls everyone back to the "Alert."

Suitable instructions might read: –

Group 1. "Open all windows."

Group 2. "Allow nobody to touch the windows."

Group 3. "Salute the Umpire and then leave the room."

Group 4. "Prevent anybody from leaving the room."

Group 5. "Sit on the floor."

Group 6. "Only lazy fellows sit on floors. Prevent it," and so on.

NOTE: – The instruction *re* saluting the Umpire to Group 3 is to allow Group 4 an opportunity of taking up position to guard the exits.

## Games For Scouts

### Stone Age Football.

The Troop is divided into two – one team defending one wall and the other the opposite one.

All players remove belts and shoes.

On the whistle being sounded the Referee throws a piece of chalk on the centre of the floor.

The aim of either team is to place a chalk mark on their opponents' wall, which scores a goal.

A goal may be scored with any portion of the original chalk.

Otherwise there are no rules, hut murder is barred. This game should not be continued too long.



### Musical Bumps.

To use an Irishism, this is really Musical Chairs without any chairs.

The Scouts trot round the room in a circle to musical accompaniment. Whenever the music stops they must immediately get down on the floor.

The Scout whom the Umpire indicates as having got down last is out of the game. The game is continued until only the winner is left.

NOTE. – If no musical instrument is available the boys run round and the Umpire blows a blast on his whistle as a signal to flop on the floor.



### Nose-Rings.

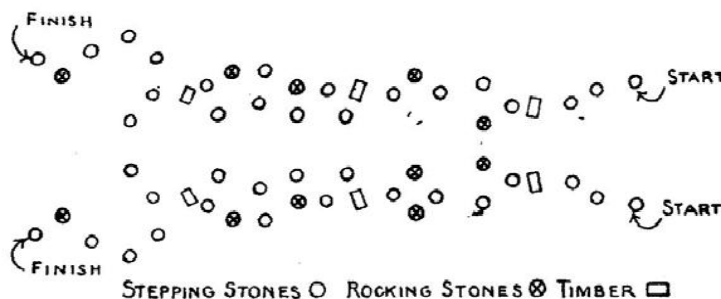
Each player is given an ordinary rubber ring (such as is found in mineral- water bottles), and is told to draw it tightly over his nose. On the word "Go" the players must get them off, by twisting the nose, without using the hands. The first player to get his nose-ring off wins.



### Blunderfoot.

Two similar sets of stepping stones are marked in chalk along the clubroom. Among them are rocking stones and floating timber (see diagram). Two Scouts race to get to the finishing stone.

Winners are pitted against each other until the ultimate winner is found. A Scout who steps on "timber," "loose stone" or in the "water" loses.



### Jam Jars.

Two lines are drawn, say, 9 feet apart, to represent the banks of a river. Teams of equal numbers compete. One half of each team stands on one bank and the remainder facing them on the opposite bank.

The first player of each team holds two jam jars (or flower pots) and on the word "Go" he fords the river by stepping alternately on each of his two inverted jam jars to the opposite bank of the river.

The jars are then passed to the next player of the team on that side who crosses back again and so on until every player has forded the river.

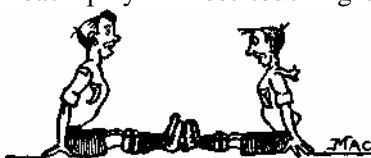
If any part of a player touches the floor during transit he goes back and starts again.

The team to finish first wins.



### Ladders.

Opposing teams of equal numbers sit, facing each other, on the floor in two lines, each player's feet touching the feet of the opponent opposite, as shown in sketch. The right hand player of each team holds a neckerchief. On the word "Go" each right hand player rises to his feet and hops, with feet together, over the legs of the players in his own team, runs round the back of his line, and sits down in his original place. He hands the neckerchief to the next player who rises to his feet, hops over the legs of the players in his team seated to his left, runs round the back of his line, hops over the legs of the first player, and sits down in his original position, and so on until the left hand player has completed the course and is seated again in his original position. The team to finish first wins.



### Dick Turpin's Ride.

Two teams of equal numbers compete. (Belts with swivels should not be worn during this game.)

The lightest player of each team is "Dick Turpin."

The remainder of each team stand in a row, equally spaced, covering the whole length available and represent a relay of horses.

On the word "Go" each "Dick Turpin" springs on the back of the nearest horse of his side and is transferred from one "horse" to the back of the next and so on until "Dick" has been mounted on each "horse" of his team in turn and is finally mounted on the "horse" at the far end of his line

If during any part of the race, from the word "Go" until the completion, a "Dick Turpin" touches the floor with any part of his person he goes back and starts again.

The team to finish the course first wins.



### Dick Turpin's Ride. (2nd Version.)

Teams of equal numbers compete. (Belts with swivels should not be worn for this game.)

The lightest player of each team is "Dick Turpin."

The first player of each team stands toeing the starting line and on the word "Go" each "Dick Turpin" springs on the first player's back and is carried to the far end of the course and back again beyond the starting line.

"Dick" is then transferred to the back of the second "horse," who immediately completes the course and so on until "Dick" has been carried over the course by each player

of his team in turn and is again at the starting line mounted once more on the first "horse,"

No part of "Dick Turpin's" anatomy may touch the floor during the course of the game.  
The team to finish first wins.