



The Patrol Books No. 22

PATROL MEETING BLUEPRINTS

By
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Editor's Note:

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

If you find them offensive, we ask you to please delete this file from your system.

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FOREWORD

The author will already be well known to you through other books in this series – *Patrol Activities* and *More Patrol Activities* – which must have been most helpful to you in the successful running of your Patrols. Although any words of mine are probably superfluous I am delighted to have the opportunity of saying that this new book more than maintains the reputation established by the others.

As an ex-Patrol Leader of many years ago I know how difficult it is to get enough new ideas and practical help. During my 50 years of Scouting I have read many books which attempted to fill this need but far too often have I been acutely disappointed by airy generalities which did not answer that difficult question – What shall I do with the “Lions” or “Peewits”, etc., on Tuesday?

Here you have from 50 to 60 ideas, mostly in mint condition, any of which I should have been most grateful to receive as a Patrol Leader or even as a Scouter which I eventually became. Make your choice carefully, but do not dismiss any as impractical or impossible until you have given them a fair trial. And this means some personal preparation on your own part as well as some thought about suitability of time and place.

Good luck to you in your Patrol leadership which, although not the easiest job in Scouting, is one of the most important.

A. M. CHAMBERLAIN.

EXPLANATION

THE intention behind this little book was to produce a file of working drawings for the use of Patrol Leaders and Seconds who feel the urge to break away from dull routine and aren't afraid to experiment. I hope *you* are of that company.

The Second comes into the picture, of course, because running a Patrol is essentially team-work. Two kindred spirits working together can usually carry the Patrol with them. It is largely a matter of overcoming initial inertia.

So your first job, as Patrol Leader, will be to get your Second with you.

A word about that. Don't just buttonhole him when the rest of the Patrol are milling around. The idea is that you and he should enter into a conspiracy to promote better Scouting in the Patrol. You can't conspire in the middle of a crowd. Choose a moment when there is nothing else doing, and no-one is about, and go through this file together. Select the blueprint, or bits of several, which you think might suit your chaps best, and set to work to assemble the necessary gear. If you can find the time and opportunity for a "dry run" beforehand, so much the better – there is no better way of checking your equipment. Suppose, for instance, you have decided to try the "Beacon Spar" stunt (Blueprint No. 15): half-an-hour or so in the back garden with a few Scout staffs and a ball of sisal will ensure that your tackle is adequate when you lead the Patrol to the local duck-pond later in the week. Another advantage of this preliminary canter will be to fore-warn you of possible snags or difficulties, so that when you go into action with the Patrol you will at least know what you are up against.

However, don't make the mistake of telling the Patrol that you have already thought the thing out, and don't be too quick to produce all the answers yourself. Your Scouts won't be interested in adventure at secondhand. They will want to feel

that they are breaking new ground themselves. Your job, as Patrol Leader and Second, will be to provide the ideas, the gear, and the opportunity, and then to organise the activity, whatever it might be, so that every Scout in the Patrol is fully committed. A busy Patrol is a happy Patrol.

"Fine," I hear you mutter, "we've heard all this before, but the fact is my chaps don't turn up to Patrol Meetings, and even when they do, they just turn everything into a lark."

How true that is!

But don't imagine that you need a full turn-out to make a Patrol Meeting go. Very often it is the Scouts who don't "make it" who are the making of it. When they find that they are missing a lot of fun, they'll come to heel all right.

As for the tendency to skylark, well, my conception of Patrol Scouting is *controlled* skylarking, or *purposeful* skylarking, if you like. Don't take it too seriously; but do remember that the Patrol Leader must always retain the initiative. So keep on the alert, and when your sixth sense tells you that skylarking is about to commence, don't wait for someone else to start it – *start it yourself*. Call a halt to whatever you are doing and throw in a vigorous game – a round of partner contests, a series of personal challenges, javelin throwing, wrestling on horseback – anything, in fact, to get rid of surplus energy and high-spirits; then back to work once more.

However, it is easy to solve problems on paper. I hope nobody is going to tell you that running your own Patrol Meetings is child's play. As P.L. you are bound to run into difficulties and I shouldn't like you to think that I'm making light of them. But it's worth it, every bit, as you will discover for yourself if you persevere.

Anyhow, here are the blueprints to help you. I hope you will find them useful, you and your Second.

Good hunting!

PATROL MEETING BLUEPRINT No 1

TO THE P.L.: ORGANISE YOUR MANPOWER SO THAT ALL THESE PROJECTS ARE COMPLETED IN 45 MINUTES.

FIVE MIN. COMP: SCOUTS IN PAIRS. FOR EACH PAIR HALF AN EGGSHELL, SAND, WIRE, TWO MATCHES, TWIGS, AND A SHEET OF NEWSPAPER. THE TASK IS TO SPREAD THE NEWSPAPER ON THE FLOOR & BOIL WATER IN THE SHELL WITHOUT BURNING THE PAPER.

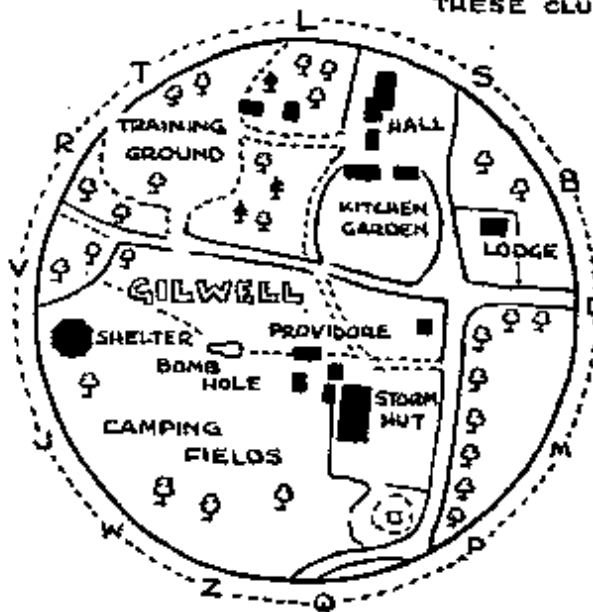
THE ANGEL RISE: ONE PLAYER SITS IN THE KNEES BEND POSITION, AND HIS PARTNER GRASPS HANDS AND STANDS ON HIS KNEES. BY THROWING THEIR WEIGHT FORWARD BOTH PLAYERS TRY TO MAINTAIN BALANCE.



CODE MESSAGE:

GUR SVEFG ZNA GB ERNQ
GUVF YF GUR JVAARE.

CROSS-BEARINGS: EACH OF THESE CLUES WILL GIVE YOU A LETTER. JOIN THE FIRST CLUE-LETTER TO THE SECOND, AND THE THIRD TO THE FOURTH & YOU WILL HAVE A CROSS-BEARING ON A CERTAIN FEATURE OF GILWELL.



CLUE ONE: THIS LETTER MAY BE TAKEN NEAT OR WITH A PAIR OF VOWELS.

CLUE TWO: A LINE OF PATIENT PEOPLE.

CLUE THREE: A BIRD.

CLUE FOUR: IF THIS ONE ATTACKS YOU, THE ANTIDOTE IS AMMONIA.

FOOTNOTE: TWO ESSENTIALS ARE MISSING FROM THIS SKETCH-MAP. WHAT ARE THEY?

Answers on Page 31

PATQO1 NZZTNS BLUZP9INT N°2

(60 MINUTES FOR THIS ONE)



3<34BS ACROSS'• T\O BASE-LIHER ADE LA 0 CIUT 15 P-EET
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WHICH 6UtiIZ CAt4 PRODUCE A L(I-II2 OF- NAT<fYA MATER IAUS
(GRASS, REEDS, HONEYSUCKLE ETC.) WHICH CAN BE STRETCHED
BETWEEN BASE-LINES CLEAR OF THE GROUND WITHOUT BREAKING.

Y•ENDULUHS ' SHOUTS AmPETE IH Pvtgig TG fliet UP
PGHDULai•t6 T+US WILL S l/uQ TI-tWUetH
AN A2C OF AT LEAST SIX FEET FOR LONGEST PERIOD.

PATROL ACTIVITY: Any nAxos see zo whei< no
EREC1" HikTHEST P<3SS<B LAG-
STAFF WITH SCOUT STAVES. WHEN FLAGSTAFF IS FIXED
IN POSITION AN IMPROVISED FLAG SHOULD BE BROKEN

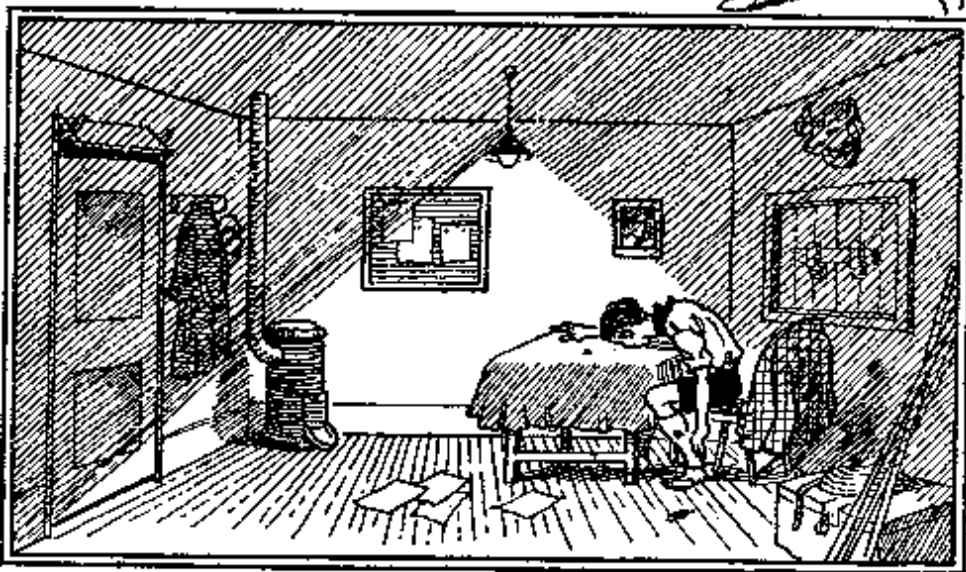
R¥H AL : DRY THtS Olb CAMPfitE- YEL- -
°BE PREPARED ! BE PREPARED ! SHOUT, SHOUT, SHOUT !
TENDERFOOT, SECOND CLASS, FIRST CLASS SCOUT!

PATROL MEETING BLUEPRINT N°3

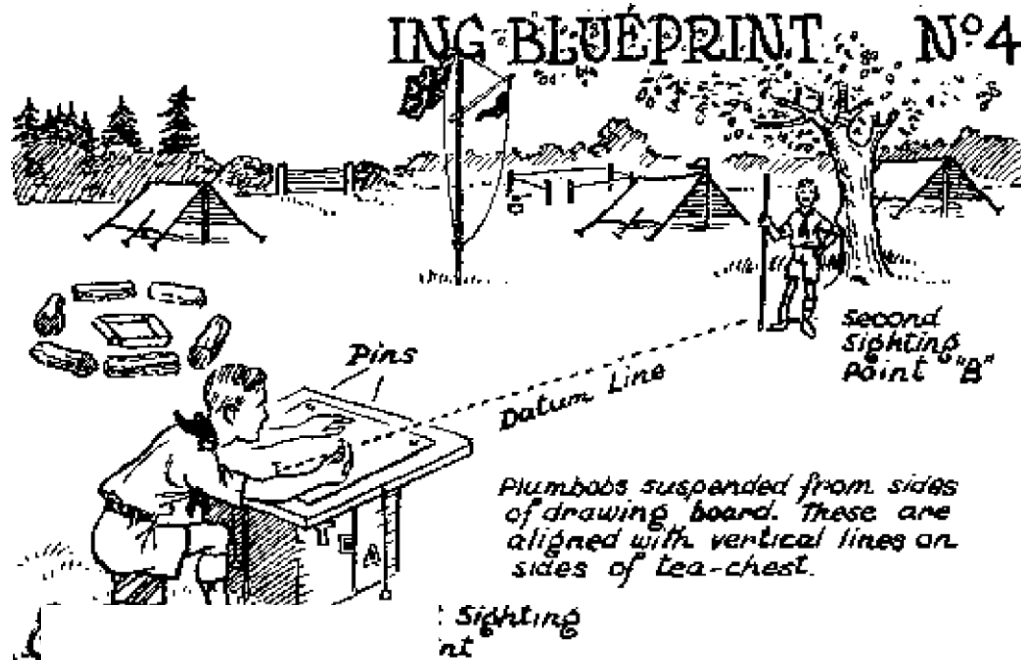
SCIENCE SECTION:

1. MAKE A CONVECTOR STOVE BY PLACING A CANDLE UNDER AN INVERTED PLANTPOT. TAKE TEMPERATURE READINGS & MAKE A GRAPH TO SHOW RISE.
2. CARVE A CANDLE FROM A TURNIP, INSERT A SMALL PIECE OF ALMOND IN PLACE OF THE WICK, LIGHT IT (YOU WILL FIND THAT IT WILL BURN QUITE WELL) AND EAT IT! EASY!!
3. TRY FOLDING A SHEET OF PAPER IN HALF NINE TIMES
4. STAND A BRICK ON END & TRY TO BLOW IT OVER. IT CAN BE DONE

3-MAN CHARIOT



MURDER MYSTERY. The murdered Scouter is found like this. The key of the C.Q.H. Room - it is the only key in existence - is found in the pocket of his jacket. The window is securely shuttered on the inside. Above the door - which is locked - is a fanlight opening inwards for six inches only. The gun is on the floor. On the table is the Scouter's button-hole badge. The murderer had only ten minutes in which to commit the crime. How did he do it? The door is not self-locking.



CARRYING OUT A PLANE-TABLE SURVEY

1. MATERIALS - A TEA-CHEST OR BOX, A DRAWING BOARD, A RULER, A SCALE, A PENCIL, A PEN, A COMPASS, A PLUMBOB, A SIGHTING POINT, A SIGHTING POINT, A SIGHTING POINT.

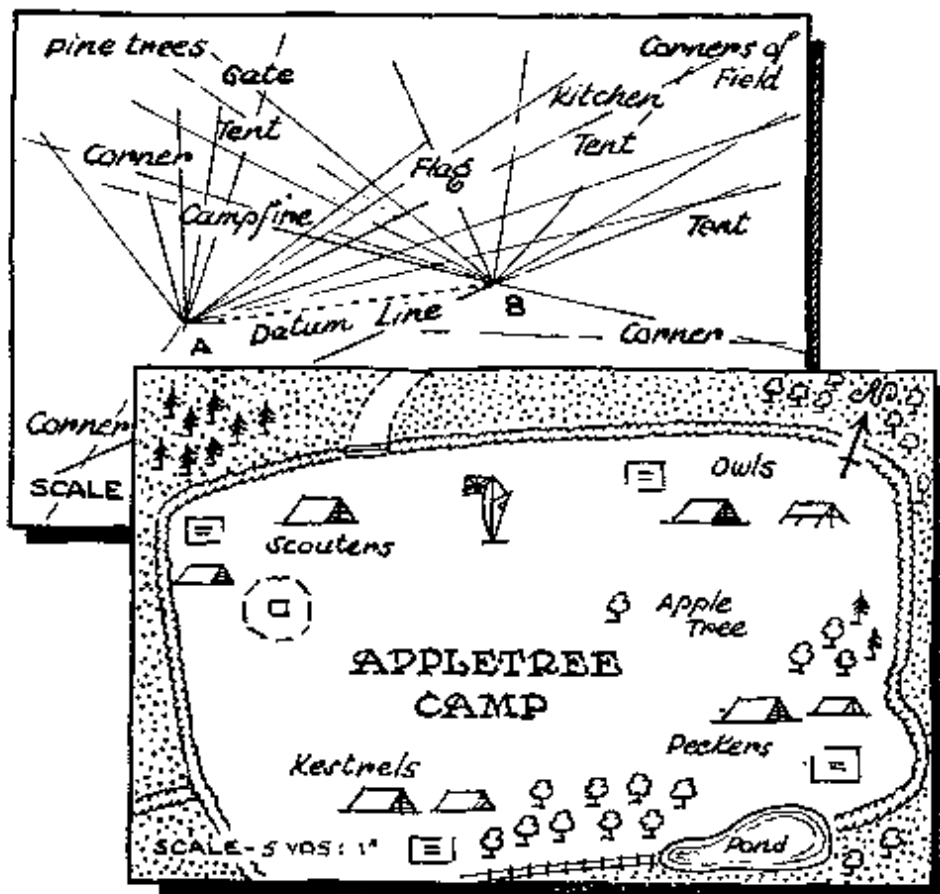
TO CARRY OUT THE SURVEY, YOU MUST FIRST ESTIMATE MAIN DIMENSIONS OF FIELD & FIX SCALE TO SUIT DRAWING PAPER (E.G. IF FIELD IS 100 YDS. SQUARE & PAPER 22" SQ. THE SCALE WOULD BE 5 YDS. 1" - LEAVING ROOM FOR A ONE-INCH MARGIN ALL ROUND.)

NEXT, DECIDE ON POSITION OF TWO SIGHTING POINTS NEAR CENTRE OF AREA & WITH SCOUT STAFF MEASURE ACCURATELY DISTANCE BETWEEN. MARK POINT "A" ON PAPER WITH PIN. SET UP YOUR PLANE-TABLE AT POINT "A" & TAKE A SIGHT WITH SECOND PIN ON POINT "B". WITH RULER DRAW LINE FROM 1ST PIN THROUGH 2ND PIN & MARK OFF DATUM LINE TO SCALE THUS FIXING ACTUAL POSITION OF POINT "B" ON THE DRAWING PAPER.

NOW, WITHOUT MOVING DRAWING BOARD, TAKE SIGHTS ON OBJECTS (TENTS, TREES, GATE ETC.) MOVING SECOND PIN TO GIVE YOU AN ACCURATE READING, AND NOTING DOWN NAMES OF FEATURES. WITH RULER DRAW LINES FROM

THEY ALL. FURTHER, MOVE THE PLANE-TABLE TO POINT "B" & TAKE SIGHTS FROM THERE STARTING BY TAKING SIGHT ALONG DATUM LINE TO POINT "A" WHERE THE SIGHTING LINES CROSS IS THE POSITION OF EACH FEATURE

YOUR FIELD-SKETCH WILL
LOOK SOMETHING LIKE THIS:



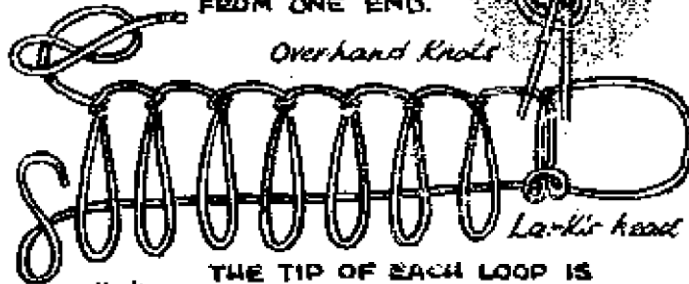
LATER YOU COULD ELABORATE YOUR DRAWING AND RUB OUT THE PENCIL LINES AND ROUGH NOTES, OR, BETTER STILL, TRANSFER THE PIN-PRICKS TO A CLEAN SHEET OF DRAWING PAPER AND MAKE A FINISHED DRAWING IN GREATER DETAIL.

A PLANE-TABLE SURVEY PLAN OF THE SUMMER CAMPSITE, FRAMED IN NATURAL WOOD GROWN ON THE SPOT, WOULD MAKE A NOVEL WALL-DECORATION FOR THE PATROL CORNER OR DEN, AND SHOULD BE GOOD FOR A LOT OF POINTS IN ANY PATROL COMPETITION.

NOTE THAT IN CARRYING OUT THIS PLANE-TABLE SURVEY YOU HAVE APPLIED THE PRINCIPLE OF TRIANGULATION, WHICH IS THE BASIS OF ALL MAPMAKING AND CARTOGRAPHY.

PAMOLMEETINGAUEOQINTN.°5

EIGHT LOOPS 36" LONG ARE MADE AT 9" INTERVALS IN THE ROPE STARTING FROM ONE END.



THE TIP OF EACH LOOP IS TURNED BACK ON ITSELF TO FORM A LARK'S HEAD & A ROUND TURN IS MADE THROUGH EACH LARK'S HEAD



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ouuue woRwAeo s vnz ssxRm*mosssis
ium euuu m wæø'we svrczs szs ynur.

unaware of your presence a member of the opposing side has climbed to the top of the stack & is semaphoring to his friends. You cannot see him, but the sun is casting his shadow on to the white-washed wall of the stables & you can see the reflection of this shadow in the windscreen of the farmer's Landrover. You find that you can read the message without difficulty. Is the signaller facing the sun?

● Make the rope stretches shown in the diagram and test it in use.

● Divide the Patrol into two teams and try a tug-o-war with an old cycle inner tube inserted in the tug-o-war rope.

● Try a 'wheel-barrow' race in which the 'wheel' of the 'barrow' is a football.

● Cut an ordinary postcard so that it can be opened out into a hoop through which you can pass your body.

● Give each man a chunk of solid Plaster of Paris and let him carve his own woggle.

● In the course of a wide game you have taken cover under a haystack.

« " • •



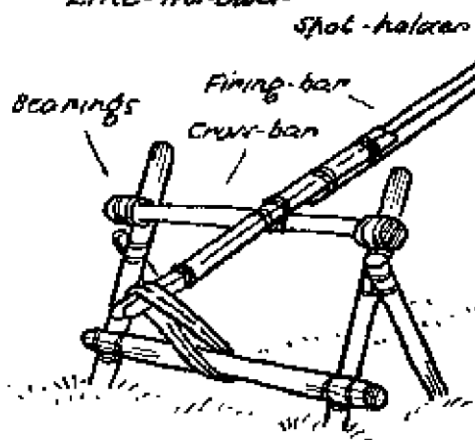
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" + « + <<•<<•

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③ Build this 'spring-loaded Line-thrower

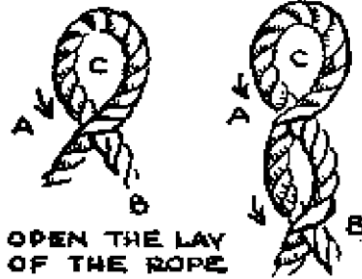


Four Staves are sheer-lashed to make the Firing-Bar which is square-lashed to the Cross-

the cocoa-lin "bearings". An bicycle inner tube provides the spring-mechanism



④ Learn the Docker-splice



OPEN THE LAY OF THE ROPE AND SLIP END "B" THROUGH TO MAKE THE DUCKER-SPICE AT "8" A^D 6LIP KJ-ID"A"

PATROL MEETING BLUEPRINT NO 6

Patrol Gear Check List



FOR EACH SCOUT....

One Knotting Rope - 9ft by 1" circ. whipped in Patrol colours to avoid confusion with other cordage.
One Scout Staff (marked with owner's sign.)
One length Blindcord - 9ft. (whipped) for use as lashings with Scout Staves



IN THE PATROL CHEST....

One Heaving Line - 60ft by 7/4" circ. braided.
Two Pocket Compasses
One Pair Dividers (on Compasses).
One Ruler or Straight-Edge.
One 12ft Tape Measure.
One - 1" O.S. Map of District. One Street Plan.
One Practice First Aid Kit, clearly marked "FOR PRACTICE ONLY". (Include scissors, splik tweezers, splints, roller bandages, dressings, soap etc.)
Two sets Signalling Flags. One Hand Axe.
One Carborundum Stone. Bottle of Boiled Linseed Oil.
Odd lengths sisal, cord, string, whipping twine etc.
Two Tennis Balls. Two Rope Grommets or Quoits.
Chalk, crayons, pencils, paper, cards, envelopes etc.
Needles, cotton. Candles. Matches.
Plaster of Paris. Empty Cocoa tins. Jam Jars



BOOKS & RECORDS

Patrol Attendance & Sub Book.
Patrol Account Bk.
Patrol Log Book.
"Scouting for Boys."
"P.L.'s Handbook"
Scout's Book of Rules.
Books from the Patrol Series
Gilcraft's Tenderfoot, Second & First Class Books.
Proficiency Badge Books
Scout's Prayer Book.
Scout's Song Book.



ON THE WALL OF THE DEN

Notice Board.
Record Chart
& "Honours List"
Scout Charts (including Scout Law).
Portraits of H.M. the Queen, B.P. & the Chief Scout.
Replicas of County Badge & Patrol Sign.
"Cuttings Board" for up-to-the-minute cuttings from "The Scout" etc.

CHECK ALL GEAR FREQUENTLY!

PATROL BLUEPRINT N°7

- WITH SCOUT STAFF & KNOTTING ROPE ONLY, INVENT A COUNTER-POISE BACKREST. THE STIRRUP ROPE SHOULD BE ADJUSTABLE.

- WORKING THROUGHOUT FROM GROUND LEVEL, TRY PUTTING A HIGHWAYMAN'S HITCH ON TO A BRANCH OR BEAM WELL OUT OF REACH ABOVE YOUR HEAD. IT CAN BE DONE.

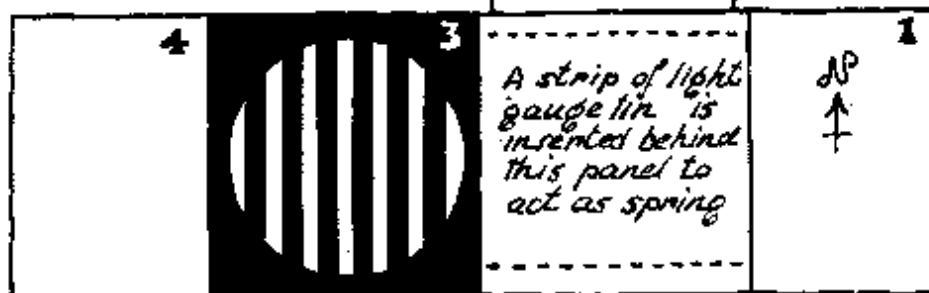
- IN THE LOG-BOOK TABULATE THE PERSONAL MEASUREMENTS OF EVERY MAN IN THE PATROL. CHECK IN THREE MONTHS' TIME.



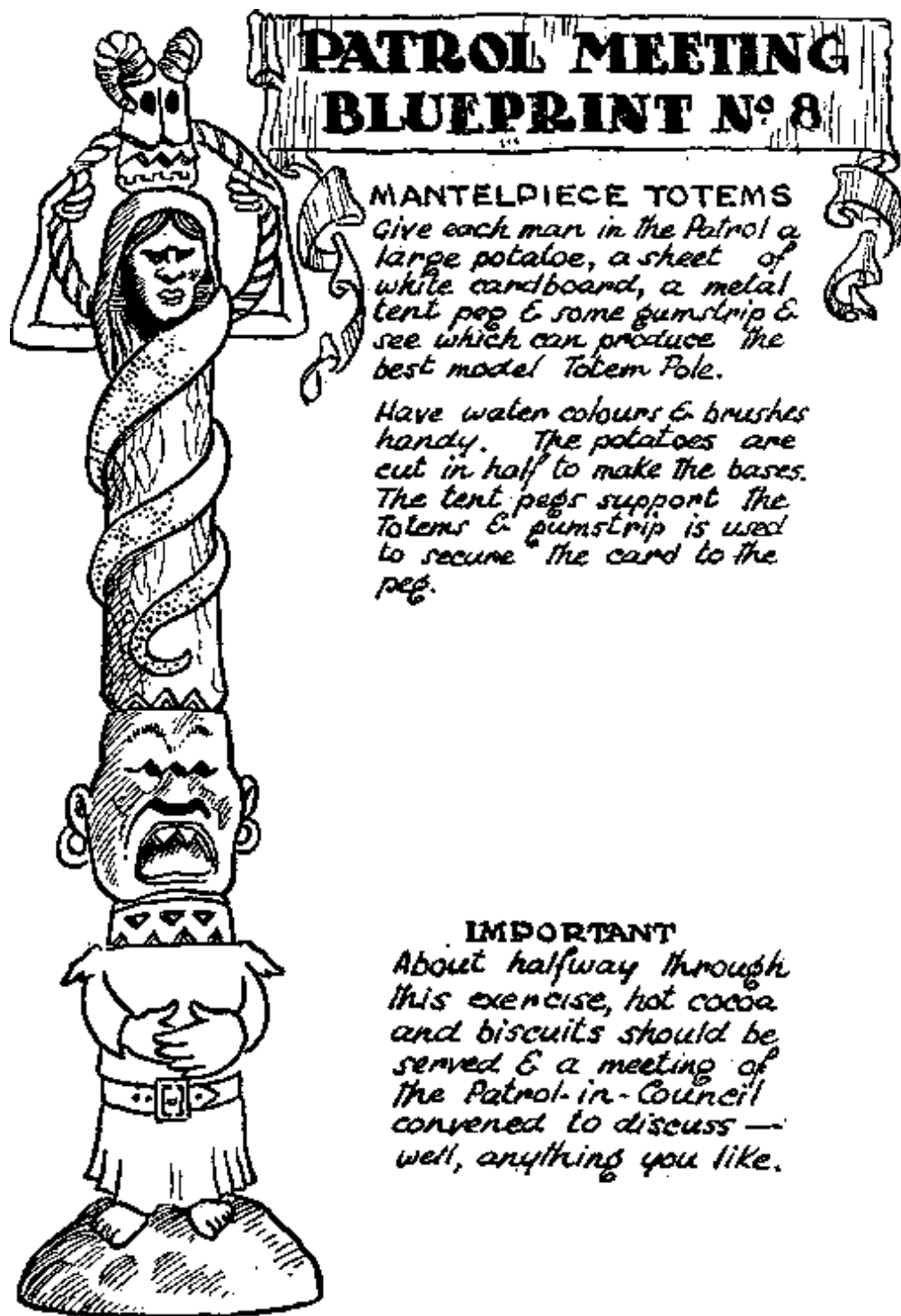
- THIS MORSE PRACTISE "LAMP" IS MADE WITH FAIRLY STIFF CARTRIDGE PAPER WITH A STRIP OF LIGHT GAUGE TIN INSERTED TO ACT AS A SPRING. SQUARE OFF THE DIAGRAM ON A DRAWING BOARD & DRAW IN THE CIRCLE & "BARS" ON PANEL 3 ONLY. WITH A SHARP KNIFE CUT OUT ALTERNATE STRIPS (SHOWN WHITE) THEN FOLD BACK ALL PANELS IN



To use the 'lamp', simply hold it in the palm of the hand & squeeze



ORDER AS NUMBERED & USE THE TOP PANEL (3) TO MARK OUT PANEL 2 BEFORE APPLYING BLACK INDIAN INK. SEAL ALL EXCEPT NORTH & SOUTH EDGES OF 3 WITH CELEPHANE OR GUMSTRIP



PATROL MEETING N° 9

The Whirling Jackstay

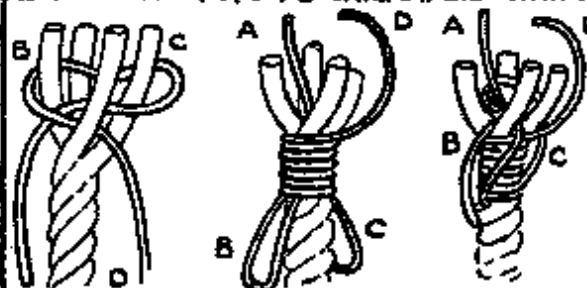


Scout with 10ft line (weighted) is tethered by ankle to stake or short rope. Scattered round him within radius of 12ft. are a number of articles. Players run in and collect them one at a time without being struck by the Jackstay.

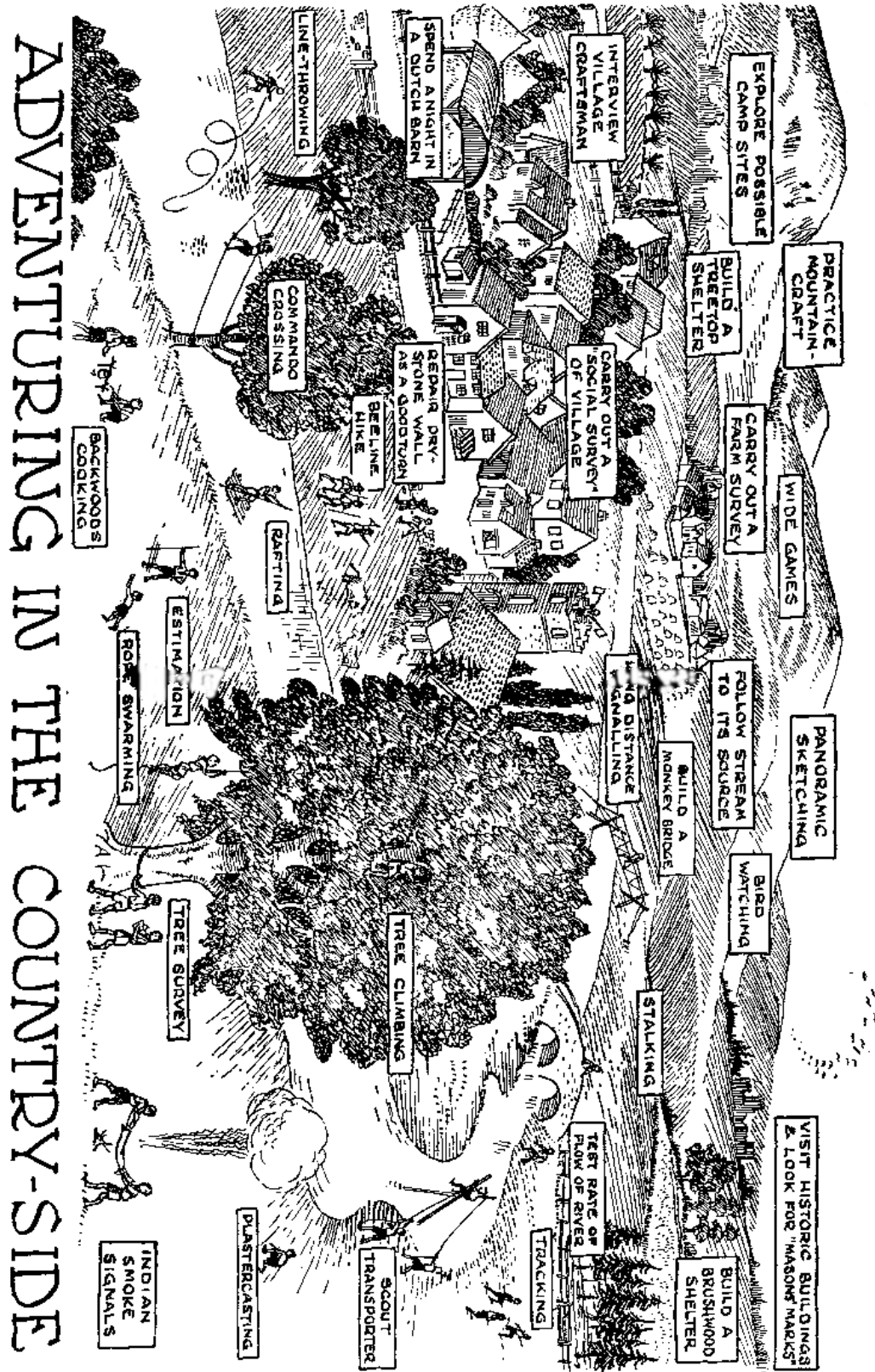
TEN MIN. COMP.

DIVIDE PATROL INTO TWO TEAMS. GIVE TEAMS 8 METAL TENT PEGS & 24 FT. OF SISAL EACH & TELL THEM TO PEG OUT THE GREAT BEAR & NORTH STAR, PAYING DUE ATTENTION TO THE CORRECT PROPORTIONS OF THE CONSTELLATION & USING EVERY INCH OF THE SISAL

LEARN THE 4-STRAND SAILMAKER'S WHIPPING



"A" is short end of whipping, "D" is long end. Slip loops "B" & "C" over opposite strands. Bring loops down rope & carry end "A" up to crown. Whip towards crown with "D" then slip loops over strand & tie off with reef.



ADVENTURING IN THE COUNTRY-SIDE

PATROL MEETING BLUEPRINT N°10

UNION
Vucowmfi

Round staff
& caught on
stopper knot.
Round-turn
on wrist of



Throw with a round-
arm swing & a good
"follow-through"

PANORAMIC SKETCHING

TO MAKE THE SKETCHING FRAME, CUT
"WINDOW" 6" x 5" IN A SHEET OF STC
ONdARO

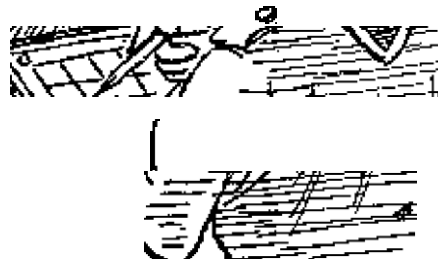
INCH SQUARES WITH BLACK
THREAD. ATTACH THE

TRICIAN'S TAPE & FROM
THE BOTTOM OF THE
FRAME SUSPEND A
LOOP OF STRING, YOUR

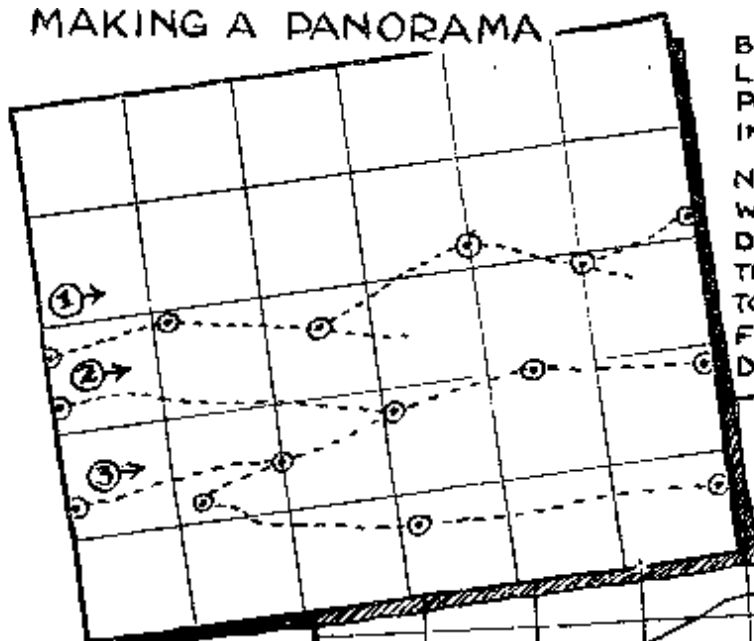
IF



BE ceunos. OFF Y
COQRE6&Of40 WITt4 TH6
FRAME. TO USE THE FRAME,
HOLD IT AS SHEWN WITH THE
STRING KEPT TAUT WHILE YOU
SIGHT PROMINENT FEATURES
ON THE LANDSCAPE & PLOT
THEM ON THE PAPER BEFORE



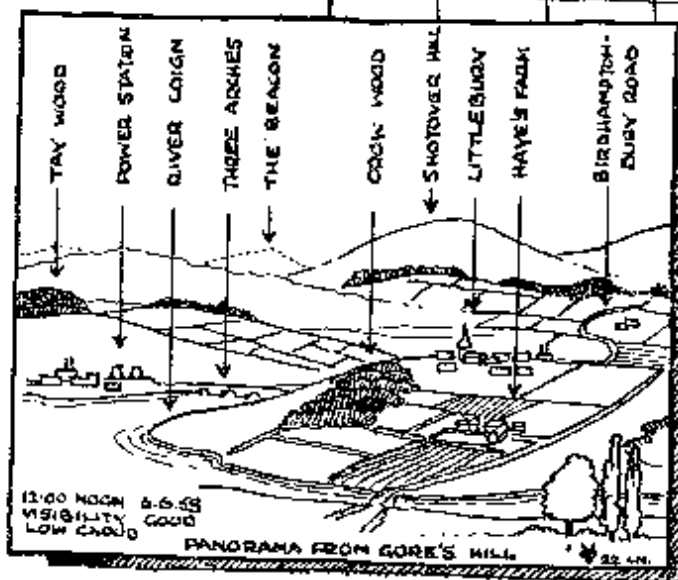
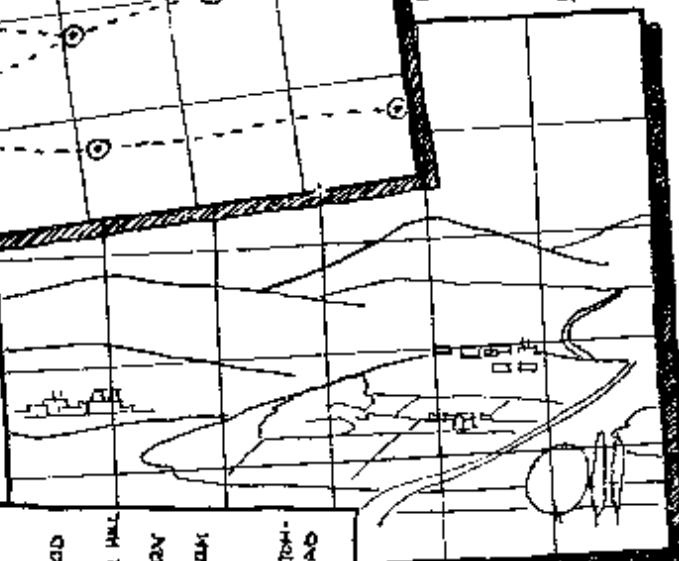
MAKING A PANORAMA



BEGIN WITH SKY-LINE. PLOT KEY POINTS & SKETCH IN OUTLINE

NEXT, REPEAT WITH MIDDLE DISTANCE AND THEN FOREGROUND TO GIVE SKELETON FRAMEWORK FOR DRAWING

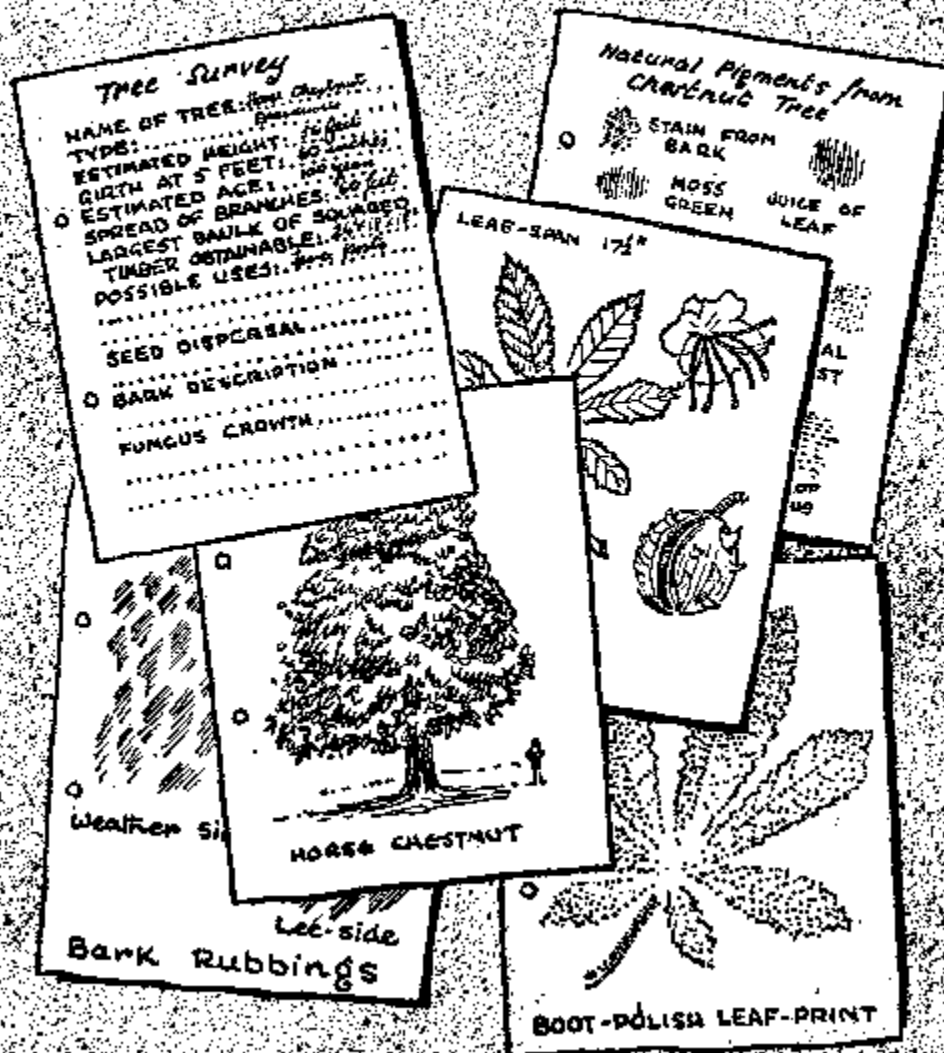
PIN-POINT POSITION OF FARMS, TOWNS AND OTHER MAN-MADE FEATURES & SKETCH IN LIGHTLY, OMITTING DETAIL



SKETCH DISTINCTIVE FEATURES, E.G. CHURCH, POWER STATION, TREES IN FOREGROUND ETC. AND ADD NAMES AS SHOWN. INDICATE VIEW - POINT, DATE, TIME AND WEATHER CONDITIONS, AND SIGN IN BOTTOM RIGHT HAND CORNER WITH PATROL SIGNATURE

How to carry out a Tree Survey

YOU WILL NEED A SCOUT STAFF (FOR ESTIMATING AND MEASURING) BOOT POLISH (FOR LEAF-PRINTING) A CHARCOAL PENCIL (FOR BARK RUBBINGS) AND A SHEET OF REPORT PAPER WITH CARDBOARD BACKING FOR EACH SCOUT IN THE PATROL. SELECT ANY WELL-GROWN TREE, ALLOCATE ONE DEPARTMENT OF THE SURVEY TO EACH MAN AND GET CRACKING.



THE WHOLE SURVEY SHOULD BE COMPLETED IN 20 MINUTES. THE REPORTS SHOULD LATER BE FILLED IN THE PATROL TREE BOOK.

PATROL xtt7lxc BLvEPDivt II

To the PL: Divide the Patrol with your Second and run

1 IMPROVISE A FRAME THAT WILL TAKE A 20' S.O.U.I.S.O
LoAo- wtTH REAsøI AeLE
COf.tFO T.

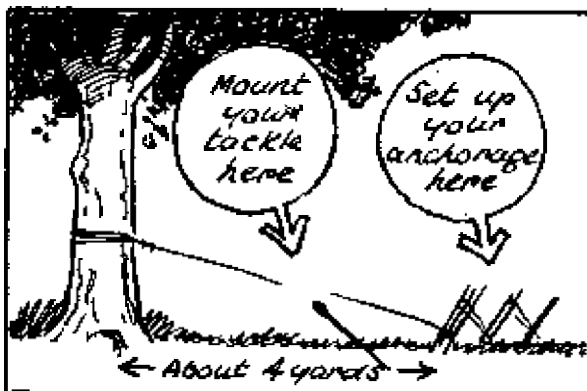
2 IN ORDER TO LOWER A 60 FOOT FLAGSTAFF, IT WILL BE NECESSARY TO ATTACH A HEAVY ROPE TO IT AT A HEIGHT OF 40 FEET. NO LADDERS OR SPARS ARE AVAILABLE AND THE FLAGSTAFF IS UNCLIMBABLE. HOW WOULD YOU DO IT?

3 ERECT AN APPARATUS

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*SET" wi LL CHI»E Ftm
SEPARATE ANO Dis iHCT
norms, rrz*ecv *uors
A7 A RANGE Q zo yAnDS.
FTE T14AT T14E APPAAAtjS
f4UST ØK SELF-PIPERATING.



4 SEL T A SPOT ^t OPEN GAOUNß ABOUT H• YARBS
-FDKWñ A WELL•Øf2OWN TREE AHIØ OK TH4T SPOT SET ÜD



<H AxtCHOQAGe O ANY
K1HD GUAlAH1EE0 TO
RES ST THE CÖ?tb)tED
**PULLING POWER OF ALL
THE MEMBERS OF THE**

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AS A t.tOLb FAST, NOU?•tT
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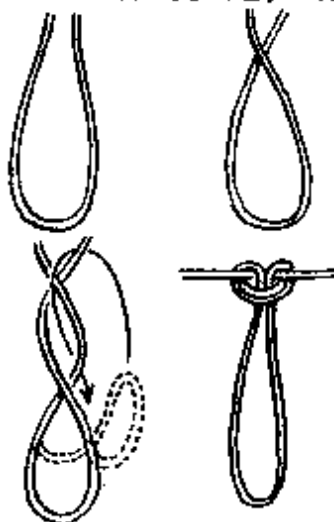
5& YOU HAVE FAJLEO
A BUDGE IT ØY DDR-Eel

**PULL, USE YOUR TACKLE YO UAUL THE AëtCHO PACE
OUT OF THE GROUND**

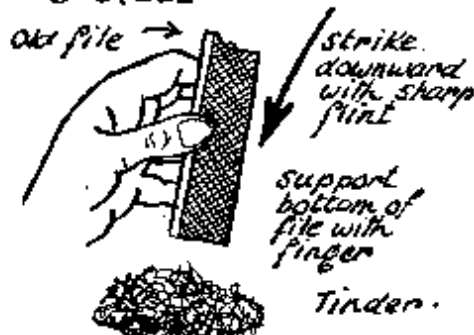
BLUEPRINT NO.12

- RIG UP A GADGET THAT WILL AUTOMATICALLY SWITCH ON THE ELECTRIC LIGHT WHEN THE DOOR IS OPENED AND OFF WHEN IT IS CLOSED

- LEARN HOW TO MAKE THE ALPINE BUTTERFLY KNOT



- PRODUCE FIRE WITH FLINT & STEEL

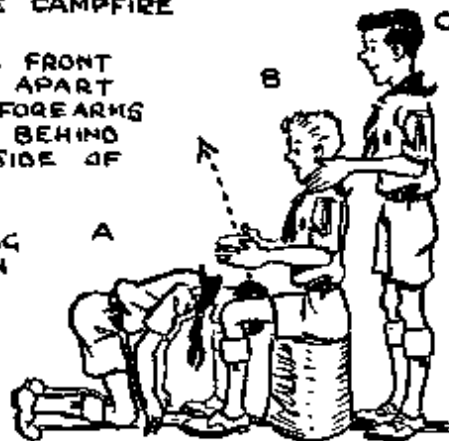


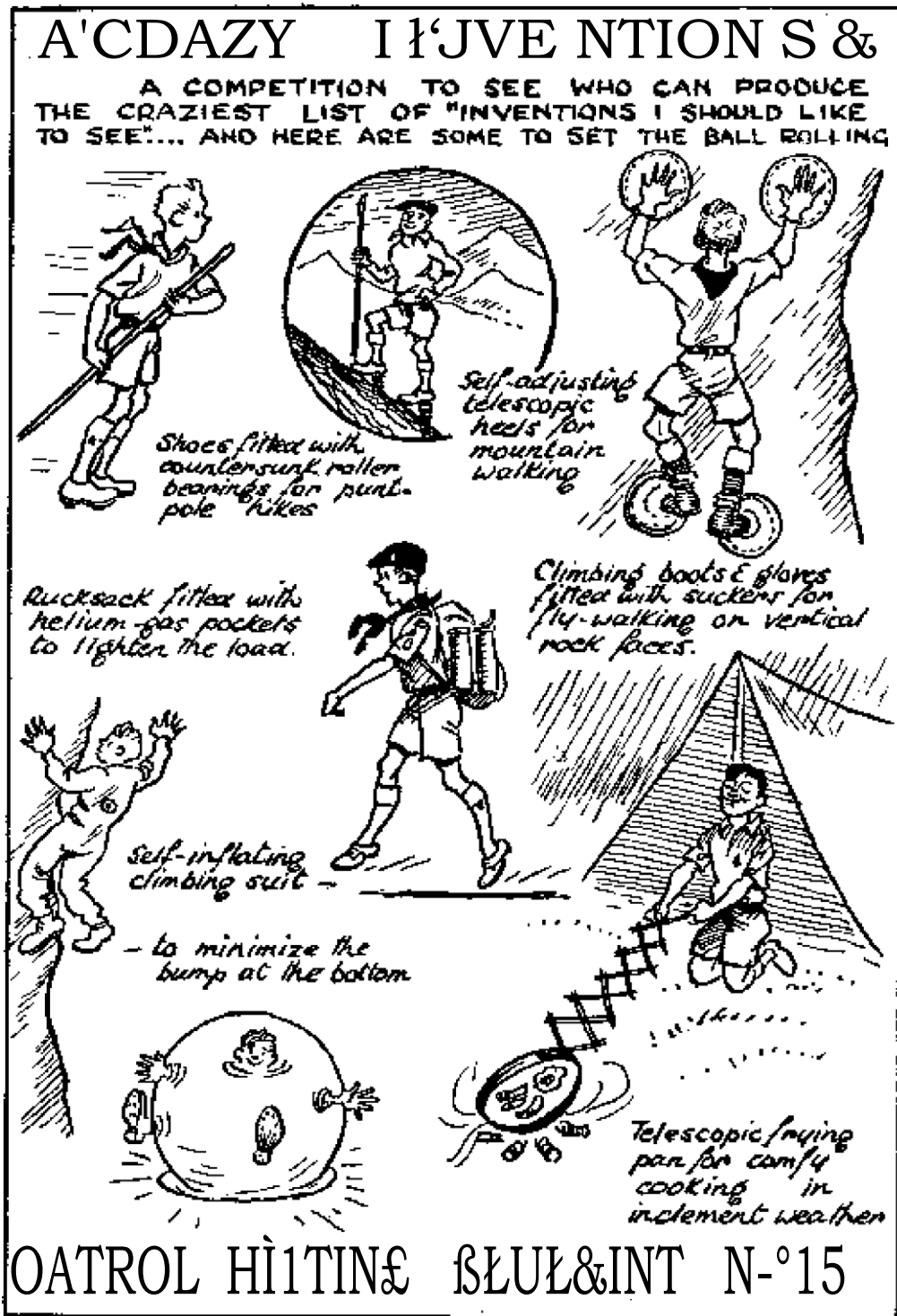
THE FLINT IS SIMPLY A PEBBLE, BROKEN WITH A HAMMER TO GIVE A SHARP EDGE. (LOOK OUT FOR FLYING SHRAPNEL WHEN YOU HIT IT WITH THE HAMMER!) THE STEEL IS AN OLD FILE. FOR TINDER, MIX TEASED-OUT SISAL WITH ORDINARY ("00" GAUGE) WIRE WOOL. HOLD THE STEEL AS SHOWN & STRIKE SHARPLY DOWNWARDS WITH THE FLINT. YOU'LL BE SURPRISED!

- THE CHICKEN GAME IS GOOD FUN IN ITSELF AND ALSO MAKES AN EXCELLENT STUNT FOR THE CAMPFIRE

"A" (THE CHICKEN) KNEELS IN FRONT OF "B" WHO KEEPS HIS KNEES APART & ELBOWS IN TO SIDES WITH FOREARMS HORIZONTAL. "C" STANDS BEHIND "B" WITH HANDS AT EITHER SIDE OF HIS HEAD.

THE CHICKEN MAKES CLUCKING NOISES & BOBS UP & DOWN BETWEEN "B'S" KNEES. "B" TRIES TO CATCH HIM BY BRINGING HANDS SHARPLY TOGETHER. IF "B" MISSES, "C" CATCHES HIM IN THE SAME FASHION.



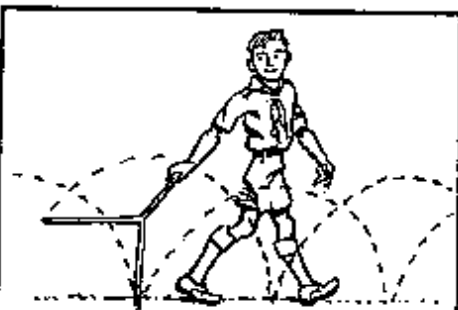


Patrol Meeting Blueprint No. 14



AUSTRALIAN STICK GAME

THE FIRST MAN PLACES 6 SHORT BATONS IN LINE, BUT ANY DISTANCE APART TO SUIT HIMSELF. HE THEN RUNS DOWN, STEPPING BETWEEN THE STICKS AND TAKES A LONG JUMP. OTHER PLAYERS FOLLOW, THE MAN WHO JUMPS FARTHEST SCORING A POINT. THE FIRST MAN JUMPS LAST IN AN EFFORT TO BEAT HIS FIRST EFFORT. AND SO ON, TILL ALL PLAYERS HAVE HAD A GO



A YARDSTICK IS USEFUL FOR MEASURING DISTANCE ALONG AN IRREGULAR COURSE. IT IS SIMPLY A Y-STICK, MEASURING EXACTLY 36" ACROSS THE PRONGS. TURN IT AS YOU WALK

THROWING A LOBLINE

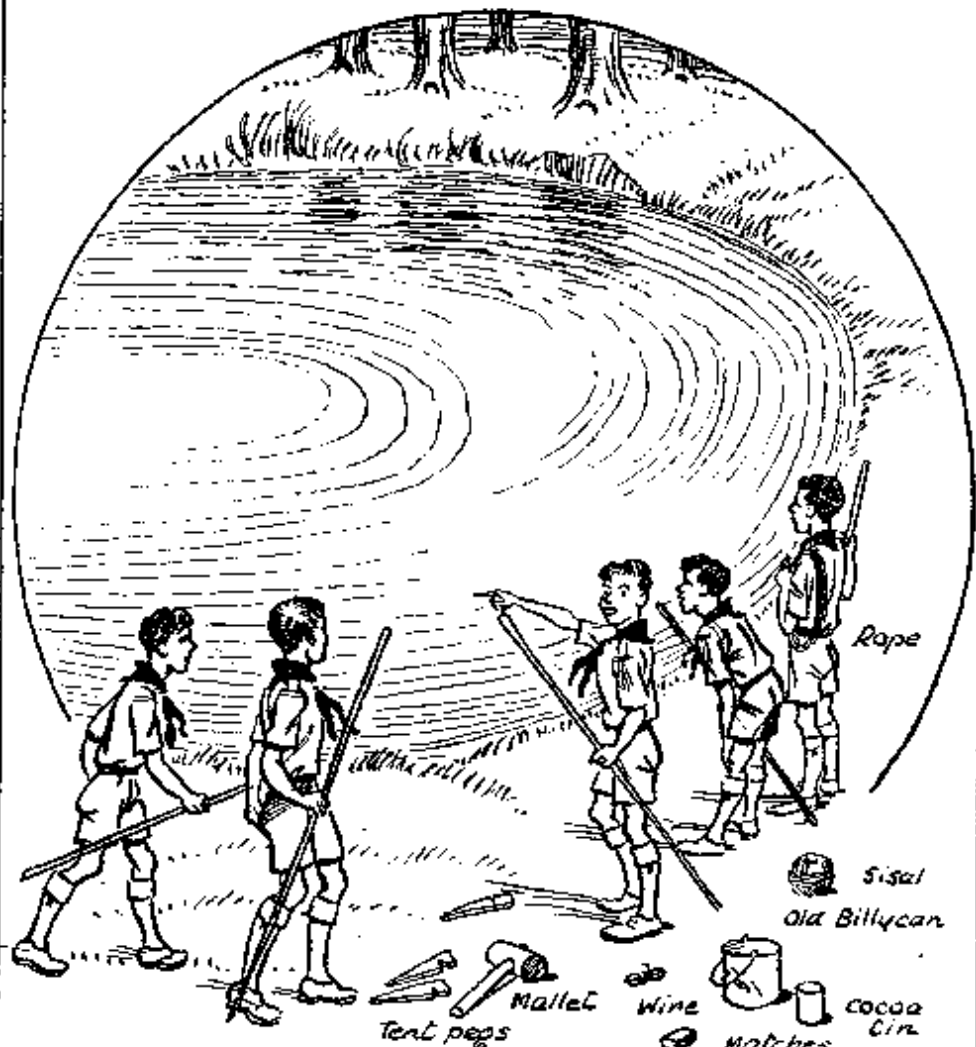
HOLD THE COIL IN LEFT HAND & WEIGHTED END IN RIGHT SO THAT IT HANGS AT ARMS-LENGTH JUST CLEAR OF THE GROUND. SWING LIKE A PENDULUM IN LINE WITH TARGET. ARM & LINE MUST



MOVE AS ONE UNIT - DO NOT ALLOW LINE TO KICK UP ON BACKWARD SWING. THROW WITH GOOD FOLLOW-THROUGH

PATROL MEETING BLUEPRINT 15

THE PROBLEM: WORKING THROUGHOUT FROM THE BANK, ERECT A BEACON IN THE MIDDLE OF THE DUCK POND, AND WHEN IT IS SECURED IN POSITION (NOT UNTIL) LIGHT IT FROM THE SHORE. THE BEACON MUST BE AT LEAST 10 FEET ABOVE THE LEVEL OF THE POND.



NOTE THAT ONLY GEAR SHOWN IN THE BLUEPRINT MAY BE USED, PLUS NATURAL MATERIAL FOR KINDLING.

TO THE P.L.: IF NO POND IS AVAILABLE, ROPE OUT A 30 FT. DIAM. CIRCLE ON THE GROUND AND WORK FROM OUTSIDE PERIMETER

PATROL MEETING BLUEPRINT 13

- ★ DIG UP A MORSE SIGNALLING ARM WITH COUNTER-WEIGHT DEVICE, SO THAT IT CAN BE OPERATED BY REMOTE CONTROL



- ★ USE THIS CODE TO SEND AND RECEIVE SEMAPHORE OR MORSE MESSAGES. NOTE THAT ONLY LETTERS A TO E ARE USED. AA IS F;

A	F	G	H	I	J
B	K	L	M	N	O
C	P	Q	R	S	T
D	U	V	W	X	Y
E	Z	START	STOP	ERASE	REPEAT
"Northings"					
	A	B	C	D	E
"Eastings"					

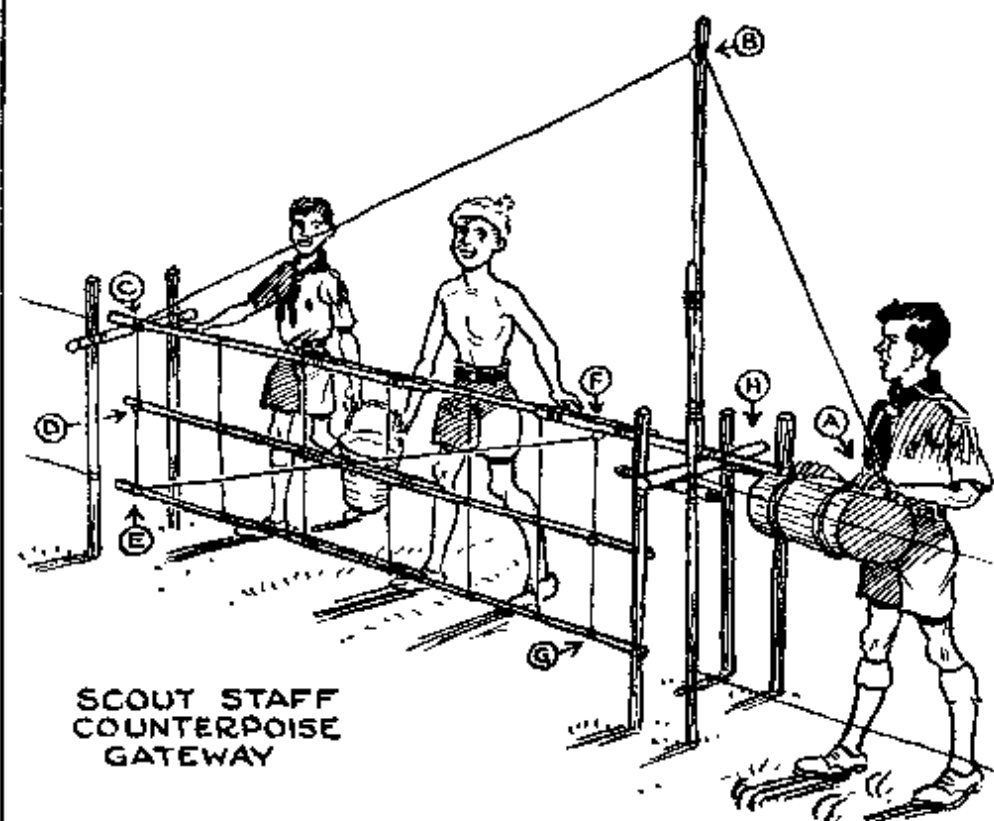
BB IS L; DA IS I, AND SO ON. (READ "EASTINGS" FIRST FOLLOWED BY "NORTHINGS" AS IN GRID MAP REFERENCES)

- ★ TRY PUTTING A CLOVE-HITCH ROUND A TREE, WORKING FROM A RADIUS OF 3 YARDS

- ★ THE FLYING PINEAPPLE: FIGS 1 & 2 SHOW HOW TO COIL THE LINE ON THE FIRST TWO FINGERS OF YOUR LEFT HAND. HOLD THE LINE BETWEEN YOUR FINGERS AND LAY THE TURNS ALONGSIDE EACH OTHER WORKING BACK FROM THE FINGERTIPS. NOW LAY BACK ANOTHER SET OF TURNS ON TOP OF THE FIRST, THEN WORK TOWARDS THE PALM WITH A THIRD SET. TRANSFER THE PINEAPPLE TO YOUR THUMB AND WRAP DIAGONALLY, TAKING CARE THAT EACH TURN CROSSES ITS FORERUNNER. DO NOT REMOVE YOUR THUMB TILL THE OPERATION IS COMPLETE. TO THROW THE PINEAPPLE, HOLD THE END PROTRUDING FROM THE HOLE AND BOWL OVERARM AS IN CRICKET



PATROL MEETING BLUEPRINT 17



SCOUT STAFF
COUNTERPOISE
GATEWAY

THE ORIGINAL FEATURE OF THIS GATE IS THAT IT CLOSES UP ON ITSELF LIKE A VENETIAN BLIND AS IT IS RAISED, THEREBY GIVING MAXIMUM CLEARANCE IN THE GATEWAY.

GEAR REQUIRED: NINE SCOUT STAVES, FIVE PICKETS FOUR BATONS, ONE LOG, SIX SCREW EYES, SISAL.

TWO STAVES ARE SHEER-LASHED TO MAKE THE GATE-POST, AND THREE TO MAKE THE TOP BAR OF THE GATE. NOTE THAT STAVES SHOULD BE GIVEN A GOOD OVERLAP AND LASHED IN TWO PLACES. DRIVE SMALL WEDGES INTO THE LASHINGS TO TIGHTEN.

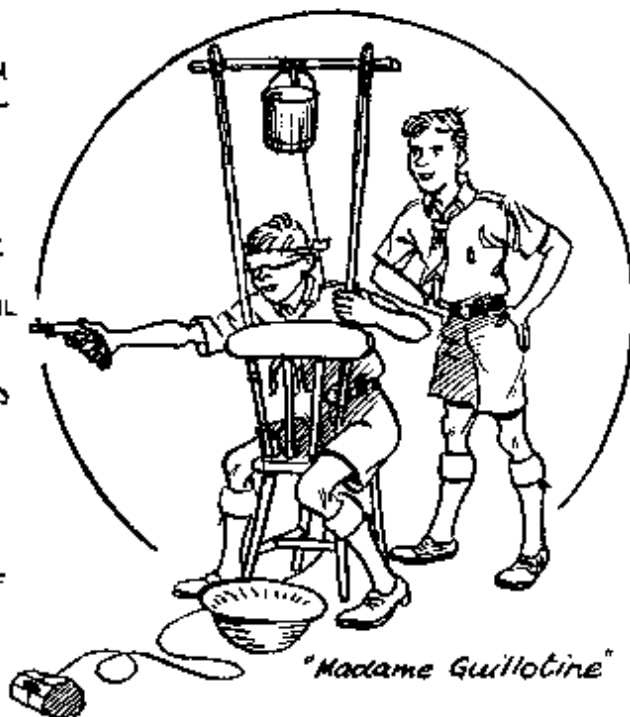
THE TOP BAR IS SQUARE-LASHED TO THE ROLLER-BAR (H). THE LIFT-ROPE IS SECURED AT (A) THEN PASSES THROUGH SCREW-EYES (B) TO (F) AND IS TIED-OFF AT (G) AS THE GATE RISES, THE TENSION ON THE ROPE INCREASES AND THE BARS ARE DRAWN TOGETHER.

PATROL BLUEPRINT N°18

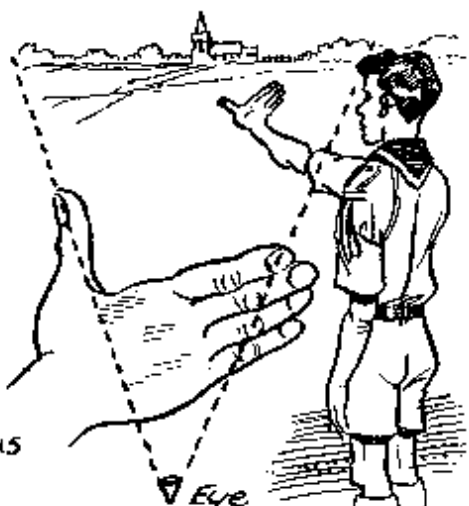
"MADAME GUILLOTINE": THIS IS A SPORTING VARIATION OF THE OLD "SLEEPING PIRATE" GAME. THE PATROL SIT AT THE FAR END OF THE QUARTERDECK & CREEP ONE BY ONE IN AN ATTEMPT TO PULL THE TRIP-LINE & SO UPSET THE CONTENTS OF THE BILLY OVER THE HEAD OF THE VICTIM WHO MEANWHILE TRIES TO PICK THEM OFF WITH A WATER-PISTOL.

★ ★ ★
HOLD A COMPETITION TO SEE WHO CAN STAND LONGEST ON ONE LEG WITH EYES SHUT AND ARMS FOLDED

★ ★ ★
"HANDSPAN COMPASS": HERE IS A NEW SORT OF "SELF-MEASUREMENT" WHICH WILL ENABLE YOU TO USE YOUR OWN HANDSPAN TO TAKE RELATIVE BEARINGS ON DISTANT OBJECTS. THE IDEA IS TO FIND THE NUMBER OF DEGREES CONTAINED IN YOUR SPAN (THUMB TO FIRST FINGER) AT FULL ARMS-LENGTH. TO DO THIS, SIMPLY COUNT THE NUMBER OF TIMES YOUR SPAN WILL GO ROUND THE ROOM IN WHICH YOU ARE STANDING, OR ROUND THE LANDSCAPE IF YOU ARE WORKING OUT OF DOORS. DIVIDE 360° BY THIS NUMBER & YOU WILL BE LEFT WITH THE ANGLE SUBTENDED BY YOUR HANDSPAN: E.G. 360° DIVIDED BY 20 HANDSPANS = 18°



"Madame Guillotine"



Eye

"THE OWLS REQUEST THE PLEASURE..."

GUEST NIGHT IN THE DEN - PATROL MEETING BLUEPRINT 19

To the P.L.: The idea in this one is that each Scout in the Patrol personally invites a Cub to the Meeting and that you run a special programme to give the Cubs an appetizer for Scouting - plus, of course, a feed!

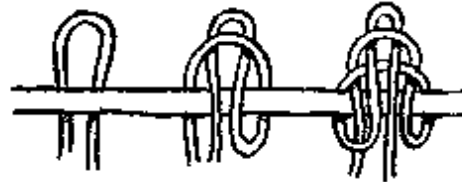
START WITH A GAME



WITH A COMIC TROPHY OF SOME SORT FOR THE CUB-SCOUT TEAM WHO SCORE MOST DIRECT HITS THROUGH THE QUOIT

EACH SCOUT HELPS HIS CUB GUEST TO MAKE A "BULL-ROARER" - SIMPLY A LATH OF WOOD LIKE A 12" RULER WITH A STRING ATTACHED TO ONE END. WHEN THIS CONTRAPTION IS WHIRLED ROUND THE HEAD IT GIVES OFF A SOUND LIKE THE WHINING OF THE WIND IN THE TELEPHONE WIRES.

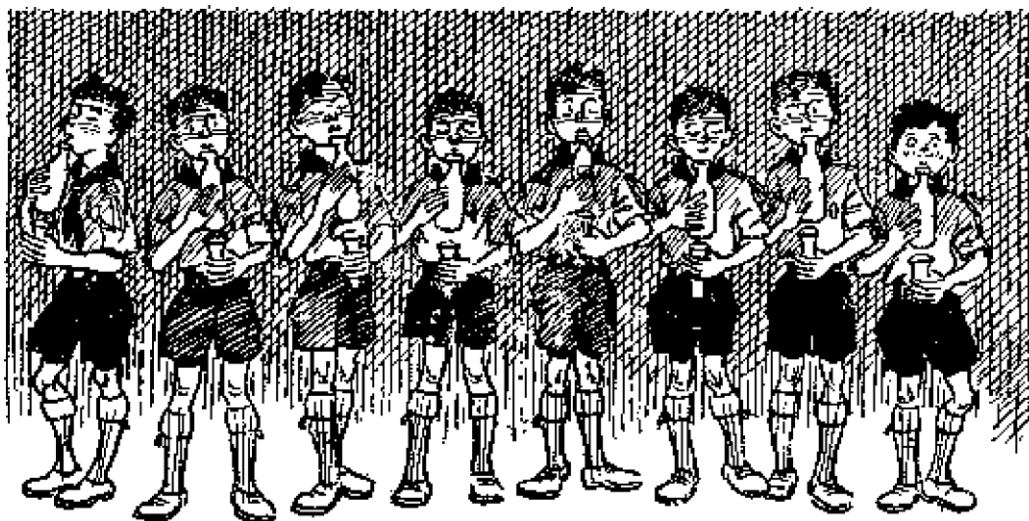
SCOUTS TEACH CUBS THE HIGHWAYMAN'S HITCH



THEN HOLD A RELAY RACE

THE PATROL SECOND DEMONSTRATES PLASTERCASTING, THEN EACH CUB MAKES A CAST OF HIS OWN BUTTONHOLE BADGE.

FINALLY, A FIRE IS LIT AND EACH CUB ROASTS HIS OWN SAUSAGE ON A STICK WHILE COCOA IS BREWED BY THE P.L.



IN PREPARATION FOR THIS PATROL MEETING, WHICH WILL CONSIST OF A DRESS REHEARSAL FOR A FORTHCOMING CAMPFIRE SINGING, YOU SHOULD STOCK UP WITH BOTTLES OF POP OF DIFFERENT COLOURS. IN ADDITION EACH BOY

EU FL ^*CE6T TASK W <k. BC' TO C0 VERT YOU2 POS ØOTTLES INTO MUSICAL INSTRUMENTS. DO NOT IMBIBE THE FIRE-WATER TOO HASTILY. THE IDEA IS TO TAKE A NIP AT A TIME, HOW'S mceos s."z be oc is aørzue rvza eAc» NIP, AND THEREBY PRODUCING BETWEEN YOU THE EIGHT *o Es: ow *°E otYAvl. OBv+ouSuy pz mtasi<zø MEMBERS OF THE PATROL WILL TEND TO PRODUCE THE WER N•J*** BUT T°° * QESM MW< UATE YO BE VERY CAREFULLY REGUL*Tzo. 1* WEGE9BARC, 00gTuES CAN BE TOPPED UP WITH WATER; BUT IT IS IMPORTANT THAT THE VARIOUS COLOURS SHOULD BE RETAINED

NEXT, ARRANGE YOURSELVES IN ORDER UP THE SCALE. CHOOSE ANY SIMPLE AIR WHICH FALLS WITHIN THE EIGHT-NOTE RANGE OF YOUR POP BOTTLE ORGAN AND REHEARSE TILL YOU ARE NOTE-PERFECT.

WHEN YOU PERFORM AT THE CAMPFIRE, YOU LINE UP THE READY BELOW THE BOTTLE, POINTING UPWARDS.

EVERY TIME A SCOUT BLOWS A NOTE, HE SWITCHES ON HIS TORCH THE BOTTLES - AND THE FACES ABOVE THEM - GLOW RED, GREEN, THEN Y, YELLOW, AMBER AS THE TUNE IS PLAYED. A SMASH HIT! IT CANNOT FAIL BUT IT WILL NEED CAREFUL REHEARSAL.

ALL THE ANSWERS

PATROL MEETING No. 1.

CODE MESSAGE: The alphabet was written out from A to M with N to Z below. Thus A became N in the coded message, N became A, and so on. The message ran, "The first man to read this is the winner".

CROSS-BEARING: Clue One – T (tea): Clue Two – Q (queue): Clue Three – J (jay): Clue Four – B (bee).

Missing from the sketch-map – North Point and Scale.

Were you able to decode the Morse message round the border?

PATROL MEETING No. 3.

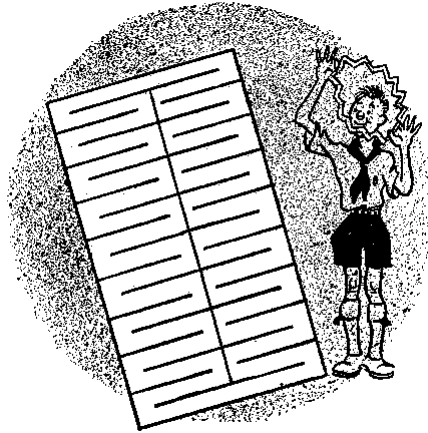
PAPER-FOLDING TRICK: It can't be done.

BRICK TRICK: Place a paper bag under the brick and blow it up.

MURDER MYSTERY: Having committed the crime, the murderer removed the Tenderfoot Badge from the lapel of the Scouter's jacket, threaded a long string through the buttonhole and tied both ends of the string to the quadrant on the fanlight. He then took the key from the Scouter's pocket and, taking care to leave the pocket open (as shown in the sketch) he left the room, locking the door behind him. From outside the room he was able to release the string from the quadrant and then slipped both ends through the eye of the key so that it ran down the string till it touched the jacket. By allowing the string to sag he was able to juggle the key into the open pocket. He then released one end of the string and hauled away on the other, leaving the key in the pocket. Try it! It works!

PATROL MEETING No. 5.

CARD TRICK: Cut the card as shown in the sketch and



you will find that it will open out into a wide hoop through which you can easily pass your body.

THE WIDE GAME: No. The signaller was standing with his back to the sun.

PATROL MEETING No. 11.

LOWERING THE FLAGSTAFF: One method would be to pass a loose running bowline round the flagstaff with the heavy rope, and then haul it up to the required height with the halyard before straining it.