

THE SCOUT BOOK OF STUNTS & IDEAS

by
JACK BLUNT



London
C. ARTHUR PEARSON LTD.
16-18 HENRIETTA STREET, W.C.2

1937

Made in Great Britain.

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Editor's Note:

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

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JUST IN CONFIDENCE

BEING THE FOREWORD

NO one ever reads the foreword of a book. It is usually a dull, heavy affair in which the author delights to tell you all about himself, how the book came to be written, and how it would never have been possible but for the sympathetic help and advice of this man and that.

Which is all very charming – but what does it matter?

Here is the book .., judge it for yourself. It was written solely to help Scoutmasters and Patrol Leaders who haven't the time to think these things out for themselves. We aren't all blessed with imagination, and it is good for those who have occasional brainwaves to pass them on for the benefit of others.

Some of the ideas will commend themselves to you; others you will frown upon. That is good. We all have different tastes. If an idea does not fit in with your particular purpose, throw it out.

Do not imagine this is a book of Scout training. It is not. All the ideas are stunts, purely and simply. The use of the word “stunt” may be unhappy, for it is a vulgar Americanism, but it seems to hit the mark, as most of these imported words do.

The need for “stunting” will be evident to every man who has to do with the business of running a Scout Troop or a Patrol. Things must be served up in a new and original way. In our times the plain unadorned Scouting programme is not sufficient to hold a Troop of boys; we must find new and thrilling ways for our Scouting.

Make no mistake. . . . The Scouting is still there. Underlying every idea and stunt in this book there is some definite physical or mental training value. It is still the evergreen “Scouting for Boys” – produced in new clothing . . the modern fashion.

I offer you no high ideals – just ideas that will help you in brightening up things in the Troop or Patrol. Every idea has been tried out and found successful in a normal Scout Troop.

I am indebted to Mr. F. Haydn Dimmock, the Editor of *The Scout*, for allowing me the opportunity of passing on my own and other people's ideas. I am afraid I gave him heart-failure sometimes with my unusual method of writing, and at times my bluntness was rather embarrassing. Yet he suffered me gladly.

To my own gang of ruffians, too, I owe my grateful thanks. I libel them most heartily all through the book, but they rather enjoy the fun. I will not name the Troop. Think of us rather as any ordinary town Troop. We aren't at all brilliant, as some folk seem to imagine. We have all our troubles and worries, we're always stoney broke, but we manage to play the game of Scouting as I feel the Chief would have it played.

To the several boys whose angelic faces adorn these pages I don't think any thanks are needed. They just loved the job of being photographed. Imagine them, too, as just any youngsters. They'd like it best that way. . . .

As a literary effort this book is just a ghastly failure. That's why I think you'll enjoy it. The words I use and the way I write have horrified many a good soul. But that's the way I talk, that's the way my boys talk. And I like to talk to you rather than write at you. I have written as I speak.

Good camping and good Scouting. . . .

JACK BLUNT.

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THE SCOUT BOOK OF STUNTS AND IDEAS

CHAPTER I. TROOP MEETING IDEAS.

HERE'S a go! Troop meeting to-morrow night, and not a single idea. Fellows are getting sick to death of the same thing week after week. I know, but what on earth can I do about it?

We're all in the same boat. There is badge work to be done, tests to be learned, games to be played. Patrol Corners will occupy some of the time. But these things alone will not satisfy a Troop full of beans and thirsting to do something new and exciting.

No! We must find something that will make the Troop meeting a novel and thrilling experience. Something the Scouts will look forward to each week. Here are some ideas.. .

INTER-PATROL GAMES AND COMPETITIONS.

The Spy Game.

IT happened last winter. In all cold blood I stood in Oxford Street (even if you live in Mudton-cum-Splash you've no doubt heard of Oxford Street) wearing a very long overcoat, a large fawn scarf, a "basher's" cap and a perfectly ridiculous red rose in my buttonhole. I was a spy. . . .

Anything less like a spy than Jack Blunt at that moment cannot be imagined. People turned and stared, policemen eyed me suspiciously. But I stuck it bravely. It was like this. . . .

A particular pal of mine is Jimmy Christie, a Scouter of the 25th Westminster crowd, and his particular joy is to bawl into my ear about an hour before his Troop meeting each week, "Got any ideas?"

Now, being a man noted for spontaneous combustion in the ideas department is no fun, and I have to stump up right away every time. Well, I was in a good humour that night. "All right," I told him. "I'll be a spy. Tell two Scouts from each of your Patrols to go out into Oxford Street to-night between the hours of eight-thirty and nine, and look for a man wearing a fawn overcoat, a cap, and a red rose in his buttonhole. If they will give the secret password, 'We're the Westminster boys!' they'll receive the secret plans of the attack."



*On the track of—The
Spy!*

It was a real adventure. I paced Oxford Street in my absurd garb and at 8.40 two small boys duly "spotted" me. They followed me for about three hundred yards, and then, apparently growing bold, presented themselves in front of me.

"Are you the spy?" they asked anxiously. "I beg your pardon!" I exclaimed coldly, and in high indignation. "I'll call a policeman!"

They retired hurriedly, but my next encounter was with a large and hefty Boy Scout. His companion, a long, thin fellow, hovered in the background.

"We're the Westminster boys!" declared the hefty one, grinning a nasty grin. I wilted, and handed over the packet.

At this, the two small boys, apparently thinking I was not all I ought to be and still hovering near, pounced upon me.

"You *are* the spy!" they yelled triumphantly.

I gave in then.

“All right, what’s the password?” They gave it, and received the second packet. The third Patrol never turned up – they must have got lost – and I went home at nine o’clock resolved never to do anything so ridiculous again.

Meanwhile, the two Patrols, having got their instructions, found they had to ‘phone a certain number. Twopence was enclosed. This turned out to be great fun. Most of the Scouts had never used a ‘phone before, and the results were staggering. However, when they did get through, it was to the home of the Scouter, and here a sepulchral voice demanded that they should find six four-inch screws and take them back to their Scouter – as he had need of them. “Had a few missing,” as one impolite Scout put it. Only one Patrol succeeded – to the extent of bringing in two rusty two-inch screws. The second Patrol arrived with six penny stamps, sticky and nasty – though why, no one ever solved. The third Patrol just looked intelligent.



Secret agents at work . . . getting on the line—to big adventures.

But what fun it all was! A great adventure for the Scouts, something entirely different. As far as training is concerned it observation, the use of the telephone, quickness and resourcefulness.

Hunt the Colour.

I LOOKED in on a Hackney Troop one evening. I got a shock. The Scouts were hurling themselves about all over the clubroom. Crawling up the sides of the wall, almost; perched precariously on dangerous ledges – a strange business.

The Scoutmaster saw my astonishment.

“Just an Inter-Patrol Competition,” he explained. “I’ve hidden thousands of little pieces of paper of three colours all over the room. Each Patrol has to collect one colour, and the Patrol which collects the largest number —”

“Wins the game!” I concluded. “A good idea.”

And so we’ll make that an Inter-Patrol Competition. The game goes down much better if you can place the coloured pieces on a surface of a similar colour.

Bridging the Grand Canyon.

AN idea for brightening up the Troop meeting and getting a spot of backwoods stuff into an otherwise dull evening. I got it from a Scouter I met on a 'bus in the City. He had a badge and I had a badge – and we talked.

Lay three groundsheets across the clubroom floor, and then let each Patrol construct some form of bridge across the ground-sheet – which, for the time being, can become the Grand Canyon – with any material they can find in the Headquarters. Good fun. . . .

The Man in a Straw Hat.

A COMPETITION which will brighten up observation, estimation – and ingenuity.

Each Patrol receives sealed instructions on the following lines (adapt to suit local conditions):

“To the Patrol Leader —— Patrol:

“Send your Scouts out in pairs to ...

“1. Estimate number of people on Buck Hill, Kensington Gardens (5 points for most correct estimation).

“2. Give a description of any man you can find in a straw hat (10 points).

“3. Discover the time the last train leaves Queen’s Road for Liverpool Street and for Ealing (3 points).

“4. Bring back to the S.M. a blue feather (10 points).

“All Scouts must be back in headquarters by 8.30.”

I’ve tried lots of “outdoor” stunts like this with my fellows, and they thoroughly enjoy them. The list of problems that can be set is endless.

Bound – with Four Inches of String.

I WAS talking to a mobile policeman the other day. No, I hadn’t been exceeding the speed limit. He’s a friend of mine – it’s always best to make friends with the police!

Apropos of nothing at all, he asked me whether I could tie a person up with four inches of string so that the fellow couldn’t get away.

“You’re a Scout,” he said, “and ought to know something about roping.”

I looked blank. Four inches of string. Now, I ask you! I thought for several minutes, but knew it was hopeless. I confessed myself beaten.

The policeman grinned. Then he explained. It was simple, oh, so simple. I looked suitably foolish.



Just four inches of string—and he'll never get away!

“Just place the man’s hands behind his back,” the speed cop told me, “and tie his two thumbs tightly together with the four inches of string. Then heave him down on to his stomach, and bend his legs back so that you can slip his boots into the loop formed by his arms tied at the thumbs. The four inches will be quite long enough, and the rest is easy. The man will never get away – until someone releases him.”

I experimented. The policeman was quite correct. The victim becomes helpless under the sinister influence of those four little inches.

Each Patrol might be given four inches of string to see which can tie up Johnny Snooks, or some other innocent victim, so that he cannot get away.

Fire!

THIS is a lesson in strategy – for the people who plan it – and a test in resourcefulness for those who suffer it!

It is one of the simplest stunts I know, and at the same time one of the most effective.

While the Troop is quietly (question mark!) getting on with some intricate job, all the Scouters gently retire, and the T.L. burns a whole collection of paper in one of the cupboards near the Troop clubroom so that the whole place fills up with smoke.

Making sure that he doesn’t create a real fire, he leaves the burnt embers in the cupboard and disappears.

Then hidden Scouters watch what each Patrol does about it – and award points accordingly.

When I tried this stunt out with my chaps I only prevented one Patrol from calling out the fire brigade by half a second.

It would have cost us ten bob if they had turned out – fire escape and all!

Jack Blunt’s Extravaganza.

WHOOPEE! I recently went 100 per cent, all-talking, all-singing, all-dancing. Went to see a real, honest-to-goodness film studio. Got muddled up with all the “sets,” “sound men,” extras, and things.

I had to go to the place on a mission concerned with my business, and what a time I had! It was the Gaumont Studios at Shepherd’s Bush, in London, and when I arrived they were putting in some hot work with a film starring George Arliss.

I became all Napoleonic! One officious man thought I was the French Army, and told me to get into my uniform – quick. I just got out – quick!

All boiled up about the business, I asked the Editor of *The Scout* whether he wanted a real, live film correspondent.

“Blah!” was his only comment, and I’m still trying to work out what he meant. But there’s no holding down we Blunts! Someone had to go through it, and, as usual, of course, it was the Troop. That is the last line of attack.

That night the Inter-Patrol Competition was just this:

“Each Patrol is a film company. Each Patrol Leader a film director. Using only the properties you can find in the club-room, give your interpretation of the Battle of Waterloo.”

What a slaughter! The Troop-room windows haven’t recovered yet. But the Scouts enjoyed every minute of it, and from a “play-acting” point of view it was twenty minutes or so well spent.

If *you* don’t mind a slaughter, here’s an idea for an Inter-Patrol Competition which will cheer up a Troop evening. Whoopee!

The Jig-Saw Hunt.

PAINT three different flags (or as many as you have Patrols) on to postcards, and then cut each flag into eight jig-saw pieces. Hide the pieces all over the clubroom before the Troop arrives.

At the word "Go" each Patrol is given the name of one of the flags, and its job is to hunt for the bits of that particular flag. First Patrol to hand a complete flag to the S.M. wins the points. Others get marks according to time taken.

If you want to make it a longer game substitute treasure clues for the flags. When a Patrol has its pieces of clue complete it can hunt for the treasure. In fact, for expert Troops, the alternative seems a better idea than the actual game.

"Cross" Words!

THIS competition will take the Scoutmaster hours to prepare – that is, if he can't swing the job on to the Troop Leader.

You see, you will need about a hundred letters (A, B, C, etc.) printed on little bits of paper. In a crisis you can cut the letters from old newspaper headlines.

When everything's ready the Scoutmaster hides the letters in out-of-the-way spots all over the clubroom, and then for the competition the Patrols simply have to find them.

And having found as many as possible the object is to make up a sentence from the letters. The limit is fifteen minutes, and the best sentence at the end of that time wins full marks.

The Patrol that brings up the sentence "O-U-R S-M I-S M-A-D" will, of course, lose a hundred points!

The Lashing Test.

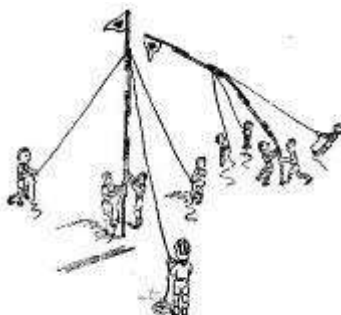
YOU know, we are all inclined to think there is some sort of hoodoo about apparently skilful things.

Like pioneering, and things like that. When you or I talk about building bridges and then think of our own Troops we really grin and say, "Oh, yeah! All right for Troops with plenty of time and plenty of money – like school Troops, for instance. But our Troop – no! Our blokes couldn't build a bridge."

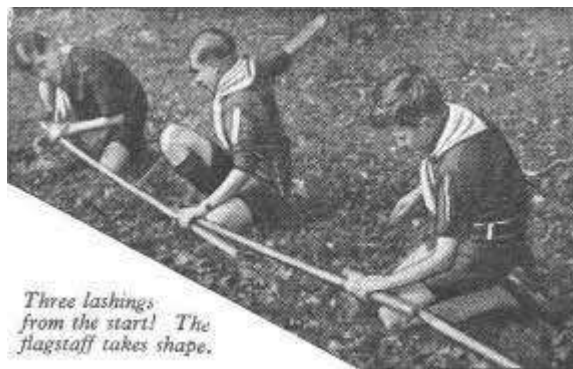
But there is no hoodoo about it really. Now, take my crowd, for instance. We've never built anything better than a pretty weak sort of monkey bridge. But that isn't because the fellows can't build a bridge. It's simply because we've never had enough money to buy the necessary gear and tackle.



Square lashing.



The busy scene as the Patrols' flagstuffs begin to tower skywards.



Yet we've built great bridges, sort of, in our minds – simply by lashing great timbers together. In fact, given the gear, I reckon our chaps could put up as good a bridge as any other gang. They know all the moves!

You can do exactly the same. Forget the hoodoo, and try lashing timbers together. You can do it in the Troop clubroom, if necessary. If you haven't got any timber, lash the chairs together, or lash the piano to the gas bracket. You're only making difficulties!

Don't know how to lash? Good gracious! Get a copy of "Preparing the Way – Pioneering," by Gilcraft, for is, 6d. You can order it through your bookseller.

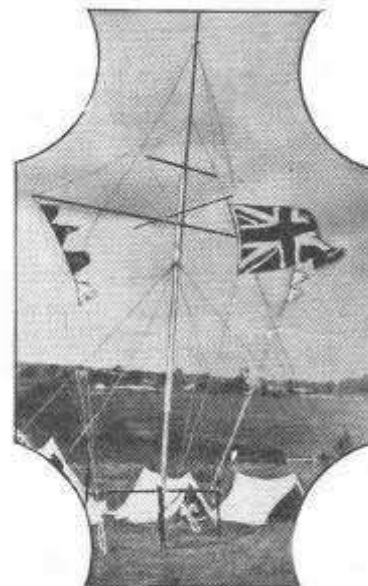
And here's a couple of games to help.

When everyone in the Troop knows how to lash two Scout staves together (and that's another fine thing you can do), hold a competition to see which Patrol can raise the highest flagstaff with its Scout staves.

And here's a trick of the trade. When you've lashed three staves together on the ground, erect your flagstaff and add additional staves at the bottom, while three fellows hold guys. You'll see the reason why when you try to raise a flagstaff of ten staves which you have lashed together in one length on the ground.

Nuff said!

Then, when you're all getting pretty hot at lashing, hold a competition in erecting a flagstaff with crosstrees, yardarm, and gaff (flood of indignant letters from horrified Sea Scouts pointing out hideous errors in nautical expressions). The first Patrol to fly its flag at the end of a gaff wins the giddy old cup. The flagstaff you see in the photo is the one we erected at our summer camp this year. Not bad for a flat Troop like ours! Your very efficient Troop will be able to do much better!



Build a flagstaff like this at your Summer Camp. You'll be proud of it!

"Death of Nelson"!

THIS idea is specially suitable if you meet in a church hall or institute (that's a change). Just before the competition is due to commence, turn round all the pictures on the walls so that only their backs are showing. Now invite each Patrol to describe the pictures, recording their descriptions on paper. To make things clear, chalk "1," "2," "3," etc., on the backs of the pictures.

You'll be amazed. . .!

A Scotsman's Riot.

WE'VE had "smelling" games, "seeing" games, "tasting" games and "touching" games. How about a "hearing" game? Here's an idea: –

Behind a screen, or in an outer room with the door ajar (anywhere, in fact, out of sight but within hearing), the leader of the game produces a number of sounds, and the Patrols – armed with pencils and paper – have to identify them. Patrol with most correct wins. The leader should yell out, "Sound One," and so on, as he makes each sound. Here are specimen sounds. Men with brains will be able to think of hundreds more.

Strike a match on a box.

Pour out water into a glass.

Drink the water.

Gargle.

Drop a number of pennies.

Tear paper.

Wind up a watch.

Brush clothes.

Scrape feet on floor.

Rattle a chain.

Break a biscuit.

Rover Tough scrapes the bristles round his chin!

Of course, in Troops north of the Tweed, dropping the pennies must be omitted – there might be a riot!

The Fire on the Old Farm.

THE Patrols are scattered all over the room, and the Scouts in each Patrol are numbered from 1 to 6, or 8, with the Patrol Leader No. 1 in each case.

To each Patrol Leader the S.M. and two A.S.M.'s give a message by word of mouth. They relate it three times to give the PL.'s a chance to memorise it.

"Farmer Franklin has sent a boy over to say that one of his hayricks is on fire. Will you go at once to Mr. Manners, at Oak Cottage, and ask him to 'phone to the fire brigade at Pothergay and ask them to come at once. Also get him to 'phone Dr. Snod-grass, at Market Place, and get him to come right over, as one of the farm hands has been severely burned."

The Patrol Leaders must then pass the message on to their respective Seconds also by word of mouth. The Seconds in turn must signal the message to their third men. The third men write it down and hand it to No. 4, and so it goes on by word of mouth.

The Patrol wins which gets the message most correct at the end, the last man relating it by word of mouth to the S.M. Don't expect too much at the beginning. The above message will probably arrive something like this:

"A boy has been severely burned at Pothergay, and will Dr. Franklin call the fire brigade and tell them that there is a bad fire at Oak Market."

But never despair. After one or two goes you'll all get very proficient, and it will be good training in memorising.

Dirty Fingernails.

THROUGH a screen with a number of holes in it all the Scouts in each Patrol have to place one of their hands. On the opposite side of the screen the other Patrols have to identify whose hands they are. Each Patrol has a go behind the screen in turn, and if there are three

Patrols of six that means that each Scout has to identify twelve hands. The Patrol with the largest number of “corrects” wins the points. That’ll sort out the fellows with dirty fingernails!

The “Free Feed” Game.

THE 96th Glasgow Troop have a wow of a game, which makes a good Inter-Patrol Competition.

The Scouters start at a point a mile from Troop headquarters and try to get in without being captured. The Patrol making a capture gets the points and is entitled to call on the canteen for a free feed at the expense of the Scouters! Not at all a bad game – for the Scouts!

The Scout’s “Luggage.”

TURN out your pockets and see what you’ve got Here’s a novel idea which has been tried out by the 3rd Exmouth Troop in Devon. Mr. J. C. Brock, the S.M., asked his chaps to write down a list of the things they considered essential for a Scout to carry when in uniform – apart of course from the uniform itself and gear carried on special occasions, such as rucksacks, billies and axes.



And now the other pocket——!

The 3rd Exmouth fellows let themselves go on the subject. Everyone plumped for a knife, notebook and pencil. Half voted for a whistle and a compass. “Also rans” were string, first-aid kit, comb, torch, map (no particular district given), and one bright youth decided that a Scout should always carry a drawing about with him!

Such fun! Mr. Brock asked a neighbouring Scouter to try out the idea, and his discoveries were even more illuminating. The general list was: Knife, whistle, string or cord, money (and they all wanted a shilling), watch, compass, first-aid kit, and map. About half also wanted a notebook and pencil, matches and – a mug. Where the mug was to be carried was not stated, I’m sorry to say.

Try out the idea in your Troop. It’s a brainwave.

Fetch a Bucket of Water!

FOR no apparent reason the Tenderfoot in each Patrol suddenly flops down at a certain moment during the normal course of the meeting – right in the middle of something hectic – and lies with eyes closed, looking sick and ill-at-ease.

Matters are left entirely to the discretion of the Patrols, for by some amazing coincidence Scoutmasters and A.S.M.’s have all disappeared. And now, until he is treated correctly for a normal faint, Tommy Tenderfoot refuses to recover.

Of course the Tenderfeet are in the know and, at a given signal from S.M., do their stuff. Points are awarded according to how the Patrols deal with their “casualties.”



Tommy's fainted. What SHALL we do?

Other “cases” can be dealt with in a similar way. “Oh, I’ve sprained my ankle!” Tommy can cry as he trips over the mat.

At His Last Gasp!

IF you have a stretch of water within a mile of your headquarters, here’s a good stunt.

Each Patrol is a party of explorers travelling across the desert. They have been for days without water, and now, on arrival at the Troop headquarters, as it were, one of them (the Patrol Tenderfoot) is dying of thirst. He can go no farther. The Leader knows that there is water not more than a mile away, and the whole party go out to get water and fetch it back to the dying explorer.

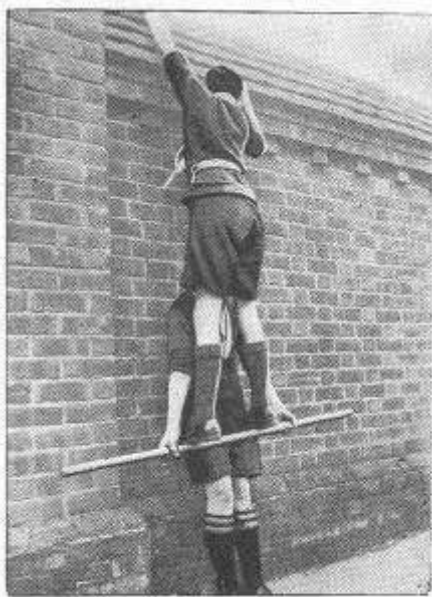
The Patrol back first with its water wins the game. Some container must be found, and the water obtained. There is no particular training in the game, but it’s good fun and enables the Patrol to get out into the open for a run on a winter’s evening.

The Answer’s a Lemon!

SEZ you! Sez me! Hot-cha-cha! Here’s an idea straight from America. . . .

For Troop movements, instead of giving the usual orders, “Left turn,” “Right turn,” etc., use the showing of a number of fruits as silent commands. For example, the showing of an apple means “Right turn” an orange “Left turn” lemon “About turn,” and so on. Anyone who makes a mistake sits on the floor and the last man standing gets the – lemon!

What you do when the Leader holds up a raspberry I don’t know. I’ll leave you to guess!



A Scout staff use YOUR Patrol can demonstrate.

What to do with a Staff.

IN lots of Troops the Scout staff is brought to every Troop meeting. I’ve seldom seen it put to any particular use during the meeting, but that’s beside the point. Here is a definite use for the staff at one Troop meeting at least.

Each Patrol is given five minutes in which to demonstrate in actual practice as many uses for the staff as it can. They must be shown and not just related. Points are awarded by S.M. for the best demonstration, and these count in the Inter-Patrol Competition.

The idea makes a good ginger-up for the “Uses of Scout Staff” test, and at the same time gives us something new for the Troop meeting.

What’s a Marsupial?

ONE of my unusually brainy A.S.M.’s (they’re both much more intelligent than I am) gave

the gang an Inter-Patrol Competition. It took the form of a few questions duly typed out and handed to each Patrol. They were questions, he announced) “which every normal boy should be able to answer.” For instance. . . .

1. What are the National Emblems of Scotland, Wales, Ireland?
2. Who won the Mildenhall-Melbourne Air Race?



3. What is a marsupial?
4. What do the words "Ich Dien" mean, and on whose crest do they appear.
5. In what counties are the following towns: Wolverhampton, Colchester, Portsmouth, Exeter?
6. On what side does a double-breasted jacket fasten?

And so on. There were twenty altogether. I beamed nicely – until the A.S.M. asked me how many I could answer. To my eternal discredit I got five out of twenty. The worst Patrol got eleven. What is a marsupial, anyway?

JUST A FEW GAMES.

Try Slipper Tag.

I MET him on a steamer going over! Actually, on the special Scout boat carrying something like five hundred Scouts to Jersey. I was bound for the Isle of Romance for a week-end.

He was the skipper of the 203rd North London Troop, and he told me that his fellows call him "Herr Doktor"! He gave me a new game, a lively affair for keeping a whole crowd of fellows on the move.

A basket or pail, or any other receptacle for that matter, is placed at the end of the clubroom as a base, and one of the Scouts carries a slipper. All the players – as many as you like – spread out, and the man with the slipper must endeavour to hit one of them with his dangerous weapon.

If he is successful he must immediately run to the pail and place the slipper in it. The man who has been hit must at the same time try to touch the slipper fellow before he can get his weapon in the pail.

If the slipper is deposited in time the man who has been hit must take the slipper and start again; if he touches the other before the slipper gets into the base the slipper man must have another go.

And so the game goes on. Something like "Hot Rice" – fast and furious!

Follow Suit.

I HAD occasion to visit another Troop in my own district to fix up details for a joint Troop social.

To my utter astonishment I found a table at one end of the room covered with playing cards, and Scouts were dashing all over the shop with cards in their hands.



"Gracious!" I thought. "This is funny Scouting!"

But then, as I watched, I caught the idea, and since it is a good idea I pass it on. Patrols line up at one end of the room in relay formation, and at the other end of the room, spread out face upwards on a table, is a full pack of playing cards.

Each Patrol has to collect one suit – hearts or diamonds, spades or clubs. If only three Patrols, leave out one complete suit.

A Scout from each Patrol must run at the word "Go" and pick up the ace of his Patrol's suit. Then he touches off the next man, who collects the two, and so on, till the whole suit is collected. After the last man in each Patrol has run, number one starts again. The first Patrol to hand the full suit, in its correct order, to the S.M. wins. A good game for quick observation of numbers, shapes and colours.

You'll have to explain it tactfully when the Commissioner arrives!

The “Whole Gang” Game.

IT’S some job finding a game in which fifty or sixty fellows can all join, but I came across a good one recently.

I was yarning to the Willesden, Middlesex, Patrol Leaders at the time, and Mr. Stember, their hard-working D.S.M., arranged the game.

The players divide into two teams, and each stands in one long line at either end of the room.

Two leaders stand back to back in the centre of the room, facing their own teams, and hold a football, boxing glove, or what you will.

At the word “Go!” the leaders throw the football to the first man on the right of their team. He throws it back. It is then thrown to the second man, comes back, and so on down the whole line. If anyone drops the ball it must be thrown to them again. The first team to complete the throwing wins.



Elementary, my dear Watson. . .

HAVE you ever had a full-blooded murder story for a game? In a room, or place apart from the Troop clubroom, a crime is staged, with body) pools of blood, upset chairs, match-sticks, cigarette ends, and all. It is quite easy to think up a juicy murder story,

Then each Patrol is given four minutes on the scene of the crime, and they have to work out and set down on paper just what they think has happened.

This is good training . . . and good fun.

Couple Tag.

HERE’S a game played by the 203rd North London Troop (St. Saviour’s). Their Skipper told me about it when I met him recently.

Two Scouts join hands and the rest of the gang spread out. Each of the couple must try to touch someone with his free hand. If he does so the man touched joins the other fellow and the “toucher” becomes free.

The Breakdown.

CHAIRS are formed up in a complete circle, and everyone sits down except one, who must act as the giddy old “onion.” He goes round giving everybody a specified part of a motor-car. Body, wing, wheel, bonnet, etc.

Now the onion walks round the circle, and as he goes he calls out the various spare parts. Immediately they are called the spares have to get up and follow him. As soon as he has collected a good following he yells, “Breakdown!”

All standing must then grab a chair and sit in it. The one left out becomes the onion. If the onion “knows his onions” he will get a chair each time. If you want finality in the game you can keep the same onion, and remove a chair after each round. Poor old onion!

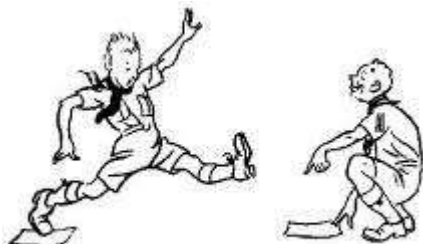
Hup the Haricots!

THREE teams of as many as you like are arranged in relay race formation, at one end of the room. On tables opposite each team at the other end of the room are two plates, one with twenty haricot beans in it, and two unsharpened pencils. At the word “Go,” the first man in each team must run up to his table, and by means of the two unsharpened pencils lift the beans from their plate and transfer them into the other. When he has done so, he runs back and touches

off the next man. His job is to transfer the beans back to the first plate again, and so the game goes on.

First team home with all its work duly performed wins the medals!

Sir Walter Raleigh Touch.



Across the stepping stones.

THE Patrols line up in relay formation. Give the first man in each line two pieces of your best writing pad. On the word "Go," the leader sticks his two pieces of paper on the ground and the second man stands on them, the brute! The leader then moves them forward one at a time, and in this way the second man – walking only on the papers – gets to the finishing line. There he takes the pieces of paper, runs back to the third man, and brings him across on the "stepping stones," so to speak. And so the

game goes on. The first Patrol across wins. If anyone's foot touches the ground they have to go back and start again.

Squat Tag.

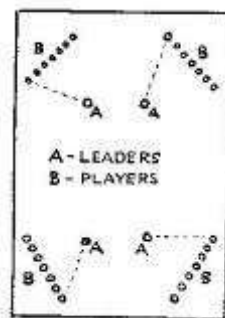
ANY game that gets us running about on cold days is good. This game is played in the same way as ordinary "Tag," where "he" has to touch someone, that someone in turn becomes "he" and has to touch someone else, and so on. For Squat Tag a player may squat to avoid being tagged, but is only permitted to save himself twice in this way. Having used both his "lives," he may only escape being tagged by running.

How to make a Noise!

EVERYONE blindfolds himself with his scarf, and stands haphazard about the clubroom. Then, into the centre of everything the leader of the game drops half a dozen balloons.

Now all the players have to do is to stamp around until they burst the balloons. Two points to a Patrol when one of its members scores a hit!

What a row you can make!



Corner Spry.

EACH Patrol stands in a line in a corner of the room, with the Patrol Leader standing about four or five yards from the centre of his line and facing it. Each leader has a football, bean bag, cushion, or what you will. At the word "Go" each leader throws the object to the right-hand player of his Patrol who returns the catch to his leader. He immediately throws a catch to the second man, who returns it, and so on, until the object gets to the end man in the Patrol. As soon as he takes the ball, he runs to the leader's place, and the leader goes to the right-hand end of the line. The game goes on until all have been leaders in turn and the Patrol Leader is back in his original place. Patrol to finish first wins the game.

Last Man's Kick.

FOR this game we need a football. Players sit on the ground in a circle, feet outstretched so that they are all touching. One player, "It," goes inside the circle and stands on one foot. The ball is now thrown into the centre and is passed from foot to foot. "It," meanwhile, endeavours

to get the ball with his hands and hold it, while all the players endeavour to prevent him by kicking and passing.

If “It” gets the ball, the last man whose foot touched it becomes “It,” and the original “It” takes his place in the circle. If the ball goes out of the circle, the last one to touch it becomes “It” in the same way.

Those in the circle are not allowed to touch the ball with their hands.

As players get proficient, the circle can be enlarged and, if necessary, players can stand.

The Loch Ness Game.

THE S.M. first tells the story of a maiden captured by the Loch Ness Monster, and how her rescuer arrived and he found he wanted several yards of rope or similar material to get down the loch from a crag – or something like that.

The Patrols are then asked to see what they can do. They must make a rope only using articles of their uniforms. When the 14th Richmond Troop played this game they got a chain of about fifty feet length, composed of jerseys, scarves, socks, vests, garters, etc.

The game is good fun, but should not be played too often or the rope tried too severely, else mothers will want to know how Johnny’s uniform got in such a state!

Handball.

TWO equal teams are formed, both of which line up at opposite ends of the room in order of size, and each team numbers off so that the two tallest ones have the same number, and so on.

Just in front of each team, two chairs, in line but a short distance apart, are placed to form goalposts, and the space between the goals is the “pitch.”

A balloon is placed in the centre, and the Scoutmaster calls out a few numbers, whereupon players from each side, bearing those numbers, run towards the balloon, and by using their hands alone endeavour to hit it down the pitch and through the opposite side’s goal. When a goal is scored, a whistle is blown, the players go back to their places, and new numbers are called out.

It is best not to have more than three boys from each side on the pitch at once.

The object of giving corresponding numbers to boys of similar size is so that there will be no unfair advantage when it comes to play.

Knock ‘em Over.

AS many players as you wish line up at one end of the clubroom.

In the middle stands a Scout who has to hop on one foot all the time. When the game begins he has to call on one of the Scouts in the line. This Scout must then endeavour to get to the other end of the hall by means of hopping on one foot (no changing feet) without being knocked on to two feet by the fellow in the middle, and without touching either side of the clubroom. If he gets through he stays at the other side; if not, he goes to the centre to help the other chap.

So the game goes on until all have either crossed or are in the centre. Then the centre fellows turn, and the chaps at the other end have a try to get back in the same way. The game can go on until only one chap remains to get through!

Take the Cake.

THE Troop is divided into two, and each side stands against the wall down the length of the H.Q. Each side numbers off from the opposite ends. At each end of the hall, in the centre, stands

a chair with a Scout hat on it, and right in the centre of the hall is the “cake” – a scarf will do in the absence of hardbake. The Leader calls a number, and the Scouts on each side bearing that number will have to dash to the chairs – one belongs to each team – stick the hats on their heads and try to get the cake and get back to their side. If one gets back successfully he gets a point for his side, but while he is bearing the cake he can be touched by the opposite fellow, and in this event the toucher wins a point for his side. To add to the fun call two numbers at once.

SPARE TIME ACTIVITIES.

A Cork and a Nail.

IT is a habit – and a good habit, too – with many Troops I know to give their fellows a Spare Time Activity each week – something to do in the odd minutes between Troop meeting nights.

Here’s the first idea.

Take a cork, a nail, and a piece of wire, and make something that will have a definite use. No prizes offered!

The Patrol Emblem.



GET each Scout to carve his Patrol emblem on the top of his staff. Ten points for the best.

What? He hasn’t got a staff? Good gracious, see to it at once. No Scout is complete without a staff.

A Knotting Frame.

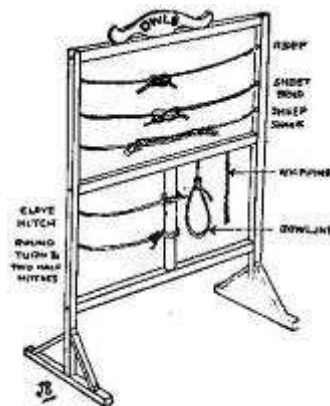
HERE’S a dandy idea (I think that’s the right expression) I got from Troop 20 of Brookhaven, Miss., in

America. It’s a knotting frame, which may help to ginger up the knotting part of the Tenderfoot Test, and certainly will be useful for instructing new recruits.

It is a simple idea, and easy to make. The picture will explain it quite well, without a lengthy discourse. Use ropes, whipped at the ends, and attach each to the woodwork by round screw eyes.

If each patrol made one, contests could be held to see who can tie the six Tenderfoot knots in the shortest time.

We’ll make the knotting frame a Spare Time Activity for Patrols.



How the Knot Frame should look.

The Christmas Calendar.

THIS Spare Time Activity is in the nature of a “taster” for Troops which don’t go in for handicrafts. It is as simple as ABC and makes a very saleable job.

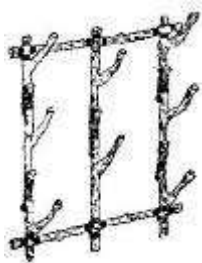
A piece of three-ply done in poker work at the edges with a red-hot skewer, a postcard view pasted at the top, and a neat paste-on calendar, which can be bought for a penny, fixed at the bottom . . . and the job’s done.

Looks simple but good. You can make an Inter-Patrol Competition of it if you like, and even if you don’t want to sell the finished jobs, every Scout’s mother will like her own son’s Esses Toe Ac to hang in the drawing-room – or the kitchen, as the case may be.



Backwoods Touch.

YOU can get the “Backwoods Touch” into your Troop clubroom – even if it is “only the church hall.”



Here is Twig Craft, an idea that comes from W. R. L. Pretty, of Lagos, in Nigeria.

Of all things on earth twigs are probably the cheapest and easiest material to obtain. And having obtained them, all you need is a ball of twine³ and you are then ready for work.

You don’t want a whole sermon on how it should be done. The picture – rough and ready though it is – will explain better than I can. And what an opportunity to practise straight and square lashings – with a definite use for them.

Make a hat rack like the one in the picture a Spare Time Activity.

You know, honestly, it is little touches like this in a clubroom that mark the good Troop out from the “just passable” crowd.

Profiteers.

HERE’S a remarkable Spare Time Activity which has been tried out by many Troops I know, and once by the whole Paddington Association. It is a perfectly brilliant idea . . . for everything except the Troop funds, maybe!

Each Scout is given 2d., and during the week he must see how much money he can make by using that 2d. as capital.

One Patrol can try making toffee apples and selling them to the rest of the Troop. It’s death . . . or glory!



Make a Bootlace.

EVERY Scout to cut a pair of bootlaces from a piece of leather. Patrol Leaders should show the fellows how it is done first. (See sketch.) Pull and roll the laces until they are small and even, without kinks.

Nature Study – without Groans.

HERE’S a Spare Time Activity – for town Troops only. It’s too elementary for country Troops! Or is it?

Bring to A.S.M. Bloggs next Troop meeting a specimen of all the leaves the names of which you know.

When next week arrives all leaves collected are pinned on the notice board with the names underneath. Duplicated leaves are thrown away.

Gosh, we’ve learnt what eighteen leaves look like. And without any effort. Pooled our knowledge, in fact.

That’s the ticket!

Knives should be Clean – and Sharp.

A BRILLIANT Spare Time Activity is for each Scout to clean and sharpen his Scout knife – it needs it!

Carborundum stones can be bought from the Scout Shop, and emery paper will remove rust (ghastly thought).

Grease the knife when it is shining – and sharp¹.

Patrol Log-Books.

LET each Patrol start a log-book. You can buy fine books in Woolworth's for sixpence, and begin records right now. The scribes can start with photographs of each member of the Patrol (horrors!), and then go on to record – in word and picture – the doings of the Patrol.

A Hobbies Job.

SCOUTS can bring to Troop meeting any article made, or thing collected, during the week in pursuit of their hobby. If they haven't got a hobby they can jolly well find one.

What can you do with a Forked Stick?

SCOUTS to go into the woods or some open space and cut a forked stick. Then make anything they like from it – catapults barred!

Those Diaries.

HERE'S something to keep the Scouts busy this week – and next week, and the week after. . . .

Tell them to start afresh on the diary they stopped keeping last Tuesday! Enter it up before bed each night, with what they did that day, including the things they meant to do but didn't, and enter in the next day's page the things they intend to do!

There's no need to enter up the bad things they did. I am assuming that they didn't do any!

Clean-up Week.

HERE'S a very good activity. Get out all the Troop's dixies, billies, frypans and other cooking utensils, and clean them up, solder any leaks, or fix any loose handles. Dry them thoroughly, grease them if they are tin, and pack them away in a dry spot again.

No use waiting till the week before Easter camp for a job like this. Do it *Now*!

Those Ugly Chairs.

THINGS look much better with a touch of Scouting. Those ugly chairs in Troop Headquarters, for instance. If they've got backs to them why not carve out the Patrol emblem on the back as I've shown in the funny little picture?

Don't try it out if you use the church mission chairs, but it's a good idea when the chairs are your own.



Search the Papers.

LOOK at the morning and evening newspapers during the week and snip out anything which you think shows one of the Scout Laws being put into action. Loyalty to someone else, kindness to animals, a special act of courtesy, something particularly thrifty, and so on. The papers are usually full of such stories.

And at Troop meeting next week we can devote fifteen minutes to sifting them out. The best examples can be put up on the notice board, together with the names of the finders.

It's surprising what we'll learn about the Scout Laws in this way.

Try Whipping.

WHIP all the unwhipped ropes in your Headquarters. No efficient Troop keeps unravelled ropes hanging about. It's not thrifty.

How to obtain First-Aid Equipment.

THIS week everyone gets a piece of cloth and makes a triangular bandage. One point for every Scout who turns out a good bandage.

I won't say it's good training in any sort of way, but it's very helpful for increasing Troop equipment, and that's a very good excuse!

A Step to Mapping.

ANNOUNCE to the Scouts: "Draw a rough map showing the road from your house to Troop Headquarters as if you were writing to me in order to direct me how to make the journey. Imagine I've never been near the district, and make it all clear." It's good practice for First Class mapping.

CHAPTER II.

BADGE AND TEST STUNTS.

THE road to the King's Scout Badge is paved with difficulties both for the Scout – and the Scouter. . . . Yet there is no need for us to make our difficulties greater. If we approach the tests from an adventure angle we have won half the battle, and there's more fun that way.

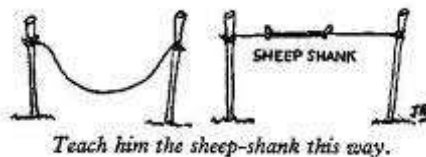
It is so easy to get a group of Scouts round a table and pour into their unwilling heads the essentials of this test or that. But it savours of the schoolroom, and the boy who has been schooling or working all day is looking for something different when he comes to the Scout meeting. It's our job to give him that "something different."

The adventure way may be more difficult; getting out into the open, for instance, is a big problem for many Troops, but where there's a will. . . .

Let's think of some of these adventures,

What's the Use?

HORRORS! I came across a Patrol Leader, and a First Class Scout at that, showing a Tenderfoot how to tie a sheep-shank with a piece of string. Using string is bad enough, but this was worse. The P.L. was holding the ends of the string loosely in his hands.



What on earth's the use of showing a fellow how to tie a knot unless you demonstrate the actual use – in this case for shortening a rope between two fixed points?

If you're showing one of the fellows how to tie a sheepshank, bend the rope to two fixed points so that it hangs loosely between them, and tell the chap that the object of the knot is to shorten the rope and make it fast between the two points.

When he sees the knot in actual use in this way he'll never forget it.

Tenderfoot – without Tears.

I WAS at a Troop meeting the other night when I saw the Patrol Leader of the Beavers (he'll remember!) teaching an innocent fellow with large spectacles how to make tracking signs.

Now for all I know, and for all the Patrol Leader knew too, I imagine, that innocent youngster in spectacles may have joined the Boy Scouts with visions of cowboys and Indians, tracking through jungle swamps, and goodness knows what else. And all he got was a few lines on a dirty little piece of paper. "That means road not to be followed, Jimmy." Have done! Tracking signs were never made for dirty little bits of paper in a Troop clubroom. The new recruit should be taken outdoors (on a Saturday afternoon if it's winter) and shown the sign with twigs and grass and things. Then a trail can be laid for him, and he to follow. There's fun in that – and a touch of the real thing. And if the Patrol Leader is playing football on Saturday afternoon, well what's a Second for?

Anyway, don't disappoint the new chap. He may be expecting cowboys and Indians.

Scout Firemen.

I WAS at Paddington Station the other evening, meeting some friends coming back from holidays. With half an hour to waste I wandered around the station, and was surprised to find a bunch of Scouts wielding a huge hose outside the G.W.R. fire station. (Did you know that



Give him the real thing in tracking. Teach the signs with real twigs—not marks on a piece of paper.



First Stage: Turn patient over on his face, and lift from the shoulders to kneeling position.

Second Stage: With left hand grasp patient's right hand so that his arm goes over your shoulder, and with your right arm through patient's legs. Then lift and get to your feet.



all the railways have their own fire brigades?)



Third Stage : Patient over your shoulder, grasp his right hand so that you have one hand free.

I investigated, and found Mr. Long, of the G.W.R. brigade, showing the boys the art of hose drill. He was putting them through their paces for the Fireman Badge, and while I watched he demonstrated the correct Fireman's lift.

Lots of Scouts don't know this, but they jolly well ought to. . . . You never know when it may come in useful. I've taken some pictures showing the correct lift. Try it out at the next Troop or Patrol meeting just as a little adventure stunt.

The Real Stuff – The Real Way.

WE were out on Hampstead Heath – you know, 'Appy 'Ampstead – the other afternoon. At least, those of us who weren't playing football. We had a Scout football team last year, but found it messed up afternoon Scouting completely, and we've cut it out this year. Some of the fellows therefore have been dragged into firms' teams. One, for instance, who's a super-salesman at Selfridge's, is a dashing winger in the sixteenth eleven.

Anyway, the First Class merchants had to go through it on Saturday afternoon, and the subject was "Estimation." And since my "Estimation of Height" methods were a bit shaky, and I had to work them all out again, I might as well pass them on:

INCH BY FOOT. – This is one of the easiest of all, and the one we generally use. It is very rough, but is easy to remember. Walk eleven feet, yards, rods, poles or perches from the tree and set up a staff. Get another Scout to hold it. Now walk one more foot, or yard, or whatever you have previously taken as your standard measurement – making twelve in all, with the staff at the eleventh. Now get your eye right down on the ground and look up at the tree. The second Scout then slides his hand up and down the staff until your eye,



Inch by foot.



Pencil method.

the hand and the top of the tree are all in one line. Next measure the distance in inches along the staff from the other Scout's hand to the ground. Call these inches feet and that's the height of the tree. It doesn't matter what standard of measurement you use along the ground provided you make it eleven and one—but you always call the inches feet on the staff.

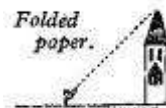
PENCIL METHOD. – Another rough estimation, needing little calculation. Specially useful when you can get to the bottom of the object you are measuring. Stand a Scout at the bottom of the tower, shall we say, and walk away yourself. Now with a pencil held at arm's length get the Scout's height in perspective and see how many times his height goes into the tower. Knowing his height, you simply multiply it by the number of times he goes into the tower, and that's its height. Simple.

FOLDED PAPER METHOD. – Fold a piece of paper into a perfect right-angled triangle. Now, keeping one of the sides of the right-angle parallel with the ground, move backwards until when you look along the line of the hypotenuse (good word that!) of the triangle you can just see the top of the tree. Now the height of the tree will equal the distance you are from the tree plus your own height—at least, your own height up to your eye.



Lumberman's.

LUMBERMAN'S METHOD. – Another simple method requiring two Scouts. One stands in the dead centre of the base of the object to be measured. The



Folded paper.

other, holding a staff in his hand, goes back some distance and gets the whole tower in perspective, with the staff and his thumb, in one eye. Now, keeping that perspective, he turns his staff over so that it is parallel with the ground, and the fellow at the foot of the tower walks outwards in a direct line with the side of the tower until the Scout with the staff just gets him in his vision at the end of the staff. From where the fellow is now standing to the spot from where he started is the height of the tower.

NORTH AMERICAN INDIAN METHOD. – Walk away from the object with your back towards it, and then

look backwards through your legs until you can see the top of the object. When you have reached such a distance that you can just see the top through your legs – the distance you are from the object is the same as its height. This is very, very rough, but is amusing.



North American Indian method.

There are other methods – Proportional, Reflection, Shadow, and so on – but they are more difficult.

Go out on a Saturday afternoon and try these little stunts. The Scouts will find the First Class Badge isn't such a bore as they thought.



The inch-by-foot method.

You're a Human Ruler.

A SCOUT hasn't any use for a ruler – he's a walking ruler himself!

How d'you think the old-time pioneers measured things? They hadn't got rulers and things. They just measured up stuff by knowing how long their arm was, or by the span of thumb and forefinger, of which they already knew the length.

There's another pioneer idea you can use. Get to know your own measurements, and then you'll never want a ruler – except for ruling lines!

Get another Scout to help, like the fellow in the photograph and fill up this list:

Nail joint of my forefinger

Span of my thumb and forefinger ...

Span of my thumb and little finger ...

Tip of my fingers to my elbow

My wrist to my elbow

Middle of my kneecap to ground

My arms extended, from finger-tip to finger-tip

My pulse: About 75 beats a minute (check up with a watch)

My pace (walking naturally) ...

Now see how many you can remember. Try memorising two at a time and measuring things up by means of them. Then you'll never forget. The knowledge may be really useful some time.



Taking your own measurements.

Taking Casts.

NOW, my own Troop is not what you'd call brilliant! Our gang, though I say it myself, are just normal. That's why, in the tracking department, we haven't got to the stage where we are taking casts of the tracks of Lesser Spotted Bluebottles.



Pouring the plaster into the mould.

But you've got to start somewhere, and we started-in last winter. Those brilliant folk whose specimen cases already contain the casts of the Lesser Spotted Bluebottle will probably sniff when they read of our experiences.

Yet, because most of you are about as brilliant as we are, here's the low-down! Try it yourself. It's fun!

We had decided that the best tracks on which to start were our own, because you can make those to order. And so, armed with our bags of plaster of Paris, jam jars, talcum powder and all, we set out.

Finding a suitable spot, we smoothed out the earth, and after removing shoe and stocking one of the fellows made a "standing" impression of his foot.

A stiff-paper collar was set up round the track, talcum powder sprinkled in to fill up the cracks, and then all was ready for the plaster. This we mixed in a two-pound jam jar until it was of the consistency of cream (ordinary cream, not Devonshire stuff), and then it was poured in.

We were amazed. It turned out a beautiful cast, and, after the dirt had been washed out of the corners, looked fine. We were more brilliant than we had thought!

Some of the other fellows made casts of their own feet, but because our store of plaster was getting depleted further efforts were discouraged. Intoxicated with our success, so to speak, we went snooping around for "live" specimens. I am afraid we found nothing more than a dog's track, but we made a good cast of it, and went home that afternoon very proud of our work.

I will pass on the benefit of our experiences. For making a human track you should use a two-pound jam jar. This full will just about make a complete cast. Very best plaster (dental quality) can be bought from a chemist's for 6d. per pound, but the coarser variety, which is just as good and which we used, costs 1s. 3d. a stone from paint and oil merchants.

Add water to the plaster (about half a jar will be necessary for a full jar of dry powder) and stir right to the bottom. Do the whole job quickly, and when it is of the consistency of thick cream pour it into the track.

Talcum powder fills up the cracks, and a collar round the track makes a good job of the specimen. Scratch the object, place and date in the plaster before it completely sets.

Wash out your jam jar just as soon as it is empty, or you won't be able to use it again.



Making a "standing" track.

If you can't get out into the open take a trayful of sand into the Troop clubroom. When you get on to the "big stuff" leave a tray of sand out in a garden to get bird tracks.

Here is real pioneering which even the least brilliant of Troops can do. Try it out during the winter, and remember it as a stunt for your summer camp, if you are beside the sea and sand, next year.



Taking the bearing on a church—the first step towards their finished map.

to remember what I had learnt at school. Finally, we went out to try what I knew, and – believe it or not – we found it great fun. There was certainly a touch of adventure in it, and I think it was helpful to our blokes. And since you may like a "taster" in the same way, here's the idea. Two Scouts can do it on their own, while it will make an excellent activity for a Patrol on Saturday afternoon.



There's something of the blazing-the-trail spirit in map-making. Find it out!

to one mile.

Next, at the beginning of the mile look around for a spire. Having found one suitable, take a compass bearing on it. When you've got it, mark a similar compass bearing on your map.

Go half a mile down the road, and take another bearing on the spire. Mark it on your map, and where the two bearings cross you can mark the spire with its suitable conventional sign.

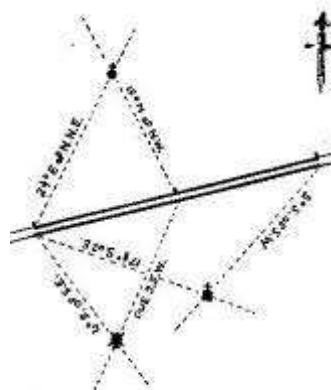
Making a Map.

I READ in some Scout book or other that map-making and surveying are good activities for Scouts. Ever on the look out for something new, I was ready to be convinced. All right, I thought, I'll try map-making and surveying. There is a romantic sound about the business, and it smacks of pioneering and blazing the trail.

Aforesaid book didn't tell me how to begin, or what to do about it, so knowing just a little about map-making and precisely nothing about surveying, I hunted round for a book on the subject.

I found one, and only then learnt how really foolish and ignorant I am. If I had been training to become a qualified surveyor I might have understood a little of that book; but being just ignorant I was completely lost. And as for interpreting it in terms of a Scout activity, well . . .

Giving the book up as a bad job, but not abandoning the idea of map-making and surveying, I racked my brains



A typical map of a short stretch of road.

Find a straight road (it's easier if it's straight) that stands fairly high up and commands a view, on either side, of spires, chimneys, or things. Now find a suitable spot, mark it, and then measure a half a mile or a mile, if long enough, down the road. Scout's Pace will come in useful.

On your mapping paper mark the road according to its compass direction (North will be at the top of the paper) just six inches long. This will mean the scale is six inches

That's easy, and good fun.

In this way you can plot all sorts of things on your map, and be sure that they are fairly accurate. And for once we will have actually made a map without worrying about books.

Funny how the things you learn at school – the dry-as-dust stuff, I mean – sometimes come in useful in all sorts of ways!

A Signal Occasion.

TO many Scout Troops the world's worst worry – barring the question of earning money – is signalling. The Signalling Test in the Second and First Class Badges is “put across” by Troops in a multitude of ways. Some use nasty, dirty bits of paper on which to scrawl strange hieroglyphics, and the wretched boy who is being taught hears queer mutterings, such as, “See, that's ‘A,’ this is the second ‘Circle’ that's ‘W’; no, ‘that's ‘W,’” and so forth.



In more enlightened Troops poor Johnny stands at one end of the clubroom with two flags in his hand and looks intelligent while P.L. Snooks stands at the other end and murmurs vague nothings. About them goes on all the usual hubbub of a busy Troop meeting.

Still others use weird and wonderful gadgets with waving arms or flickering lights that leave the wretched Johnny gasping. In another Troop I saw twenty-two Scouts all signalling together – to music. It was wonderful! Probably fifty per cent, of them couldn't have got a real message across to save their lives. But it looked marvellous! I hope your Troop isn't numbered among that lot.

Troops who try to “put across” signalling in these ways have got the wrong angle on signalling, and for that very reason they find it the world's worst worry, and complain that “Our blokes don't like signalling. What's the good of it, anyway!”

The object of signalling in any form is to get a message from one point to another where it is impossible to communicate by word of mouth.

Now, anyone can shout across the clubroom, so why signal there. And you might just as well say it as put it down on to nasty bits of paper.

No wonder Scouts aren't interested in signalling – if it's put over in that way.

There's only one way in which signalling can have any interest to fellows, and that's by doing it the right way – over a distance and out in the open. We're always complaining that we can't find things to do out-of-doors, and here's one of the regular things in front of our very noses.

Of coarse, Johnny has got to learn the signals, but I favour the of letting him learn by himself at home. He picks it up much quicker. Then, get him out with the rest of the Patrol over a distance such that shouting is of no use. His instructor can then point out the various signals, given slowly, and Johnny will recognize “A, B and C,” as he is meant to recognise them.

A couple of afternoons spent like this are worth twenty spent signaling across the clubroom floor. I don't propose to tell you more about signalling, because you can get it all from books. What I have just told you – most important of all – the books seem to miss out.

First-Aid – by “Doing.”

YOU’VE heard the story about the Scout who came across a man with a broken leg and treated him for a fractured skull – ‘cos that was all he knew? You haven’t? Well, neither have I, but I’m expecting to do so every day.

You see, so many Scouts *learn* about first-aid, but very few ever put their knowledge into practice. And so, if they came up against the real thing, I just don’t know what they would do.



Thousands of Troops go to pot in this way, and that is one of the big reasons why many of them find first-aid dull. If you’re going to teach Billy Snooks how to treat a bleeding nose, let him actually deal with Tommy Bloggs as if the said Tommy was actually suffering from bleeding at the nostrils. Then he’ll understand.

Most Scouts I have seen doing first-aid learn in a practical way how to tie the various limbs with a triangular bandage, but few get practical knowledge of anything else, and about one per cent, ever use an ordinary roller bandage.

Lets start a new line in first-aid. Teach the new fellow nothing about first-aid unless you’re going to let him do everything himself after you have shown him the way. Cuts, fainting, bleeding at the nose, scalds,

sprains, and the rest, should all be dealt with by him in actual fact.

No Scout gets past me in First Class first-aid unless he can actually stop the blood flowing past every one of the various pressure points on a patient, by digital pressure, flexion, or the tourniquet. That’s the sort of idea to aim for. The whole subject becomes *real* and interesting then – and the knowledge may save someone’s life some day.

Don’t let’s be half-baked.

Knotty Problems.

KNOTS need polishing up now and again. But don’t call it “Knots Revision,” and make everyone sit in a circle and tie bowlines and things with bits of string. Use rope and try some of these games. We can bring the knots to mind again much quicker the games way. . . .

THROW OUT THE LIFE-LINE. – Each Patrol Leader stands ten or fifteen feet in front of his own Patrol, and the Scouts – armed with two-foot pieces of rope – have to imagine that he is drowning. At a given signal the Scouts in each Patrol join their ropes together with reef knots (one Scout one knot, with one extra piece of rope for the last man), and the rope is then coiled and thrown to the Patrol Leader. He ties a bowline round himself and can then be dragged in by his Patrol. The Patrol which can save its leader first wins the game.

CARRYING THE BOMBS. – Each Patrol, standing in relay formation, is given two dead electric light bulbs. Each Scout in turn has to tie the two bulbs together – without the sockets touching – with a piece of rope (clove hitch) and



Finding out the difficulties of the two-handed tie.

carry them, by means of the rope's-end, to the other side of the hall. Then he releases the bulbs, lays them down, and runs back to touch off the next man. So the game goes on as an ordinary relay. A busted bulb disqualifies the whole Patrol. Don't forget to finish off with a half-hitch after you make your clove hitch.

SAFETY FIRST. – Troop forms a circle. One of the Scouts acts as "It" and carries a two-foot piece of rope. Troop all bend down with hands cupped behind their backs and "It" walks round outside the circle. As soon as he places the rope into someone's hands that someone has to tie a reef knot before "It" can run round the circle and touch him again. If the knot is not complete when the man is touched he in turn becomes "It." Otherwise "It" remains "It" and tries again. The knot can be changed from time to time, and when the dove hitch is being used "It" can carry a cardboard baton as well as the rope.



Hauling in—the life-line.

TWO-HANDED TIE. – Each Patrol stands in relay formation, but the Scouts turn so that they are side by side. At the word "Go" the first and second men in each Patrol have to place their left hands behind their backs and with their free right hands must, together, tie a reef knot in their two pieces of rope. Completed, the second and third men, using only their right hands, now tie this piece to the third man's piece. So the tying process goes on until the last man and the first man tie the two ends of the long piece together to form one large circle. First Patrol with a continuous piece of rope wins the game.

Whipping a Rope.

BELIEVE it or not, some Scouts look blankly at you when you ask them to whip a rope. They just don't know what it means! Funnily enough, lots of fellows get past their Tenderfoot without ever attempting a whipping.

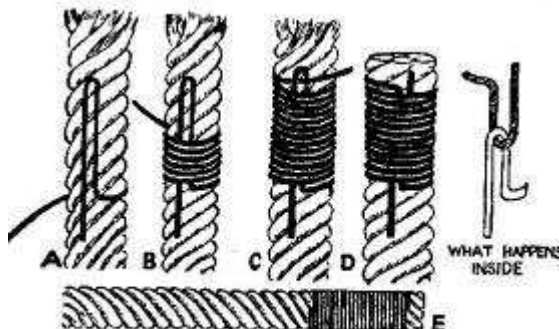


Teach him to whip on a large scale so that he soon grasp the idea.

But we won't think about them. That's not what I want to tell you about. The immediate idea is – the way to show a fellow how to whip a rope so that he understands more easily.

I have found that to show the actual operation, with rope and thin twine, is a difficult job. The whole thing is so small and finicky that it is hard for the new chap to follow.

We got over this difficulty by using a large cylinder (an old rolling-pin with the handles cut off) in place of rope, and having rope instead of thin twine for the whipping material. The whipping was done with the rope round the



These little pictures show you all there is in whipping a rope.

cylinder, and the Tenderfoot quickly gets the idea. Try it out for yourself.

Incidentally, and by the way, this is how to whip a rope. There are several methods, but I find this the simplest and surest:

First you take a rope, all frayed and nasty; then you take a length of thin twine. You make a loop with the twine and lay it on the rope just under the frayed bit (see A), and next you wind the twine round the rope and over the loop (see B). Round and round you go until there is only a bit of loop showing at the end. Through this little bit of loop you push the end of the twine (see C).

Now you go to the other end of the binding and pull like mad on the end that is showing until the loop gets to be about half-way down the binding (D).

Now cut off the ends close up to the binding. Cut off the frayed bit of rope cleanly, roll the whole thing on a flat surface with the palm of your hand, and the whipping is complete (see E).

Held Prisoner with Cotton.

HAVING read my stuff about tying up a victim with four inches pf string, Andrew Slessor, a Rover Scout Leader of Marton, in New Zealand, sent me an idea to beat it!

His plan is to tie a man to the floor with eighteen inches of strong cotton so that, without the use of his hands, he cannot get up. This is the way.

First drive a couple of tacks or small electrician's staples into the floor. Then break a piece of cotton eighteen inches long into two pieces and fasten a piece to each of the tacks.



Next, having tied the victim's hands together with cord, fling him to the ground so that his head lies just between the tacks, and then tie the two pieces of thread together as tightly as possible across the bridge of his nose with a reef knot.

Wretched victim! If your cotton is good strong stuff he won't be able to move. The more he wriggles the more the thread will cut into his poor old nose.

I guarantee no success, but you can try it out if you like.

Stirring the Old Porridge Pot.

IN some Troops there's a terrible hoodoo about camp cooking! I've even heard tell of two Rovers appointed to take charge of cooking for the duration of a Troop camp. And woe betide any horrid Tenderfoot who conies grubbing around the kitchen! A ghastly thought. In my own Troop, and in thousands of others, each Patrol does its own cooking, and everyone in the Patrol has a shot at the business. Yes, of course it works out dearer for Troop funds, but the cost is worth it.

A camp isn't much good to a Scout if he doesn't cook at least one of his own meals. How on earth will he ever learn, anyway? It's all right to cook the old sausage and mash for Second Class, but it's a different business when you've got to cook porridge for seven other hungry brutes!

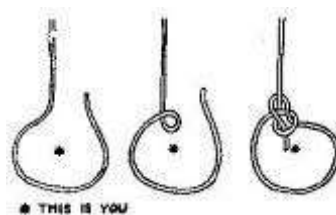
And that's why every man Jack who hasn't cooked a community meal in camp ought to start practising at home. It's far better to find out at home that porridge or rice will burn if you don't stir it all the time than to make the epoch-making discovery in camp and present a dirty brown mixture to a starving Patrol at eight o'clock on a cold and frosty morning. Mothers won't mind, if Scouts ask nicely and don't make too much mess. Porridge, potatoes, rice, tea, eggs and bacon, a slew, coffee – these are the things to try out at home. Certainly cooking the same things in the open air over a wood fire that delights in going out in the middle of operations is a vastly different business, but at least he'll have got to the bones of the matter. And that's half the battle.



Sidelight on the Bowline.

I HAVE been surprised at the number of blokes who can't tie a bowline round themselves while using only one end. It is almost as important as being able to tie a bowline at all. One can imagine the fellow at the bottom of a cliff, cut off by the tide, who has a rope lowered to him, and then cannot get to safety because he can't tie a bowline round himself with the one hanging end. Nasty thought.

This is the way: Take a turn of the rope round yourself so that the end comes on your right side. Now, in the standing end on your left side make a loop, and then tie a bowline in the usual way. The pictures explain it all.



Scouts' Secret Signs.

EVERY Scout has his own secret sign, which belongs to him alone. We sometimes forget this, and there's quite a bit of romance to be got out of it. Here's mine . . . (Fig. 1).

A Scout's will be something like this . . . (Fig. 2), or this . . . (Fig. 3).



Fig. 1.



Fig. 2.



Fig. 3.

Ideas for Secret Signs.

If you're Patrol Leader of the Owls of the 15th Blankshire Troop your sign will be as shown in Fig. 2. If you are third in the Woodpigeon Patrol of the 102nd Colleywobbles Troop your sign will be as in Fig. 3.

Now get each Scout to write *his* sign, and use it for signing his letters, or for scratching in the ground when he lays a trail.

CHAPTER III.

SATURDAY AFTERNOON STUNTS.

SCOUTS went out adventuring on Saturday afternoons in the year Scouting began. It was part and parcel of Scouting. We are losing the habit these days, and probably Scouting is the worse for it.

I know all the difficulties. Scouts who work on Saturday afternoons; cricket, football, and the hundred-and-one other activities boys have; but if you start with a few and have good fun, you'll find the others will join in – and even look on it as an activity to be chosen before football or cricket.

You will know a hundred ideas yourself – visits to places of interest, hikes, games, and so on. Here are a few stunts to add to your collection

Fire-lighting and Cooking.

FRANKIE HART – whose Troop I had occasion to visit the other day – was bemoaning his fate! He's got everything for his Second Class Badge except fire-lighting and cooking, and he can't get his badge because he's got to wait till next Easter camp to do his final tests.



Fire-lighting and Cooking.

Oh, wretched business! Why have we no inspiration? Here immediately is a winter outing for young Frankie and the rest of the Patrol. Why wait for Easter and fine weather? We're not fireside Scouts. Or are we?

We can have great fun fire-lighting and cooking the old sausage on a winter afternoon. And what matter if there's snow, fog, or rain! That makes the test all the more reliable, and any Scout can be proud of having cooked his own meal in the snow instead of waiting to cook it in the blazing sunshine (question mark) of a British Easter.

Stalking Stunt.

THREE or four Patrol Leaders wear hats – the rest of the gang wear no headgear. An area of about three hundred yards in radius is first decided upon, and if possible marked out. Now Patrol Leaders are sent out, and when they arrive in the marked area they place in the bands of their hats postcards previously marked with numbers by the S.M. (unknown to the Scouts). Now Scouts are sent out and their job is to discover these numbers without being seen themselves – or recognised.

Game goes on for half an hour, and at the end of that time all are recalled. Scouts who have *not* been recognised by P.L.'s are separated from the others. Of these the Patrol which has the Scouts with the largest number of identified numbers wins the game.

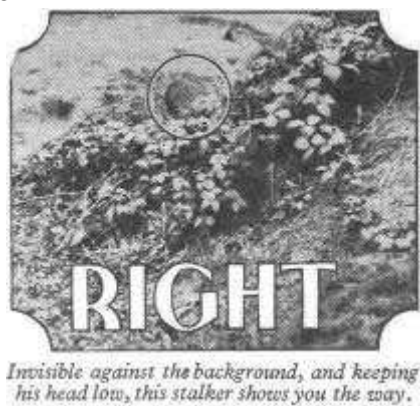


A Patrol with four chaps left in may have recognised four numbers (four points), while a Patrol with only two left may have seen six numbers (six points). The latter Patrol would therefore win.

Don't forget the old idea (see photos) of keeping your head below the skyline, and getting against a background similar to the clothes you are wearing, and keeping near the ground when looking. Remember, also, that few people look *up*. Trees are wonderful things from which to observe!

Try Tracking this Way.

LOTS of us have an awful habit of taking the easiest way if we find we have two or three from which to choose. Take the tracking test in the Second Class Badge. Incidentally, I'll bet there are hundreds of Scouts who didn't know there was a tracking test in the Second Class Badge – even though they wear the badge on their arm!



But, you see, there are a couple of alternatives to the tracking test – Kim's Game or the Shop Window Game. And it is so easy to shove twenty-four articles on a table and put a cloth over them That's why so few Troops ever use the tracking part of the test.

Yet, to my mind, it is the best of the lot, and gives us still another activity for Saturday afternoon. In case you don't know, the test is: "Follow a track half a mile in twenty-five minutes,"

Here's a tracking game which will act as a "taster" to the tracking test, and perhaps set you off on the trail of the real test instead of the eternal Kim's Game. Kim's Game is good, but why not use it as an Inter-Patrol Competition at any old time?

You will need twenty-six slips of white paper about three inches long and two inches wide. On each slip should be drawn an arrow, the name of a bird or animal, and a number. Now twenty-six sticks should be cut, pointed at one end and slit at the other.

Each slip of paper is placed into one of the split sticks, and the leader of the game then goes out to lay the trail. At the appointed starting-place he sets up a stick, and paces one hundred yards in the direction the arrow points. Here he sets up another stick, paces another hundred yards, and so on, until all the sticks are placed. They should be set up behind logs or trees, and the various trails can be crossed if necessary, sometimes arranging it so that two sticks are close together. He keeps a record, of course, of the order in which he placed the sticks.



Now the Scouts go out to follow the trail. They have paper and pencil in order to mark down the number and name of each slip as they find it. After the game – a time limit can be set – these lists are compared with the correct one, and the winner is the one with the most correct list.

The game is good for judging distance and, once having found a course, keeping to it. Where two sticks are close together it is difficult to choose the right one unless you have kept the course and judged your distance correctly.

Sign, Please.

HERE'S an idea I pinched from a Westminster Troop, but they won't mind.

You select a perfectly beautiful hillock, mound, or mountain, and at the top you stick the Troop Leader. Beside the Troop Leader waits the Scouter running the game, ready to take information.

Now, at convenient spots farther down the hillside and all round the hill, slit sticks with postcards in them are stuck in the ground.

Then all the Patrols are sent out from the bottom of the hillock, mound, or mountain. Their object is to write their initials on the postcards without being seen by the Troop Leader. If they are seen, the Troop Leader informs the Scouter, who takes down the information.

At the end of the game points are awarded to each Patrol. Two points for every Scout whose initials appear on any of the cards, minus two for every Scout seen by the Troop Leader and as many times as he is seen. The Patrol with most points wins the medals!

If you feel there may be some difficulty for the Troop Leader to recognize all the Scouts, the spotting can be done by Patrols. The Owls can wear hats, the Peewits scarves on their heads, and the Pigeons can go bareheaded. Good fun!



One eye on the paper—and the other on the distant Troop Leader. The trackers creep in

Out in the Snow.

IT snowed the other week – snowed like fun. The fairy flakes down on a Saturday evening, and by ten o'clock had painted a strange new world.

A half an hour of writing postcards, a long tour by car in the snow, and we had the Troop out at nine o'clock on the Sunday morning. A pale sun was shining on a white carpet, it was cold with that briskness that makes one feel good to be alive, and the snow was still clean and crisp.



At Hampstead Heath, before the rest of the world was astirring, we had tracking, snowballing, and of course we rolled a great snowball. By eleven o'clock all the world was up, and tracking was over, for half London had made its tracks over Hampstead Heath, the toboggans were flying and many folk had snatched a moment with skis in London.

But we had had our fun. We found that a boy's track in deep snow looks rather like an elephant's hoof, a staff makes the queerest "sign," one gets an entirely new idea of birds' tracks, and many a queer story can be read. We set "stories" of our own making, and the Patrols read them – or didn't read them, as the case may be. Yes, good fun.

We were home again in time for dinner and Scouts' Own or Sunday School in the afternoon.

That we were the only Troop on Hampstead Heath disappointed me. It was such a glorious opportunity for real Scouting adventures.

Troops should be prepared for snow. We don't often get it in England, and we should make use of its fleeting visits. We can't arrange the outings beforehand, for you never know when there will be snow until it's actually on the ground.

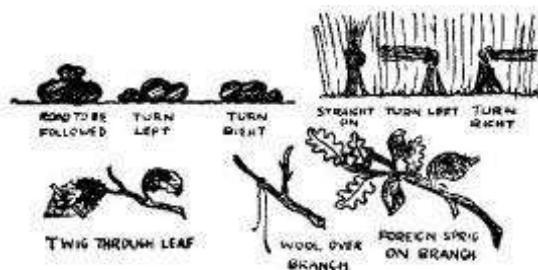
Don't let's lose an opportunity. When the snow's on the ground it is the time to arrange an emergency meeting and make the most of conditions. If the whole Troop can't get out, then Patrol Leaders can quickly get permission from their Scoutmaster and arrange their own outing.



Setting a "story"—for the other Patrols to read.

Trailing.

LOTS of folk don't know that there are many trail signs besides those we learn for the Tenderfoot test. If you want a change, or something more difficult than the usual twig signs, try these:



Tracking Ideas for your Troop.

STONES. – A small stone sitting on top of a large one means "Road to be followed." A small stone on the left of a large one means "Turn to the left." Small stone on the right of the larger one means "Turn to the right."

WOOL. – A trail can be laid by hanging short pieces of green or black wool on branches. The wool is almost invisible to those other than the trailer and therefore does not constitute "litter." Paper used for paper chases does:

NATURE TRAILS. – A twig pushed through a slit leaf a good trail sign. A tuft of grass tied into a knot and standing straight up means “Road to be followed.” If the tuft turns to the left “Go left” is indicated. If to the right “Go right.” Don’t use a grass trail on a very windy day, or you won’t know where you are. Upsetting nature makes good “sign.” Sticking a sprig of oak leaves into a birch branch, placing a blue flower on a hawthorn hedge, gives the idea.

Try using this trail on a Saturday afternoon.

Don’t be content with doing the old things the old way over and over again. Variety is the spice of life (Shakespeare!).



CHAPTER IV. SOCIAL STUNTS.

Socials – and we must all have them in some form or another – are always a problem. After you’ve organised about six, ideas begin to get elusive. You jolly well can’t think of anything else, and the things become as dull as ditch water.

I pass on these ideas just because they may be new to you and may help to brighten up socials for another year at least.

The art of the business is to get an old idea or an old game and dish it up with a new and inspiring costume. That’s what’s known as “being original.”

You’ll sometimes find ideas in newspapers if you keep your weather eye open. Remember the Bright Young Things who used to wander round in high-powered sports cars on weird and wonderful treasure hunts? A story in the newspapers of their search for a policeman’s helmet gave us an idea for a Parent’s Social. We had just such a wonderful treasure hunt in Troop Headquarters, parents vying with their youngsters.

A Specimen Programme.

SOMEONE was wanting ideas the other day, and I did my best. Since the brainstorm may be helpful to others, here is the specimen programme I gave, with hints appended:

7.30 – Welcome by the Scoutmaster.

7.45 – Lantern show of Scout and Cub camp snaps. Beg, borrow – or get hold of – a lantern. Slides can be made from negatives at 9d. a time.

8.0 – Feed. Always feed early. Gets everyone in a good mood.

8.30 – Speeches, Badges presented, etc.

8.45 – Games for Mothers v. Scouts.

Games for Dads v. Cubs.

9.0 – Inter-Patrol Competitions of a spectacular nature, in which parents can also try to solve the murder mystery, too, if necessary.

9.15 – “Spontaneous” Dramatics for Scouts and Cubs – carefully rehearsed beforehand to get the best effect.

9.30 – Cub jungle dances, or some other item by the Cubs.

9 4.5 – Jim’s dad, previously primed, will sing “Many brave hearts are asleep in the deep,” or something like that.

10.0 – Camp-fire Sing-song.

10.30 – Close.

Games with a Laugh in them.

SPECTACULAR games, stunts that make folk laugh, always go down well at socials. Here are one or two:

FEEDING THE BABY. – A quarter of a pound per person of chocolate nibs, “hundreds-and-thousands,” or sweets like that, saucers, and teaspoons are all you need for the game. Six Scouts sit on chairs, and are blindfolded. They are the “babies.” The “feeders” are six Wolf Cubs or six Girl Guides – preferably Girl Guides! They are also blindfolded, and stand in front of the babies. All they have to do is to feed the brutes with the sweets in the saucer by means of the teaspoon. First to get rid of all the food wins the game! It’s a lark!



FISHING FOR PEAS. – A bag of dry green peas, a collection of drinking straws, saucers, and glasses are the “props.” Competitors stand in two lines alongside one another. Each holds a saucer and a straw. At both ends of each line is a chair on which a glass is placed. In the glass at the starting ends are placed six peas. At the word “Go” the first man in each line has to draw out a pea from the glass by means of sucking at his straw, and transfer it to the plate of the man next to him. The next man passes it on to the next plate, and so it goes down the line until the last man drops it into the glass at the end. In this way the six peas are transferred, and the first team to get all its peas safely across wins. Peas must be touched with nothing but the straws. This makes a good game for “Mums v. Dads”!

BISCUIT WHISTLING. – As many competitors as you wish stand in a line, and each is given a large dry biscuit. At the word “Go” each player has to devour his biscuit, and the first to whistle successfully “London’s Burning,” or some other appropriate air, wins the game. It’s one long yell!

The Band that Isn’t!

DID you hear about the Bristol Orpheans? No? I thought you hadn’t. Such a band! They turned out at a recent concert of the 175th Bristol Troop and played delightful music. Every conceivable instrument they seemed to have – flutes, oboes, French horns, saxophones, wazzas, bugles; everything you can think of.

Such a band. When they stopped playing the music went on. Confused, they started again! And when they went on playing the music stopped. Such a sell!

The whole thing was exposed when some clumsy ass stepped on the curtain and brought it down. It revealed a gramophone churning out the music. Sensation! The Bristol Orpheans hadn’t been playing at all!

A good stunt for a social or a Troop party.

Making Ma a Hat.

HERE is a simple idea which causes heaps of amusement and gets the parents joining in, too.

Half a dozen Scouts and their respective mothers are brought out into the arena, stage, or what you will.

The mothers are seated on chairs and are requested to remove their hats. Now to each Scout is handed three lengths of crepe paper – red, green and yellow. With the paper the Scouts have to make a “Paris creation” on their mothers’ heads.

The results are delightful . . . until the audience votes by show of hands to find the best.

As a variation, the Dads can make hats for the Mums!



“You and Your Dad”!

I HAVE been hearing about lots of “You and Dad” suppers, and because some of you may not have heard of the fine idea joss it on.

The idea is for each Scout to bring his Dad along to a supper held in Troop Headquarters. No chap can turn up without his Dad, and where a Scout hasn’t got a father he can bring an uncle or guardian; or S.M. will arrange for a friend to come along with him.

In some cases I have heard of the Mums serving supper and disappearing afterwards, but I think it’s best if the Scouts themselves cook and serve . . . don’t you?

Afterwards, there are speeches, someone proposing the toast, “Our Dads,” and one of the fathers responding. Great fun!

Then you can form up into Patrols, the Dads making up similar Patrols as those in which their sons are, for games, tests (funny ones), and a final sing-song.

Grab the Pegs.

HERE’S another game that should cause plenty of amusement: Stretch a rope line taut across the room) and on it fix twenty-four small wash-pegs at one end, and twenty-four at the other. Now one team stands at one end of the room in relay formation, and one at the other, each opposite a set of pegs.

At the word “Go!” the first player on each side runs up to the rope and – using only one hand – takes off the twenty-four pegs without dropping any. If he drops one he has to put them all back and start again. When he has got them all he runs back to his second man, hands them to him in one hand, and it is his turn to run back and peg the pegs on the line again, using only one hand.

Things you can do.

PEOPLE are always looking for little individual stunts Scouts can do – in competitive form, if you like – to brighten up a Troop meeting or social. Try:

FREE RISING. – Lie flat on your back with your arms folded across your chest. Now get to your feet without unfolding your arms or using your elbows. A trick of the trade is to bend one leg under the body, after you have got to a sitting position, and, kneeling on this knee, rise to your feet.

WALRUS WALK. – Fall forward on to your hands, arms extended straight and body extended in a straight line from shoulders to heels. Now walk forward on the palms of your hands, dragging your legs behind on the toes and without bending your knees. Try a relay race like this.

KNEEL DIP. – You’ll need a thick mat for this. Stand with one foot on the mat and raise the other foot backwards until you grasp it with the opposite hand. Now kneel down on the stationary knee! Hold free arm sideways to preserve balance.

FROG LEAPING. – Mark a number of circles in chalk on the floor, about two feet apart, and leap from one to another like a frog, as you see in the sketch. Crouch down with legs fully bent and tips of fingers touching lightly on the ground just in front of the feet. Now make a spring into the air, coming down again in the same position. With practice your springs can become high and full. A good exercise.

GRAB THE HANDKERCHIEF. – Place a crumpled-up handkerchief on the floor. Kneel down twelve inches from it and clasp your hands behind your back. Now bend forward with head and trunk, and pick up handkerchief with your mouth without toppling over.

STAND THE STIFF. – For this you need a light companion, He lies fully extended on his back on floor (mat, if possible). Stand on left side of the body, bend down and place one hand under his neck, and then lift him up to a standing position, as if he were made of wood. Your companion will have to remain as stiff as a poker.

Dragging in the Other Bloke.

“DEAR JACK,” wrote somebody or other the other day, “we have eight Scouts in our Troop, but can’t seem to get any of the other boys in the village to join. Can you suggest any ways of encouraging them to become Scouts?”

I gave lots of advice, which doesn’t matter here, but one of the ideas in the letter may interest other Troops who are anxious to drag in the other “bloke.”

The idea is simply to hold a bun fight for the Troop, and make each Scout’s admission “ticket” a boy who isn’t a Scout. Then you produce such a thundering good evening of fun and games without saying a word about recruiting that the fellows who are outside the movement simply tumble over themselves to get into it!

If the Troop can’t afford a bun fight – and we’re not all millionaires – then make it an American Tea. What is an “American Tea”? Simply a racket! Everyone brings his own grub. One Patrol supplies the tea, another the milk, and a third the sugar, while each Scout brings sufficient tuck to fill up his “admission ticket” and himself. All the grub is pooled and everyone digs in!

CHAPTER V. PATROL STUNTS.

PATROLS don’t do half enough on their own. The fault may lie with the Scouter, who – maybe in his enthusiasm – does too much himself, or it may be the fault of the Patrol Leader, who doesn’t enjoy standing on his own two feet.

But it is a good thing for Patrols to do things by themselves – run camps, hike together, organise their own meetings and outings and such things – and a Scouter should aim at encouraging the idea. It’s good for the Leader, and thundering fine for the Patrol.

Just to help things along, here are some ideas about the business:

Three Modern Tarzans.

QUEER things you come across. . . .

While hiking with some of my fellows in the Milton country of Buckinghamshire recently I met three modern Tarzans!

Now you wouldn't expect to find Tarzans within twenty miles of London, would you? But here they were – three youngsters living in a tree.

A fine little home it was, too..... A log cabin securely built in the fork of a huge tree, with a rough wooden ladder leading up to it.

As we looked, one of the young Tarzans, clad only in shorts, came clambering down the steps. We gave him a hail.

He was Paul, aged twelve, son of Mr. G. K. Thompson, artist who has spent many years of his life in Canada. A fine, healthy-looking youngster, Paul is a Scout in the local Troop.

"Do you live in that?" one of my chaps asked.

"Course," replied Paul. "Me and Ken and George – my brothers, you know. We built a cabin in the tree, but it wasn't much good, so Dad helped us to build this one. Now we live and sleep in it always – all the summer, anyway."

Just then Kenneth, aged ten, popped his head out of the tree-top house.

"Where's George!" I asked,

"Gone to Lyonch!" replied one of my super-witty PL's.

Paul grinned. "George is up the top of the tree" he said. "He likes climbing."

The three Tarzans' tree-top home suggests a good idea for Owl, Eagle, or any other bird Patrols.

Why shouldn't Patrols build a cabin in a tree? It is a good pioneering job, would make an excellent Patrol den, with a spice of adventure about it, and if suitable ground could be found might solve a Patrol's housing problem.



The young Tarzans and their tree-top house.

Litter Louting.

ROVER Scouts of Taunton, in Somerset, are on the warpath for the litter lout!

The Somerset police started a campaign against the untidy holiday-maker, and the Taunton fellows offered to help. The offer was accepted, and now the Rovers wear bands on their arm with the words "Somerset Countryside Warden."

The Rovers' methods are to clear up litter and to reason with the litter lout, appealing to him for the sake of the beauty of the countryside.

Here is an idea Patrols in other country parts may like to adopt. I don't suggest they should try to reason with litter louts – it may be dangerous! – but certainly, we who pride ourselves on being backwoodsmen and lovers of the outdoors can go to our local beauty spot and clear up the mess after the litter lout has desecrated the countryside for a British Holiday.

Think it over as a Patrol good turn idea for the spring. . . .

Putting across the Notices,

NOBODY ever reads notices on notice-boards. They are just there for useful ornament. Is that the case in your Troop? I know it happens that way in a lot of Troops.

Mr. S. Liberto, Scoutmaster of the Shreveport Troop, in Louisiana, America, found out that things were happening that way, and this is how he solved the problem. It's a good idea. He got a cigar box, punched a small hole in the middle of the bottom of it, and inside fitted a flash lamp, with a switch on the outside.



On the front of the box he finally pasted the announcement:

“The screen of the question box will contain jokes, pictures, treasure-finding directions, surprise announcements and almost any other thing imaginable. It will certainly pay everyone to take a peep every meeting night.”

Now all Troop notices, together with a few surprise announcements, are pasted under the lid of the question box, so that all Scouts taking a squint through the hole and switching on the light can read them.

Funny! Everyone reads the notices in the Shreveport Troop now.

If you're looking for something extraordinary, you might try the question box in your Troop, or start the idea for Patrols.

The Patrol's Toy Shop.

HERE'S an idea for a combined good turn which any Patrol can do anywhere. At Christmas there are many little kiddies who won't have a toy. I don't know why it is, but Santa Claus seems to forget them.

All right. We've just got time to start work to fill up the gaps the man with the whiskers leaves behind. Let the Patrol start a toy shop right away.

Just collect from all your aunts, uncles, and the people next door, all the old toys they've got. No matter how busted and broken they are, gather them all in.

Then you can set to work with glue, spare wheels, nails, paint, and so on, to repair the toys. A fine handicraft activity for the whole Patrol. If you live in a Church Hall and can't splash glue over the piano, someone in the Patrol is sure to have a spare attic where business can begin. Don't find difficulties – solve them!

Then, with a goodly collection of toys all bright and new again, you can make a list of kiddies that aren't so well off (Dad unemployed and so on), and on Christmas morning Santa Claus, in the shape of Willie Snooks and the rest of the Patrol, can distribute the toys.



Art for Art's Sake.

A NEW art comes from Paris! I wouldn't actually call it art myself, but then I'm not an artist, yet since it suggests a good stunt for Patrols I pass it on.

The “art” consists simply of placing wire, twisted to appropriate designs and mingled with objects, such as pipes or hair, on to photographic printing paper, exposing to light, and then “fixing” in the usual way.

If you think you can make good men's faces in wire and print them out in this way, all well and good, but here's a better art.

Place a leaf on to printing paper and expose for twenty minutes to light. Then fix by means of the directions given on the packet, and you will find an excellent print of the leaf with a black background. The veins of the leaf will be shown in full detail. You will have to experiment with the length of exposure to get the best results, but once having found this, you can print leaf after leaf, and these mounted and framed will make a fine leaf record.

Art – with a real live use !

A Patrol Leaders' Parliament.

AT one of our Scoutmasters' Conferences it was decided that something had to be done about "getting the district PL's together." Conferences didn't work – no one came after the first one; something different was wanted.

After a good deal of brain work I evolved the following scheme. It worked!

We embarked upon a Patrol Leaders' *Parliament* – not the usual type of Scout Parliament, but one which would enable the boy really to imagine himself a politician. We would have a Prime Minister, a Cabinet, a Government, and an Opposition, and would frame real Bills.

The idea was rather hazy at first, but we had the background of the House of Commons to work upon, and we decided to follow as nearly as possible the procedure of the Mother of Parliaments. Definite politics were of course taboo, so we had to have politics of our own. We formed three parties and issued for each a statement of "policy." The parties planned were the "Pads," representative of the district; the "Mods," or Moderates; and the "Rads," or Radicals. The policies framed were as follows:

PADS. – The aim of this party is to foster and encourage the interests of District Scouting. We therefore call ourselves "Pads," or Paddingtonians (my particular district). We believe that Scouting in the District is on the right lines. Things are going well, and if we keep on the course we are at present pursuing, all will be right. Above all there must be no question of violent change. This is contrary to the interests of Scouting, and it is Scouting that this party desires to encourage.

We do not believe in this "shouting our glories from the housetops," this cheap publicity. If we are to do Scouting as the Chief desires, we must do our work in the background, unassumingly, and do our own jobs well. We believe in a straight course through the rocks that beset us, and in the end we will reach the goal we desire.

MOPS. – We are neither stick-in-the-muds, nor are we revolutionaries. We are the only party which can have the real interests of Paddington Scouting at heart. Let us not stick in the backwaters, let us forge ahead; if changes are necessary, let us make them.

Let us not overthrow all the old rules and the interests that have held us together so long; let us make our changes wisely and diligently, keeping in our minds all the time that our District Scouting is our only interest. Let us be liberal in our dealings with others. Let us give the other man his due. We may not always be right, but we will ever endeavour to do what we think is best. We give credit to the other party man that he is doing the same thing, but perhaps he is acting on the wrong lines, even though he may think he is right.

We as a party believe in this Association. Change – moving with the times – is the best policy to foster the interests of that which we hold most dearly to heart – Scouting.

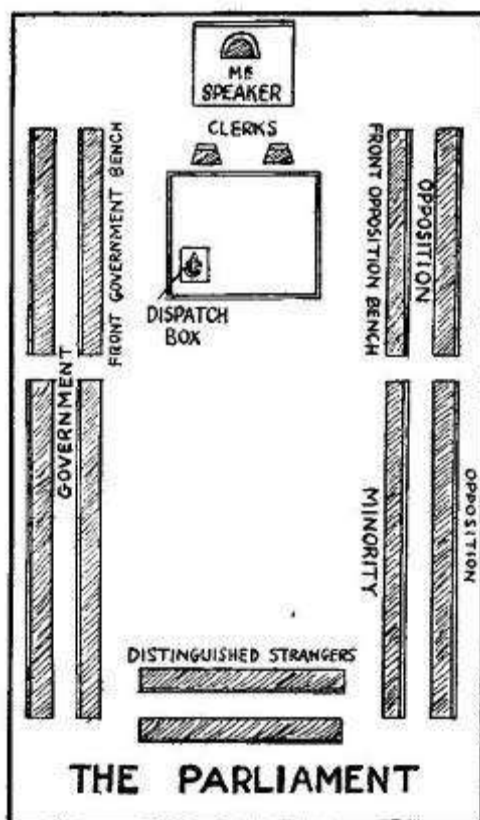
RADS. – We are the party of prosperity! The past may have been good enough for our fathers, but it is not good enough for us simply because of that. Let us sweep on to prosperity. If the road to progress and prosperity means sweeping aside all the old ideas, then let us sweep them aside. A half-hearted policy never got us anywhere. Let us do the thing well if it is to be done at all.

Let us develop our Movement. If it is necessary to shout about what Scouting is doing, and what it has done, then let us shout and let everybody know what a great Movement it is. We are not afraid of our aims and methods as a Movement. Let us tell the world about them, and bring hundreds more into the fold.

No milk-and-water or half-way policy will do this. Do not lag behind or remain half-way. Join the party of prosperity! Progress is the only policy which really has the interests of the District Scouting at heart. Join us – and sweep on to prosperity.

A letter was sent to all Scoutmasters outlining the idea, and inviting the *Honourable Members* (Patrol Leaders and Seconds) to represent their *Constituency* (Troop) at the first *Sitting* of Patrol Leaders' *Parliament*. The response was encouraging, eighty-seven *Members* intimating their desire to be present at the *Parliament*. A Headquarters – in this case my own – was found in which to hold the *Parliament*. Our Rover Crew was asked to take charge of refreshments, and definite invitation tickets were sent to Troops, Scoutmasters being invited to the camp-fire after the adjournment of the *House*. Scouters were banned from the *Parliament* for fear the Patrol Leaders would not speak with a number of S.M.'s listening, but to keep the business of the *House* moving, one Scouter was appointed *Mr. Speaker*, and another *Clerk of the House*. Patrol Leaders were invited to read papers on definite subjects, for we planned the opening of the *Sitting* in the form of a debate, in order to get some idea as to who were budding *Cabinet Ministers*, and who were prospective *Back-benchers*.

One Saturday we held our first *Parliament*. Our Headquarters was transformed into the *House of Commons* with *Government* and *Opposition benches*, *Distinguished Strangers' Gallery*, a *dispatch box*, and so on, as indicated in the diagram. The *dispatch box* was simply a black box with a P.L.'s badge painted on the lid.



Eighty Patrol Leaders rose when *Mr. Speaker* entered the *House* and took his seat, and the proceedings were opened by prayer. *Mr. Speaker* then called on the *Clerk of the House* to read the *Orders of the Day*. The business being made known, the *Speaker* invited the *Hon. Member* for the "So-and-So" *West London Constituency* to address the *House* on the first subject on the order paper. In this way, the business of the *House* went on, and Patrol Leaders rose, one after the other, as the debate waxed fast and furious.

Finally, after an hour, the *House* was adjourned, and *Mr. Speaker* left by the *Speaker's Door*.

The *Clerk of the House* then explained at length the whole parliamentary scheme, and called on the members of *Parliament* to state their politics. Then came a really funny happening – a contingency we had tried to avoid; all the eighty Members were solid for one party! It needed some persuasion to obtain adherents to the policies of the other two parties, but finally this was managed. One party consisted of sixty members, another of fifteen, and the other of five. The reader may guess which those parties were. The parties were then called upon to elect their *Leaders* and party *Whips*, whose job was to obtain the names of all members of their party, and the addresses of representative P.L.'s in each Troop. The majority party was now invited to form a *Government*, electing its *Prime Minister*, and he in turn forming his Cabinet. This consisted of the following: *The Home Secretary*, whose job will be to act as Secretary of the *House of Parliament*; *The Secretary of State for Foreign Affairs*, the P.L. to arrange visits of P.L.'s from other districts and to deal with applications for the visits of *Distinguished Strangers*; *The Secretary of State for the Office of Works*, who will deal with dates and places of meeting, refreshments, and so on; and the *Chancellor of the Exchequer*, to deal with money matters – if any!

All these things having been planned and settled, *Mr. Speaker* once more entered the *House*, and the *Premier* introduced his first *Bill*: “That this *House* will meet once a month.” The *Leader of the Opposition* spoke on the motion, but the Leader of the minority party reserved his council. A *division* was taken, and the *Bill*, which passed the Commons, was taken to the *Upper House*, the Scouters’ Conference. Before *Parliament* adjourned, the date and place of the next *Sitting* was planned and the *Prime Minister* (entirely on his own suggestion) called a meeting of his *Cabinet* for the following week.

It was certainly a success. From the point of view of the Patrol Leader it was something new, giving him an opportunity for self-expression, as well as a means of getting to know the Patrol Leaders in Troops around him, of learning their difficulties and methods, and of swapping ideas, or airing his own grievances and possibly finding a solution. From the point of view of the Scouter, its value was also very great. It gave his P.L.'s a new enthusiasm, and a supply of new ideas for the Court of Honour; it enabled him also to learn what his P.L.'s thought of many of the big Scout schemes that were in the air.

Finally, it is raising a new district spirit in our Patrol Leaders. Paddington, says the *Prime Minister*, is and will be the finest district in London; *Parliament* will see to that! A Patrol Leader's *Parliament* is certainly worth while.

Patrol Handicrafts.

ALL we Blunts have a habit of keeping our eyes open. Not necessarily poking our noses into other people's business, but just snooping around and picking up hints. I recommend the idea to you.

I had occasion to visit the Editor of *The Scout* the other day (for him to tell me just how rotten he thought my miserable contributions to his paper were), and while I dangled my legs in his easy chair, taking my medicine, I looked around. And these are the ideas I found in the Editor's Den. He'll probably murder me for giving away trade secrets, as it were, but I'll chance it. . . .

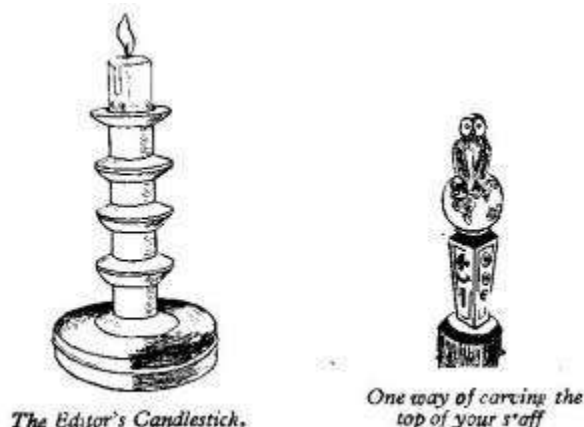
NATURE COLLECTION. – A collection of specimens of wood actually cut across similar-sized branches and mounted on wood. Little tickets announce names of woods. A good decoration – useful, too – for the Troop Headquarters.

COTTON-REEL CANDLESTICK. – The base was an empty tin of boot polish, the stem was a collection of cotton reels (the deep sunk kind) threaded on to a wooden meat skewer, and out of the top cotton reel a hole had been drilled to take the candle. The tin at the base had apparently been filled with plaster of Paris to prevent it running away, and the whole business was painted



Nature Collection.

bright purple. A very attractive-looking ornament any Patrol can make for next to nothing and sell at an amazing profit. Sixpence is the limit.



DECORATED STAFF. — A rough ash staff, left entirely rough up to about eight inches of the top. This final eight inches had been elaborately carved, giving four panels, with fires of friendship, trees of knowledge, and so on, while above was the globe with a red fire carved above it. A very fine piece of work. If you don't want to carve the whole of your own staff, this idea offers a suggestion to you.

CHAPTER VI.

GOOD TURN IDEAS.

IN the old *days*, said he, stroking his beard whenever the general public thought of Boy Scouts they immediately said, "One good deed a day." They probably knew nothing at all about Boy Scouts except that "one good deed a day" business. It was a sort of "Trade Mark" by which the movement became known to ordinary folk.

And because of this, every Scout felt duty bound actually to *do* his good deed every day. He used to get into a terrible dithery state if six o'clock came without his good deed being done.

The general public seem to have forgotten the good deed every day, and whether it is because of this, or because some time ago things were changed so that a Scout's duty was to be useful and to help other people *at all times*, Scouts themselves seem to have forgotten their good turn every day.

That "at all times" wasn't a "let-out." It simply meant that a Scout was expected if possible to do more than one good deed each day.

Let's start all over again that "one good deed a day," and if there's time for a few more so much the better! But make sure of at least one. Good turns should start at home, and there're so many little things a good Scout can do to help those at home that I just laugh at the fellow who says, "I couldn't find anything to do." He can't kid me!

Remember, we tie a knot in our Scout scarf at the beginning of each new day to remind us to do a good turn. When we've done at least one we untie the knot! And when we're not in uniform we can always tie a knot in our handkerchief. We have such rotten memories!



And now for a few good turn ideas:

Ideas for Individual Scouts.

“WHAT can I do?” is no sort of an answer to the question of the Scout good turn. So many things to do, so few people willing to do them. It should be easy for us to seize the chance.

Let me tell you of the things Scouts have actually done – by themselves, and without running to their Scouters for ideas.

A heavy tree fell in the garden of a house belonging to a widow. A couple of Scouts living in the same road sawed the whole thing into logs for her – fire-logs for the winter – and then cleared up the mess afterwards.

A Scout regularly supplies a children’s ward in a London hospital with collections of kiddies’ books. Gets them from his friends and relations. Started the idea when his young brother went into hospital and wanted books for himself and the boy in the next bed. The Scout has kept it up ever since, and is a great friend of the nurses.

A couple of Birmingham Scouts make rugs and sell them in aid of a Blind Men’s Home. The father of one of the Scouts was blinded during the war, and that’s how the good turn started.

Many Scouts make and place bird boxes in their gardens, and put food and water on bird tables during the winter. One Troop up North keeps a local park supplied with bird boxes.

A Scout in a Surrey Troop, who is a tailor by trade, makes uniforms for poorer boys who join the Troop and can’t afford their Scout uniform. The parents supply the material – it doesn’t cost very much – and the tailoring Scout does the rest. Scouts whose trade or Proficiency Badges render them skilful in any particular subject many find here a real good turn.

One of my own Patrol Leaders was chosen as the fellow to lead the Patrol to represent the Troop in the District Camping Competition. He found he wouldn’t be able to manage the camp because of a Sunday morning paper round. He has to do the round to help things at home, and couldn’t afford to risk losing the job. Quite voluntarily one of my Scouts offered to do the paper round on that day so that the Patrol Leader could lead the Patrol. That little Scout has got the right idea.

The Patrol Good Turn.

THE Patrol good turn may be new to many Patrol Leaders, but now that I am telling you about it there’s no reason why you shouldn’t get to work right away. Apart from the good work you can do, it will be a fine thing for the Patrol, and help you with your Leadership. Want some ideas?

I know of four actual Scout Patrols which spend Sunday evening in clearing up the litter left by trippers on picnicking places near their Headquarters. Don’t wait to be asked. Here’s a good turn you can do without asking anybody. There’s no reward, and no praise, but it’s a mighty fine good turn.

A London Scout Patrol collects copies of *The Scout* and sends them in monthly batches to a poor Troop in Cardiff.

Many Patrols collect tin-foil for a hospital. There’s a simple good turn for any gang.

One lot of Scouts I know collects used postage stamps. They tell me that a million will send a poor kid for a holiday each year. I don’t know why, or how, but you might get to know about it,

A Scout Patrol in Soho have a Chinese boy as one of its members. He doesn’t have a particularly good time with the other boys in his neighbourhood, but the Patrol is fixing that. A couple of them have become his bosom pals. Just another good turn. . . .

Troop Good Turns.

TROOPS have so much to do that there is scarcely any time to arrange good turns – apart from the big Christmas show.

A pity. There are so many fine things a Troop can do. Think of twenty or so Boy Scouts all working at one good turn at once. What mountains can be moved. It's worth thinking about. There must be an odd corner in the programme into which a little good turn might be squeezed.

Let me tell you about the squeezing in other Troops have done:

A Westminster Troop puts on a fine concert each year. The Scouter takes the whole gang down to a boys' club somewhere or other, and gives the show for the benefit of the club funds.

A Bradford Troop, situated in a poor neighbourhood, looks after the repairs of its church and church hall. They painted the hall out the other week, and some of the Scouts have just fixed the guttering somehow or other round the outside of the Church,

Half a hundred Troops take a couple of poor boys from distressed areas to their summer camps each year. The only holiday the youngsters get. Some of them have never had a holiday before. Surely your Troop could squeeze in a couple – or perhaps just one. . . .

Another half a hundred Troops regularly send bundles of clothing to distressed areas such as the Rhondda Valley. The whole of one London Scout Association collected in this way last year.

A Troop in London whose headquarters happen to be in a slum street, although the Scouts for the most part don't live in the neighbourhood, holds an "open night" for all the poor youngsters in the street every Saturday night. Gives them games, tea and buns. Some of the boys have joined the Troop, though the idea is not used for this purpose.

An Aldershot Troop helped to fight a heath fire some time back. You may never have such an opportunity, but it's good to be ready for such emergencies. It may not be a heath fire, but it might be a drowning, or a lost child to be found.

Happy Families.

NOW let's talk about Christmas – the peak time for Scout good turns. For a start, I'll get down to brass tacks and tell you what my own Troop does:

Being greedy, we do two good turns at Christmas. The first is a party of some sort to somebody or other. For about seven years we gave a feed and entertainment to about a hundred and fifty poor kiddies from various parts of the district, but last year we got a bit fed up with the idea.

For some reason or other, although our district is noted for its particular brand of slums, we didn't seem to get hold of really deserving cases. The children we fed often looked more prosperous and well-nourished than some of the Scouts in the Troop!

We therefore decided to throw a party to whole families! The only rule we made was that the father must be unemployed and have children. With this idea in mind we applied to the local public assistance committee. They were very good. They supplied us with the names and addresses of about fifty families which they knew would have a "rotten Christmas."

All right, we thought, since we can house one hundred and fifty people we'll probably be able to take the whole fifty families. We made a mistake! By the time we had visited twenty-three families we had just one hundred and fifty-six guests. "Family" usually consisted of nine members!

And so we had to stop at twenty-three, and arrangements began. Two months were spent on working up a show for the guests, and parents were inveigled into making mince pies, cakes and things.

The Guides wanted to join in, so we accepted gratefully. Dealing with small girls in the families is no fun for Boy Scouts. Tons of ham, cwts. of potatoes, shopsful of bread, and the rest of it, were ordered, large boilers scrounged from anywhere, and the day duly arrived.

It was great sport. One Scout and one Guide together went to collect each family and bring them to the hall, and the Scoutmaster went to collect the hired crockery that hadn't arrived. He smashed up his car in trying conclusions with a lorry on the way, but that was only half his luck.

The party went off grand. I've never seen people eat so much at one time. And then games and Father Christmas and all the usual stuff. Afterwards we all retired to another hall for the show.

Honestly, I've never seen people more happy and grateful. The ovation that crowd of good folk gave us all afterwards was staggering. For myself, although I hadn't done anything except smash up a perfectly good car, the ovation was so overwhelming that I was literally laid out.

However, we'd done our Christmas good turn, and we didn't mind. And now, if every Troop gave a party to only ten poor families with unemployed fathers, every unemployed family in Britain would have a happier Christmas. I won't say any more.

In the Children's Hospital.

OUR second good turn is done on the afternoon of Christmas Day itself. Some of the Scouts actually go without their Christmas dinner to get there, because it happens at 2.30, and some of our Scouts dine at 3 o'clock.

We go along to the Paddington Green Children's Hospital. Here we first listen to the King's Christmas Message over the wireless, and then give the kiddies a camp-fire sing-song while we sit in little white chairs round the roaring fire in the centre of the ward.

Last year we divided into two parties, because B ward wanted a sing-song, too, and a couple of the Scouts' fathers came along and acted as polar bears or something. It was a lark. And afterwards we had tea in the ward, one Scout sitting between each couple of beds. I got dished out with sandwiches with sugar in them (apparently a child's delicacy), but I ate them gracefully. It was all for the good of the cause!

I really don't know who enjoys these Christmas afternoon shows most – the sick children, the nurses, or the Scouts. I know my blokes love them to death.

Now that all sounds like praising my own Troop, but remember what I told you at the beginning. We are only a *very* ordinary Troop . . . and what we can do –

Christmas Good Turn Ideas.

HERE are the things other people do at Christmas. The ideas may be useful:

The 5th Northwich ("C" Cowley Wood) Troop gave a treat to a number of poor youngsters. They chartered three buses to take one hundred and fifty children to the "pictures," and after this took them to their headquarters to give them a posh tea, toys, and a bag of stuff to take home.



Off to the hospital and the Good Turn.

Scouts of the 1st Great Harwood (Lancs) Troop went out to do their firelighting test, and on the way collected fir cones and needles and branches of larch which had been felled. These they sent to decorate the children's wards in local hospitals.



The 129th Liverpool Sea Scout Troop worked all night on Christmas Eve to provide breakfast for nearly three hundred poor folk on Christmas morning.

Scouts of the 19th Gateshead Troop (Durham) sawed railway sleepers into logs, sold 'em, and with the money provided gave a party to poor kiddies.

Here are still more ideas:

The Christmas Toy Shop, which I describe in another chapter.

If you've got a little money to spare, find the addresses of really hard-up folk (there are plenty these days), and get the local coalman to deliver a hundredweight of coal to that address, with the compliments of Santa Claus. I love that "Fairy Godmother" touch.



A parcel of good things for a poor family, and taking the kiddies to their treat. Good turns your Troop can do.

In many infirmaries there is a ward for incurables. Few people ever visit these wards – not even friends, and often all relatives have passed away, or have forgotten. If you don't mind some heart-rending sigh's, go along with some gifts on Christmas afternoon. It is God's own work.

Take flowers along to any hospitals. Take magazines and books to workhouses, and places like that.

CHAPTER VII.

MONEY-MAKING IDEAS.

SEVENTEEN thousand, six hundred and fifty-seven Scoutmasters, Patrol Leaders and mere Boy Scouts write to me annually asking, "How can we make money?"

Now, in all my hectic career, I have only discovered one answer to the question, and you know it as well as I do – "By sheer hard grind!" If I knew of an easy way of making money I'd soon be a millionaire. As it is, I'm just Jack Blunt, weekly wage earner.

At the same time, however, if one is prepared to work hard, one's Troop can keep the wolf from the door and remain in a state of stable equilibrium, as it were. I don't guarantee you a balance of £200 each year, like some Troops I know, but at least you can scrape along just as my own Troop does.

When summer camp wants £5, we usually have £5 4s. 3d. in hand at the bank; and that's how we get along.

Anyway, here's the stuff:

Selling Yourselfes.

APART from begging, gambling, and some nearly-cheating rackets, money is made by selling something, and the man who makes most money is the one who sells the things for which there is most demand and which is the best of its kind.

This elementary rule of economics (said Professor Jack Blunt, coughing modestly) is what so few Troops understand, and that's why they are always broke.

First rule for making money, therefore, is to sell something that is just what the public wants, and no matter whether it is goods, entertainment, or your own man-power, it must be better than the public can get elsewhere. Remember this in relation to what follows. Here are most of the ways in which a Scout Troop can make money. . . .

CONCERTS. – About the world's worst shows are Scout concerts, and I should know, 'cos I've been to hundreds. Therefore, if you want to make money from concerts, serve them up better than anybody else's concerts. Don't call it a concert for a start; call it "The 33rd's Crazy Show," or something like that, and weave all your items into a fast and snappy little revue. You'll only make money from concerts if your audience says afterwards "I'm coming again!"

BAZAARS. – See above – the same applies. Call it an "Olde Worlde Funne Faire," or something like that, and sell only those things the public will really want to buy. Jumble sales are junk! Cake and candy sales can be good if you make them attractive. Whist drives are hideous affairs. If your show is going to be good, get some big noise to open it) Not the local mayor, or anybody like that, but someone whom the public will come to see. (That sounds like high treason to me, but you know what I mean.) When my Troop held a Christmas bazaar, I got Jack Hulbert, the film star, to open it. He was grand, and the public came rolling in. Once having got them the rest was up to us.

How did we get Jack's the Boy? Just wrote and asked him!

Get a local boxer to open your boxing championships, a famous swimmer to open the swimming gala. It's hard work, but that's the way to make money.



Ideas for Everyone.

AND now for ideas that may not have occurred to you:

SELLING JUNK. – People are glad to get rid of old bottles, newspapers, etc., and if these are collected by an enterprising Troop they can be turned into hard cash. Tin and lead-foil can be sold in the same way, but if the hospitals collect this in your neighbourhood don't cut across their territory.

TOY MAKING. – Making lead soldiers, cowboys, or battleships is a money-making business, and a good activity into the bargain. Moulds and lead for melting can all be bought.

THE SCOUT CINEMA. – Hold a weekly cinema show in the Troop clubroom, with matinees for children in the afternoon. The outlay for apparatus isn't terrific, and you can hire Scout films

from Headquarters, or get straight films from other sources, quite cheaply. A gramophone pick-up, or whatever they call it, can be used to supply music.

SWEET MAKING. – Everyone eats sweets if they're good, and if you can make sweets better than anyone else, you'll make many pounds (sterling). Get Mrs. Beeton's Cookery Book, and start right away. Little capital is needed. Try toffee apples – they're grand.



But they're printing tickets—not money!

There's Money in Everything.

PRINTING. – With a small printing set, bought for about forty-five shillings, a Troop in a suburb or small village can make money printing visiting cards, dance or concert tickets, handbills., etc. But you'll have to do your printing well.

SELLING SERVICE. – Hold a boy-job day, and sell your manpower for jobs like chopping wood, running errands, minding the baby, and so on. Don't do men out of a job, however, but get hold of jobs for which people wouldn't employ men in the usual way.

LOG-HO! – Buy up tree trunks from local farmers, and with a cross-cut saw cut them into logs. They sell well during the winter months. I think they go at 1½d. each, but discover competitive prices in your neighbourhood and offer them at the same price – neither cheaper nor dearer.

UPHOLSTERY. – There's money in re-seating and re-covering old chairs. Once Scouts have been trained in the art, this is easy and people will pay well. Start first as a Scout activity, covering mother's old chairs, and when you get expert start up in business!

TAILORING. – Making Scout uniforms can be done by Scouts, if you can get a tailor friend to show you the way. I know a Troop which makes all its own uniforms and sells to its own and local Scouts at competitive prices.

GARDENING. – In these days, with so many people buying their own houses, there is money in gardening. Troops with a little inspiration in lay-out and horticulture can offer to arrange and keep in order people's gardens at a weekly salary. Many people who haven't much chance of gardening would welcome the service.

BREEDING. – If you have the necessary knowledge, such as Scouts in country Troops have, you can breed chickens, rabbits, or dogs. Or keep chickens and sell the eggs. This needs specialist knowledge, and is no good for Scouts in Bermondsey or Birmingham!

BEE-KEEPING. – Now I don't know the slightest thing about it, but people who do know tell me that you can earn two pounds a year from one hive. Ten hives would, I imagine, earn £20 a year, but I'll leave that to the experts.

You will probably think of many other ways – leatherwork, woodwork, growing potatoes on allotments at the back of Troop Headquarters. There's no end to money-making ideas if you think hard – and are willing to work hard enough.

Warning!

SENDING out appeals for funds, holding raffles and Christmas draws, all come into the category of begging, gambling, burglary, kidnapping, rum-running, smash-and-grab raids and similar rackets, which are all money-making ideas. Hard work is the only system! (Bill Shakespeare.)

Here's Something New!

IT used to be a nasty habit with some people of keeping the Christmas cards that were sent to them, taking out the centre pieces already written on, and sending them to someone else the following year.

This might be sensible economy, but it sounds a bit miserly to me. And not at all helpful to the people who make Christmas cards. But there was a man who had an idea.

Mr. Harold Wilkinson, an organist at St. Barnabas Church; Heaton, in Bradford, made a public appeal for parcels of old greeting cards. He didn't say what he wanted them for, but just made the appeal. The response was remarkable. He received 33,263 cards from all parts of the country.

And what do you think he did with them? Why, he made new cards from the old ones to assist the finances of his church. Twelve thousand cards were measured for new insets, and new verses were written. Other cards were used for making homemade calendars and blotting books. With members of the congregation helping him, Mr. Wilkinson gave the cards a new lease of life. Ribbons were pressed, soiled cards cleaned, and new centres put in, and now they are all ready for sale.

Cards discarded as unsuitable were made into scrap books and sent to children's hospitals.

There seems to be an idea for Scout Troops or Patrols somewhere in this! It's a way to earn funds for that big Christmas Good Turn.

In a Fine Pickle.

HERE'S a pickle – and a real pickle, too! The idea is the property of a Liverpool Troop. I don't know which, but I give them all the honours for originality. Jack Blunt, even in his wildest moments, couldn't have thought it out. Here it is:

How TO EARN MONEY. – *Pickle onions!*

No, it wasn't a misprint. Just the whole naked truth The Liverpool Troop pickles onions and sells them for the benefit of Troop funds. And, in addition, the Troop is making a considerable profit from the business. Once a week the Scouts join together to weep over the peeling process of three hundredweight of pickling onions, and – believe it or not – they can't pickle fast enough. The Troop's pickled onions have grown famous, and the supply is never sufficient to meet the entire demand.



And here, if the idea appeals to you, is Mrs. Beeton Blunt's method of pickling onions:

INGREDIENTS. – Pickling onions (these are quite different from the Spanish or Spring type, and cost about 2d. per pound if bought in bulk); to each quart of vinegar 2 teaspoonfuls all-spice and 2 teaspoonfuls whole black pepper. The all-spice and black pepper can be bought mixed if you like.

With the fingers take off the thin outside skin of the onions; then with a plated knife (steel spoils the colour of the onions) remove one more skin, when the onion will look quite clear. As fast as the onions are peeled put them into dry jars. Pour over sufficient cold vinegar to cover them and add all-spice and black pepper in the above proportions. If you wish, the all-spice and black pepper may be placed in a muslin bag and dropped into the jar. This prevents the eater finding a lot of little black bits when the onions are served. Tie down the top of the jar with an air-tight cover and put in a dry place. The onions will be ready in a fortnight.

Now, go on – laugh, you brutes!

Passing the Cake.

AFTER the “Onions” scheme this one seems quite normal, but it is a stunner all the same. Here’s the notion:

The Patrol buys itself a cheap money-box – one out of which you can’t get the money with a knife easily! The next step is for the Patrol Leader to persuade his mother to bake a cake. This done, the cake is carefully packed in a neat box and handed, together with the money-box, to the Patrol Second.

The family of the Second enjoys the cake and places into the money-box what they think it is worth. Then the Second’s mother makes a quantity of toffee, and this is passed on, with the moneybox, to the next fellow in the Patrol. His mother in turn puts into the money-box what she thinks the toffee is worth, and makes some little cakes which are handed to the next in the Patrol.

And so the game goes on until everyone is served.

The money you find in the money-box at the end of the game is staggering. Mother and everybody likes to help in this way, and it’s all good fun. Try it out. The idea comes from America, so it ought to work.

CHAPTER VIII.

HIKE STUNTS.

THE hike that means nothing more than an aimless wander through the country is a dull affair. Walking may be good from a health point of view, but to active Scouts – who aren’t the least bit concerned about health for health’s sake – this idea is so much tripe.

Let us therefore get romance and imagination into our hikes. Let us hike with a purpose in view. It will bring added charm to our hiking, and give it an entirely new outlook.

Here are many ideas. Most of them I’ve stolen from my good friend Mr. Claude Fisher, who is much more of an expert at hiking than I am, but I’m sure he won’t mind me passing them on. .

It’s all for the good of the cause!

The Second Class Hike.

THIS is useful for an inter-Patrol contest and brings in all the tests for the Second Class Badge. Distance, three miles. Patrols start at two-minute intervals. First mile by compass direction to a

Rover who is suffering from various injuries – one for each Patrol. Thus, if there are four Patrols he has been cut, burnt, stung, and his ankle has been sprained!

Another Rover, with tracking irons, has blazed a trail for the next half-mile, which leads to a spot that is within signaling distance of yet another Rover. Each Patrol sends a short message, all members contributing one word, and the Rover returns the compliment.

The next mile is at Scout's Pace and leads to the first of a series of Scout Signs that directs the Patrols to the camp-site, where fires are lit and the food they have brought with them cooked.

Collecting Hikes.

I HAVE yet to meet the boy who doesn't at some period of his life collect something or other. In my time I have started on many collections, and I have found few of these so pleasant as collections which have taken me into the country or in the parks about our great cities.

So if you collect leaves, or plants, or flowers, or grasses, shells, inhabitants for your aquarium, reptiles, or what not, there is not one, but many pleasant hikes.

The Birds' Nest Hike.

POSSIBLY your Scouts are keen on birds' nests? Then go on a BIRDS' NEST HIKE. This will be great fun. You will need rough clothes, and – if you would do the business thoroughly, and it involves real he-man climbing, either of trees or cliffs – I should advise you for once to doff your shorts and wear old breeches.

Then with your rucksacks aback and with your egg-collecting tools and your week-end wherewithal you will be in for a bonzo time!

Egg-collecting tools, I said. You know what these are for a Scout, of course. Just a camera and films or plates, or a sketching block, pencils, paints or crayons, that's all.

The old kind of egg-collecting – taking mother bird's chicks-to-be away from her is as dead as the dodo itself. It simply isn't done.

Photographic Hike.

YOUR camera is good for many another hike. PHOTOGRAPHIC HIKES are those I indulge in most these days. You can either go out intending to snap anything you wish, or, better still, set out with the idea of making a series of pictures of some special class. For instance, you can go off hunting windmills, sign-boards trees, flowers, motor-cars, or any old thing you like.

You will find a small pocket camera of the folding variety the easiest to carry on a hike. Films are better than plates; they don't smash and they weigh very little. Besides, you can load your camera without a dark room or changing bag.

Nowadays, too, you can get greatly improved films as regards speed and latitude. Try the Kodak Verichrome or the other "Extra-Rapid" films.

Literary Hikes.

THEN, of course, there are LITERARY Hikes, where you explore the country made famous by the life or writings of some great author. Don't try to do a Dickens hike all at once, or it will indeed be the dickens of a hike taking many weeks.

An Exploration Hike!

SIMILARLY, an EXPLORATION HIKE, following out the course of some old Roman wall or one of Britain's ancient ways, such as the Pilgrim's Way, the Foss Way, the Peddars Way, and so on, is great fun, if you have several days for it.

Why not pursue King Charles II on his way through Sussex, or amble along with Chaucer and his merry men from Southwark to Canterbury, or gallop with Dick Turpin to York, stopping to find his alleged underground passage from Gilwell to High Beech?

A Compass Hike.

A COMPASS HIKE is good practice for the Scout. You choose an unknown tract of country. Then, compass in hand, you make for a prescribed destination.

Games Hike.

FOR a change try a GAMES HIKE. You may not get far, but it's good fun. First a period of hiking, then a halt for games, then more hiking with games to follow, and so on. Finally pitching tents, with a jolly camp-fire sing-song before turning in.

Parents' Hike.

AMERICAN Scouts lug their parents off on PARENTS' HIKES. A good idea this. Try it and show them you really can cook and not only look after yourself but after them, too.

Trail Hikes.

FOR TRAIL HIKES divide into two parties, Desperadoes and Mounties, or anything else that appeals to you.

The Desperadoes get half an hour's start. They leave a trail behind them wherever they go. The nature of the trail doesn't matter. It must be pre-arranged and it mustn't disfigure the countryside. After half an hour the Mounties set off, following the Desperadoes by trail. Neither party must exceed the hikers' pace, say three miles an hour.

To ensure rejoining for tent pitching purposes at night it is well for the Mounties to be supplied with a sealed envelope containing the destination of the Desperadoes. Just in case!

The Treasure Hike.

FOR the TREASURE HIKE divide into pairs or parties. Each pair or party is given a written story leading by clues to a hoard of hidden treasure in some particular spot. The object is to reach the hoard by a given hour. It is mighty good practice in compass work and map reading if the stories are well done.

A referee to prevent perfectly hopeless straggling is a wise provision. The hoard found, tents are pitched, and everyone settles for the night.

A Moonlight Hike.

ALL hikers obtain late passes. Choose a night in spring or autumn when the moon is full. Get in touch with a country Troop four to five miles away and arrange to hike to their headquarters. They will have cocoa and biscuits and a roaring camp-fire awaiting you. An hour spent in Scouty revelry, then homeward bound through a moonlight fairyland.

Film Hikes.

IN nearly every district there is either a castle, church, old house or battlefield that is the scene of some historical story or legend. Search one out within hiking distance from your own H.Q., then hike down and read the story over on the spot. The following week let the Scouts pack their rucksacks with “props” and sally forth to reconstruct the story. If there is a cine-camera in the Troop all the better, but if not an imaginary one is quite good fun.

You may have to ask permission from owners of property, etc., before you start, but you will find the world is full of kindly folk.

A Mapping Hike.

DO you know every path, tree and bush, every rise in the ground, of the woods or commons where you do most of your Scouting? You should do, for it would make your Scouting games much more exciting and skilful.

Now is the time, before the leaves come, to map out the woods, and when the job is done the map can hang in the Patrol Corner. Invent names for the different features such as Gorse Plain, Squirrel Lane, Lone Pine, Ash Corners Stoat Gully, The Rabbit Warren, and so on.

When you think the Patrol is proficient, hold a time trial. Put all the names of the features in a hat, then draw eight names at random. Put them down on paper as they come out. Go to each place and plant a white seed label in a prominent position. Starting from a given point, the job of each man is to bring the labels in, within the fastest time.

Hunt the Orchid Hike.

IF you are lucky enough to have chalk hills in the neighbourhood there is the possibility of an Orchid Hunt in the late spring. I believe there are about thirty varieties of English orchid, and they are well worth searching out, for of all the flowers that grow they surely are the most amazing.

The search for rare flowers is always fascinating and generally leads to all kinds of adventure. Most of our English counties can boast rare plants, the local or county Natural History Society will put you wise as to the actual specimens and the places where they are likely to be found. Be more than careful to see that no damage is done to the roots.

Finally, are you satisfied that every plant and tree in your own pet haunts have been recorded? You are? Then just conduct another search, for there is every possibility that a bird or the wind has sown the seed of yet another specimen.

Pioneering Hike.

FOLLOW the course of a river or stream, sounding at different points for depth of water, observing the nature of the land through which the river or stream flows, noting the different kinds of fishes, etc., living in the water, noting places where bridges could be erected. In fact, doing all those things pioneers penetrating an unknown jungle might do.

Good Turn Hikes.

SCOUTS can hike out with the specified object of doing good turns, clearing up litter, helping people who have lost their way, helping at accidents, etc.

Nature Hikes.

OBSERVE birds, nests, and the habits of the feathered folk. Look for tracks, take plaster casts. Note the flowers, collect leaves, and note the nature of the trees. All observations can be recorded in a nature log-book.

The Lost Child.

HIDE a dummy of a child, and then let pieces of clothing and other trail signs mark the route for the hike, or the trail of the kidnapper.

Visitors' Hike.

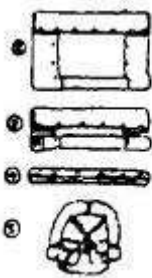
EACH Scout brings along a fellow who is not a Scout to show just what fun Scouting is.

HIKING HINTS.

Cooking with a Can.

HERE is a novel cooking idea for Scouts to try out on a hike. Instead of lighting a small fire for cooking, take a tin, such as lard is packed in, along with you. An opening is cut away in the side of this near the top, about four inches square. Now turn the can upside down and cut a small opening (say an inch square, in the bottom, and on the opposite side to the cut in the side.

In this way you have a stove and a frying pan in one! The can is inverted and small twigs put in the larger opening as fuel, with the opening at the top serving as a chimney. You will need a lot of twigs, but you will find that the can heats quickly. Bacon, eggs, and pancakes can all be cooked to a turn on what was originally the bottom of the can.



An advantage of the tin-can cooker is that the risk of fire is lessened, since the fire is confined to the can itself.

Carrying Blankets on a Hike.

FOR those Scouts who do not possess a rucksack large enough to contain all their kit when hiking, here is a method of carrying either blankets or tent by strapping them round the rucksack.

Lay your waterproof lengthwise upon the ground, rubber face downwards. Then fold your blanket or tent in halves and lay this on the waterproof as shown in Sketch 1. Roll up the blanket until you reach the waterproof, then fold over the sides and end (Sketch 2). Now roll up both blanket and waterproof as in Sketch 3. Tuck the roll underneath the fold as in Sketch 4. This roll is now strapped to the rucksack as in Sketch 5.

Happy Feet.

SNOOPING around Russell Square, in London, the other day, I came across a place labelled "The Institute of Foot-Health." Intrigued, I took a look in, and talked to Mr. Percival Williams, the orthopaedic specialist . . . about feet.

“Only ten per cent, of Londoners have good, healthy feet,” he told me. “And the trouble with most of them is caused by badly fitting boots or shoes.”



Wrong.

“What are the best boots or shoes for boys to wear?” I asked him, and he showed me two models which I have tried to draw for you.

“The best boot or shoe,” he explained, “is the one which allows the foot to lie perfectly flat, without bunching up the toes, and so that when the wearer walks he can make use of his toes in the walking operation.”



Right.

So now you know the sort of shoes you should wear on a hike! Another interesting point I learned was that wearing shoes or boots of varying elevation (height of heel) was bad. That's why, if a fellow wants to wear sandals, with no heels, he should wear them all the time. Suddenly changing from sandals to boots alters the whole carriage of the body, and sets up all kinds of complications. To cure hot feet you should bathe them in water morning and night, and sprinkle talcum powder in the soles of your stockings

CHAPTER IX.

CAMPING STUNTS.

THE days of the Troop “Holiday Camp” are done. The Scout camp is now one of the greatest adventures in a boy's Scouting career. It is romance, pioneering, backwoodsmanship – something entirely different from all the other kinds of camping holidays available to a boy – the school choir, or family camp, ideal though they may be.

That these camps are available to boys makes it urgent that we should see that our Scout camps get better and better each year, and that each and every one of them will have a definite health and training value to the boys.

That is why I devote more space to camping ideas, ideas that will make the Scout camp outstanding as the greatest event in the Troop's Scouting year.

Planning the Camp.

“SCOUTS trek the Larig Ghru Pass!” Sounds good, doesn't it? You might almost picture a mighty adventure in the mysterious hills of India, with strange and sinister Orientals lurking in the background.

Actually, the Larig Ghru Pass is over the Cairngorm Mountains of Scotland, and eighteen Scouts of the Huddersfield College Troop last year crossed it with full kit and trek carts while hike-camping in Scotland.

You will gain some idea of the achievement when I tell you that the Royal Scots Greys gave it a miss during their route march through the Highlands this year.

But the Larig Ghru, which means the “Forbidding Way,” held no terrors for the Huddersfield College fellows, and they afterwards declared that they enjoyed every minute of it.

There's something new in the way of Summer Camps. Here are other ideas:



The Huddersfield College Scouts tackling a stream as they made their way through the Forbidding Way.



Road, London, S.W. 1.

Cruising on a canal in a boat or barge. The Chorley Wood Sea Scouts did it a couple of years ago in a ship's lifeboat, and the cost worked out at: Under 16, 25s.; and over 16, 30s. for a fortnight. Barges can be hired very cheaply.

Cycle Camping – an idea for a Patrol.

Caraganning – another idea for a Patrol.

Fly to camp. Flying is getting cheaper than ever now, and if you save enough during the winter . . . ! The 1st Stevenage Troop has done it, so it's no use saying "Impossible."

Camp abroad. Reduced railway fares make the prices seem ridiculously cheap. Do nothing in this line until you consult the International Commissioner, Mr. Hubert Martin, at Imperial Headquarters, 25, Buckingham Palace

Pre-Camp Stunts.

FOR a few weeks before and during the camping season, some time should be set aside in the Troop programme for definite training in camping theory and practice.

There are little essential points in camp health and hygiene, in the use and care of knives and axes, in firelighting and cooking, and so on, which every new camper should have explained to him before he goes to camp.

The time set aside will also serve as a reminder to the "old hands," and will be a definite means of raising the interest in camping and the outdoors – not, perhaps, that this is necessary in a normal Troop of Scouts.

Here, therefore, are one or two stunts to fit into the Troop programme before camp.

The Mock Camp.

ONE evening the Patrol decides, while in its Patrol Corner, to spend a fortnight's camp in Elm Wood. (A local common land or camp ground about four miles from Troop Headquarters.)

With this idea in mind the Patrol goes into conference and makes a list of all the gear it will require, and what the Scouts will need. If the stunt is to take place on the following Saturday afternoon fix a time for the start.

Each Scout has to bring enough grub for his tea, and (if you are able to light fires at the spot you plan to set up your mock camp) one of the fellows can bring a billy, tea, sugar, and milk.

During the week the Patrol Leader should get ready a number of wooden pegs (such as gardeners use), and mark them, TENT, GRUB TENT, KITCHEN, WASHING PLACE, LATRINE, etc.

Then on Saturday afternoon the Patrol hikes off to the selected spot and begins to set up its "camp."

Wind direction should be noted and the camp laid out just as your Patrol would have it, a wooden peg being stuck in the ground to mark the various positions of the tent, washing place, etc.



It will be good training for your fellows, and if the Scouter can go along and look the camp over, pointing out mistakes and making any suggestions that are necessary, it will be all the better.

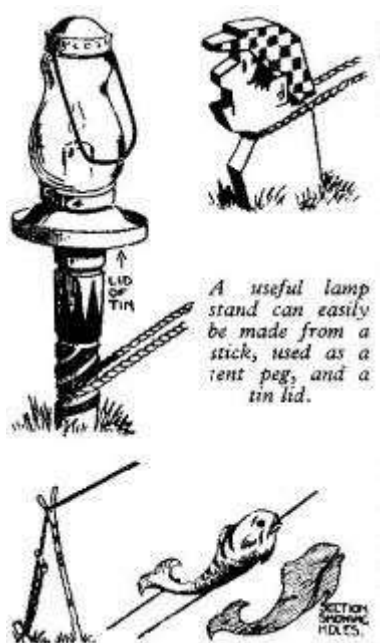
Afterwards a fire can be made, and tea is the next item on the programme.

This stunt can easily be made a Patrol Competition if necessary.

Handicrafts before Camp.

BESIDES checking over and repairing camp gear before camp, there are many handicrafts which can be introduced into the Troop programme as having a definite camp value.

For instance:



If you have lightweight tents, with long thin guy lines running out a good distance in front, here is an idea to prevent ungainly Tenderfeet falling over them when they are set up in camp.

To bring this guy-line to the notice of such Tenderfeet a simple little gadget in the form of a fairly large wooden guy-runner can be used. It can take the form of a Patrol animal, or any other symbol, and should be painted in bright colours so that it is very easily seen. The little sketch shows you how this should be carved.

A large decorated tent peg will also serve as a warning to the unwary, and will also make your little tent look quite picturesque. Another warning sign is a decorated stick driven well into the ground, the guy line running in a groove cut in the stick. At the top a lid of a tin can be fixed with a nail. The lid will act as a stand for a small lamp at night. Sometimes space will not permit of a long guy-line, but this difficulty can easily be overcome by using a forked stick, as shown in the sketch.

Marking Camp Gear.

HERE is another useful activity before going to camp, or before the camping season begins.

If the Troop has a totem, paint it on all the Troop gear. If you haven't a totem or distinguishing mark, then invent one.

In the case of the tent it is always best to pitch it first – then mark out roughly the size and position of the woodcraft sign. Take the tent down and place a nice flat piece of wood directly underneath the material to be painted, being careful to see that the material is not doubled, then draw out the design in pencil.

You will require a few tubes of artists' oil colours. The main colours are red, yellow, blue, black and white. The paint should be thinned by using turpentine. When painting round the edge of your design have only a little paint on your brush, otherwise the paint will run over the line. You should use a thin brush for the edges and a fair-sized one for the flat washes. The above-mentioned



colours will show very brightly on the white lightweight fabric, but if you intend to paint your signs upon Green or Brown Duck, or similar material, it is best to give the whole design an undercoat of white first, then paint the design in colour when the white is dry.

Here are a few suggested signs with which to mark your kit:



Week-end Training Camps.

IT is a good idea for the Patrols to have an actual week-end camp under their Patrol Leaders with a definite training programme.

Run the camp just as if it were the summer camp. It will polish up the memories of all the old hands, and give the youngsters a chance to get used to camp life.

Whitsun is just the time for a camp of this nature.

First Camp Notice to Parents.

FIRST summer camp notice to parents is important. No book gives a specimen notice, so had to get it out myself, Here it is:

OUR SUMMER CAMP.

The greatest adventure in the life of a Scout is the Troop summer camp. It means an outlet for all the thrills and romance in the mind of a boy, a time when he can live the life of an adventure: and backwoodsman, cooking his own food, making his own camp comforts, pioneering, exploring, sleeping under the stars. A happy time when he can practise all the thrilling things he has learnt as a Scout during the winter months, when he can live close to nature, and have the jolliest time of his life.

Every Scout wants to go to the summer camp, and we hope that parents will do their best to allow their sons to join us once again this year. Let me tell you something about our camp for 19— . . .

THE GREAT EXPEDITION.

The camp will be held in Jersey, Channel Islands, about a hundred miles south of Great Britain, where we hope to find the sunshine, and fourteen miles west of France.

To encourage the spirit of romantic adventure we are calling our camp "The Great Expedition to the Unknown and Mysterious Channel Islands." The whole camp will be run on the lines of an exploring expedition, and our camp site will be the goal for which we will travel. We will have Experts in Navigation, our Medical Officer, our Chief Explorers, who will take charge of excursions, our Chief Cooks, and Quartermaster, who will look after the "inner man," and such like adventurers.

THE DATE.

The camp commences on Friday, July 24th, when we will leave by a train at about 9.30 p.m., and return on Monday evening, August 3rd, at about 8 p.m.

THE COST.

We have been able to arrange the camp at an amazingly low cost owing to the excellent travelling facilities offered by the railway companies to parties of Scouts.

The cost for Scouts under 16 will be £1 1s., and for Scouts over 16, £1 5s.

The money should be handed to the Scoutmaster on or before July 17th.

THE JOURNEY.

The Troop will travel from Waterloo on the Friday evening by a special Scout train, embarking on the special Scout boat at Southampton at about 10.30 p.m. We will spend about eight hours on the water, and arrive at about 8 a.m. in Jersey, where breakfast will be awaiting us at the harbour. We will then travel the five miles to the camp site by lorry. These excellent arrangements have been made possible by the hard work of the Jersey Camp Commissioner,

THE SITE.

Our site will be on No. 4 Sands, in the West Area of St. Brelade's Bay, one of the most beautiful parts of the island. It is in a quiet secluded spot, screened by trees, etc., on the border of open, rolling downs, with unlimited space for games, good water and fuel on the site; six hundred yards from the sea, and three hundred yards from main bus routes – an ideal site for a Scout camp.

HEALTH.

A good camp is a healthy camp, and every precaution will be taken to safeguard the health of the Scouts while in camp. Good food and plenty of healthy exercises will be insured. The sanitary arrangements of the camp will be those laid down by Scout Headquarters in their booklet "Camping Standards." The First Aid and Medical arrangements will be carefully studied, and the local Medical Officer, Dr. J. S. Nicholson, will be informed of the camp.

BATHING.

The bathing in St. Brelade's Bay is absolutely safe, but all the usual bathing precautions laid down in Boy Scout Headquarters Rules will be followed, two bathing pickets always being in attendance during bathing parades.

ACTIVITIES.

A busy camp is the happiest, and an extensive programme of activities will be arranged. Excursions, hikes, Scouting games, bathing, cricket, football – all the activities to delight the heart of a boy. A neighbouring Troop – the 37th West London (St. Luke's, Kilburn) Troop – will be camping within a few miles of us during the same period, and we hope to hold many excursions and friendly competitions with them, joining them at tea on some days, and attending each other's camp-fire sing-songs.

A SPECIMEN DAY IN CAMP.

Camping is always rather a mystery to parents. "What do you do all day?" is one of the questions I am often asked. Really, you would be surprised how quickly a day in camp passes. Here is a specimen programme for one day:

7.0 a.m.	Cooks rouse.
7.30 a.m.	General Rouse. Washing.
8.15 a.m.	Breakfast.
8.45 a.m.	Washing-up. Cleaning Tents. Airing blankets, etc.
10.0 a.m.	Inspection.
10.15 a.m.	Bathing Parade,
11.0 a.m.	Scouting activities.
12.0 noon.	Preparing dinner.
1.0 p.m.	Dinner.
1.30 p.m.	Quiet hour. Resting, reading, writing.
2.30 p.m.	Excursions, Wide games, cricket, etc.
5.0 p.m.	Tea.
6.0 p.m.	Free time, or general camp games.
8.0 p.m.	Light supper.
8.30 p.m.	Camp-fire Sing-Song.
9.30 p.m.	Prepare for bed.
10.0 p.m.	All lights out and quietness in camp.

The programme is of course varied to suit the arrangements for the day, but this is the general idea. Above all, we avoid lounging about and slackness in camp. It isn't the Scout way.

A TRIP TO FRANCE,

One day in the week we hope to make a trip to St. Male, France. We will start at 7 a.m., and return to camp at about 10 p.m. To take part in this trip will cost a Scout five shillings extra^s and we hope that all may be able to afford it, for it is an experience not to be missed.

A boy of fourteen is hardly able to appreciate the significance of a week's camp in a foreign country; and that is the reason why we have not planned our summer camp in Brittany this year, as was first anticipated, but one day in a foreign country will be a great adventure for a Scout.

YOUR SHARE.

Most youngsters are terribly enthusiastic about camping, and parents can encourage this enthusiasm. It is a great life, and a happy one. Do not think your son is going to camp to "rough it" – he isn't. The good camper makes himself thoroughly comfortable in camp, and that is what we aim for. We are not a military organization, and do not inflict an hour's drill on the boys each morning. It is not good for a growing youngster, and gets away from the individuality we like to encourage in Scouting. A few healthy exercises or a brisk walk before breakfast is the ideal.

You can see that your son brings to camp all those things that are included in the Camp List which will shortly be circulated.

If possible give your boy some opening medicine just before camp. The change of air and food makes this necessary, and often saves the Scoutmaster heaps of anxiety at the beginning of the camp. Headaches, loss of appetite, listlessness, home-sickness can all be avoided by this simple remedy.

We always ask parents to sign a simple health form before camp so as to safeguard the health of all the other fellows in camp. This is just as important to your son as any of the others.

THE SCOUTMASTER'S RESPONSIBILITY.

No matter how big or small a camp may be, the Scoutmaster in charge has a big responsibility. He must be father, mother, doctor, all rolled into one. I respect the confidence placed in me by our parents, and you can rest assured that your son will have a really healthy and happy holiday in camp with us this year.

YOUR SON.

If you would like your son to camp with the Troop this year join the "Scouts' Great Expedition." I will be glad to hear from you.

JACK BLUNT,
Scoutmaster.

Summer Camp Reminders.

THE following list of reminders of jobs to be done before camp, in the order in which they should be arranged, will be helpful to Scouters. Some of the tasks can be delegated to others, but the S.M. must direct.

AT THE BEGINNING OF THE YEAR.

1. Start a Camp Bank, with a reliable man in charge.

FOUR MONTHS BEFORE CAMP.

1. Definitely fix up the place and date of the camp.
2. Announce date to Scouts) so that working boys may fix up holidays. Many firms make arrangements months beforehand.

DURING TWO MONTHS BEFORE CAMP.

1. PL's, or Scouters, give weekly yarns to Scouts on camp safety and hygiene rules.
2. Put up camp "Adventure" notices in Troop Headquarters.
3. Send out first camp notice to Parents, giving place and date, cost, when money must be paid, a general idea of a Scout camp and its value. Attach application form, with health declaration, and direction in regard to bathing for the boy.
4. Visit site to make contacts. Ascertain address of local doctor and hospital, nearest church, etc. Contact with local Scout people in regard to local attractions and danger points.

DURING MONTH BEFORE CAMP.

1. Overhaul camping gear. Write out list of gear required as soon as the number of Scouts camping is discovered. Get T.L. to check, and buy any gear missing, or in need of renewal. Watch First Aid kit and refit.
2. Visit Parents wherever possible, or arrange Parents' visit to Troop Meeting so that you may talk to them *en bloc*.
3. Send out second camp notice, giving list of personal kit required.
4. Arrange for Railway Company to collect gear on a certain day during the week before camp, if you are sending equipment on beforehand. Find out times of trains forward and return) and fix accommodation for the Troop by writing to Traffic Superintendent's Department.
5. Three weeks before the camp send in Forms P.C.1 and P.C.2. Ask D.C. for Camping Standards Chart. Get Railway voucher from I.H.Q.

WEEK BEFORE CAMP.

1. Send out final camp notice, giving place and date of camp again, times of trains forward and return. Address to which letters should be sent, direction for kit checking, details for time of parading on morning of the camp, the food to be brought if a long journey, and Visitors' Day arrangements.

2. Get out camp menu, work out food for three or four days, and send lists of grub required to local tradesmen, with instructions for delivery.

3. Work out a form of programme of activities, with emergency ideas for wet days.

4. Pack up camp gear.

5. Send off gear by rail, unless it is to go with you.

6. Collect camp fees. Draw out necessary camp funds from bank.

7. Check kits on night before camp, and leave in H.Q. over night if possible.

Then we can go to camp with peace of mind.

STUNT DAYS.

IT is not my intention in this book to deal with camp programmes; they can be found in definite camping books. Rather I will try to deal with stunts – those bright, imaginative ideas which bring romance and adventure into campings and at the same time provide useful training.

If things are inclined to get dull put on a stunt; if necessary make the stunt last a whole day. Here are ideas for definite stunt days in camp:

Gadget Day.

SET aside one day in camp as "Gadget Day." Every fellow has, some time during the day, to make a gadget which is not already in camp. It can be made an individual or Patrol Competition, and the winner is the fellow whose gadget is judged best by popular vote.

Camp dressers, wonderful washing places, clothes horses, fish broilers – wait until you see the amazing gadgets that are invented.

All Change Day.

THIS stunt depends on the Troop. In a good Troop it works O.K., but in a bad Troop – look out for squalls.

The Scouters become the Patrol Leaders for the day, and the Patrol Leaders become the Scouters!

The Patrol Leaders make out the programme for the day, and are completely responsible for all camp routine, even to taking camp inspection, leading prayers, and running the camp-fire at night.

The Scouters, in their turn, take over the job of Patrol Leaders directly after Rouse, being responsible for Johnny Jones washing his teeth, getting out the Patrol's camp-fire stunt, etc.

It's great sport, but as I said before only try this out if yours is a good Troop.

Patrols' "At Home" Day.

THIS is only possible if your camp is being run on Patrol lines, but as most good camps these days are run in Patrols everything is all right.

One day the Owls invite the Peewits to tea, and act as complete hosts, even to washing up the plates and mugs of the Peewits

Next day the Peewits invite the Owls to tea; and so the invitations go on.

On the last day but one in camp the Scouters and Patrol Leaders can invite the whole camp to tea, and make a glorious feast of it. And won't the Scouts laugh when the Scouters and Patrol Leaders get on with the washing-up!

Make the invitations great and glorious affairs written on paper and duly delivered by the Tenderfoot of the Patrol.

“Upside Down” Day.

HERE is a stunt which needs a good Troop to see it through. Turn the whole day upside down, starting with supper, and finishing up with breakfast.

I won't tell you any more in case I put my foot in it. Work the idea out for yourself, and use a little discretion.

Hike Day.

NO camp is really complete without its “Hike Day.” Make it a thrilling, romantic business.

This little “Sealed Instruction” will give you the whole idea:

“Chief Grit-in-the-Eye gives greetings to his Braves!

“Hear, O my warriors, the counsels of the wise! It has come to pass that our lodges have stretched far beyond the ken of the councillors, our people have become many, the grass about our lodges is fast becoming sparse, and the wild creatures of the woods are moving to further hunting grounds.

“We must set up our lodges in another place, we must make our dwelling place where the Beasts of the woods abound, where there is fresh grass for our ponies, good timber for our homes, fresh water for men and beasts.

“And you, O my warriors, who are my pioneers, go from here to the place that the Palefaces call Leggatt's Farm, which is at Leavesden, nigh unto Watford (local names).

“Report to me upon this ground. With these sheets of carbon that I give to thee impress for me many leaves that I shall know of the timber that we may use for the building of our lodges. Tell me of the water that we may drink, of the water in which we may fish and swim. Bring me, also, with the powder I do give thee, impressions of the prints of as many creatures as ye may, that I may know of the food with which the country abounds.

“Return to our lodges before the hour of six, when much food and drink will await you, my braves.

“I have spoken.”

A hike of this kind, each Patrol going put together with its sealed instructions, brings in training in tracking, nature lore, reporting, and makes a happy day. Try it out.

Drama Day.

WHEN instructions for the day are given one morning the Scoutmaster will declare that on that day the Troop is to hold a “Festival of Drama,” and that each Patrol must be prepared, after rest hour, to put on a drama. Then the S.M. can go on to explain the idea.

It is just "Spontaneous Dramatics" in a new guise. All you do is to choose a well-known scene in history, something of local interest, or some humorous incident which has to do with the history of the Troop, and – using the props you can find about the camp – put it on.

I have seen enacted the "Flood," the "Signing of the Magna Charta," "The coming of the Armada," "England winning the Ashes," and heaps of others.

Drama Day is grand fun.

Pioneering Day.

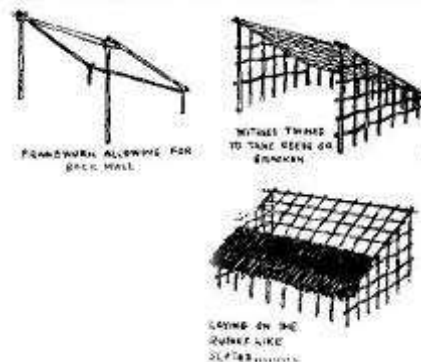
ON Pioneering Day each Patrol must build a shelter from natural materials in the camp.

It can be a tramp's shelter, a real pioneer's shelter, or a shelter of your own invention. The simplest one can be built from branches and grass or bracken.

If the shelters prove good enough the Scouts can take it in turns to sleep in the shelter for the rest of the camp.

There may be difficulties in the way of materials for bridge building, but if you can get over these difficulties, or perhaps use Scout staves, bridge building can very well come in on Pioneering Day.

Each Patrol might easily make its own Totem on Pioneering Day. Start on the largest log of wood you can find, and then get to work with an axe and a Scout knife. The weirdest and ugliest designs make the best totems!



"Poshing up the Site" Day.

MOST camp sites, especially the sort of site on which you camp nearly every week-end of the summer, can very well "poshed up."

Little bridges can be built over streams, steps can be made down the old chalk pit or what-not, gaps in hedges can be made up, an old pond can be cleaned up, a hollow filled with old tins and bottles can be cleared out.

This will be good fun, and will be a good turn to the owner of the ground. Good Turns lead us on to:

Good Turn Day.

MAKE a point of seeing the farmer or owner of the ground the very first day you get to camp, and ask him whether there is any odd job he would like done during the camp.

You will be surprised at the interesting jobs he may have, such as r ay-making, wood-cutting, or taking the top-hammer off a tree which has fallen in the park-land. Ask him, and see.

STUNT COMPETITIONS.

STUNT competitions make lively work for the mornings in camp. Keep away from anything involved, which needs a lot of explaining. Simple little competitions like the following cause plenty of fun, and are, in themselves, useful training.

Raising the Flagstaff.

EACH Patrol comes armed with its eight Scout staves and yards and yards of rope, string or cord.

At the word “Go” each Patrol has to make a flagstaff with its staves and fly a Scout scarf from the top of it. The first Patrol with the highest and straightest flagstaff is the winner.

Horse-Shoe Ringing.

HORSE-SHOE ringing is a sort of quoits game, played with horse-shoes instead of rope rings, and is a fine sport for camp. A flat piece of ground should be chosen, and two iron pegs driven into it, forty feet apart, so that each protrudes eight inches. The pegs should be strong – a piece of iron piping about one inch in diameter and two feet long will serve very well. Around each peg draw a circle with a radius of eight inches, and another with a radius of three feet.

To score, horse-shoes must fall within the small circle, and players should stand inside the larger one when making their throws. Scratches on the ground will serve to mark these rings if you have no chalk or whitening.

Four ordinary horse-shoes are required, an ideal size is about 7½ ins. long. With these four shoes two or four players may compete. If four play there will be two sides of two.

Having tossed for the start, the first player stands within one of the large circles, holding his horse-shoe in one hand, and then flinging it down the course towards the other peg, which he endeavours to encircle.

His opponent follows, also with a single throw; then each sends down his second shoe – unless, of course, there are four players. A horse-shoe within the eight-inch circle scores one point, but three is counted when the peg is ringed – the test of this is whether the two ends of the shoe are far enough across to allow a straight stick to touch them both whilst being clear of the encircled peg.

When all the shoes are thrown the players walk along to them and, making this new end their base, throw back to the other peg. A game consists of twenty-one points.

There is scope for a great deal of skill in this game. To begin, you must hold the horse-shoe correctly. The best way is with the palm of the hand gripping one end, so that the first and second fingers lie along underneath the iron, while the thumb curls over the top. The shoe is then thrown with a smooth sweep, a good deal like underarm bowling.

To score a ringer the horse-shoe must reach the peg with its open end forward – and this is where the art of the game begins. While in the air the shoe must revolve in just the right degree, because the open end faces away from the peg before the throw is made. Exactly a half spin is thus required to get the ends of the iron pointing forwards. A half revolution is not practicable, however, in a forty-foot throw, and the general method is to make 1½ or 2½ spins.

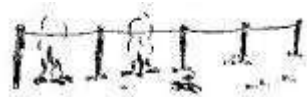
There is, of course, more in a game than merely scoring ringers. There is an opponent to beat, and you will try to achieve this by aiming to knock his own horse-shoe out of the small circle, while at the same time you leave your own inside it. Often a shoe is left standing against the peg, in which position it is safe to score one point; but a succeeding throw may either make a ringer of it, or drive it clean out so that it scores nothing.

Always, in throwing with the right hand, start with the right foot forward, bringing up your left as the cast is made. It is usual to stand on one side of the peg – and you should not leave the circle before making the second throw. Thus you cannot inspect the “lie” of a shoe except from the other end of the course.



Burning the String.

FIVE pieces of wood are set up in the ground at distances of two feet. String is stretched between each stake, ten inches above the ground.



How the "Burning the String" Competition is set out.

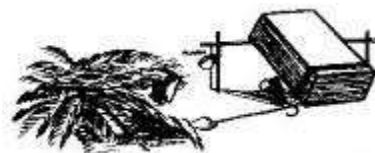
Each Patrol has to build a fire in one of these compartments without using paper and with only a couple of matches. The Patrol which gets its fire to burn through the string first wins.

Try this little stunt on a windy day!

Catching the Rat.

SOME of you may have heard of this before; it's a good stunt. The Scoutmaster announces that there are rats about the camp. Each Patrol, using only the materials they find about the camp, must make a trap which will catch the rats.

Some marvellous inventions will be forthcoming! The usual bright one is the brick which falls on the rat when he enters the trap!



A weird and wonderful rat trap. Pity the poor rat!

Verbal Message Relay.

EACH Patrol stands in a long-stretched-out line, each boy being about eight yards away from the next one. The Scoutmaster calls the Patrol Leaders together and gives them a message which they must memorise. When they have got it fixed in their minds they each go to the first fellow in their Patrol and give him the message. He repeats it to No. 2, and so the message goes on down the line.

The last Scout writes down the message, and it is compared with the original. The result is often amazing. Here is a specimen message:

"Go at once to Colonel Blaugh-Blaugh's house and ask if you can use the 'phone. Then 'phone to the Fire Brigade and tell them that a fire has broken out on Mr. Hough-cough's farm. Will they come at once? Then phone Mr. Bloggins, the vet, and say one of the horses is badly burnt and will he come at once."

The Potato Relay.

THIS is good sport. The Patrols line up as for an ordinary relay race. Twenty yards away in front of each Patrol the Scoutmaster puts down just as many potatoes as he can carry in two hands – and one extra.

Each Scout in turn must run up to the potatoes, pick them all up, and bring them back to the feet of the next fellow in the line. He must take them back, and so on.

If a Scout drops a potato he must pick it up, for the whole load must be carried in one go.

The Patrol which has first transported its potatoes backwards and forwards completely wins.

RAINY DAY STUNTS.

IT is always a problem to know what to do in camp on a rainy day. Here are ideas for stunts that will help to cheer up the Scouts when the rain is coming down in buckets, the fire won't light, blankets are soaked, and everything else is doing its worst to make the camp really happy and jolly!

The Porpoise Club.

EVERYONE in camp takes everything off and, if the camp is not near houses or buildings and is quite private, goes out into the rain. If the camp is not too private wear bathing costumes.

Then you play follow-my-leader with one of the Patrol Leaders, and he leads you a lively dance all through the rain.

Membership of the club is open to anyone, and the initiation ceremony is to drag out the new member, and duly roll him in the wet grass.

There is only one rule in the club – you must keep moving. Anyone caught loitering with intent to catch a cold is taken for a *long* run!

When the club adjourns everyone goes back to the tents for a brisk rub down. You won't catch cold then!



A meeting of the Porpoise Club

Lighting a Fire in a Fuddle.

FOUR suitable puddles of water are found! On a good old English summer day this will be easy.

Now, each Patrol sends out a deputy who, clad in raincoat or covered with a groundsheet, has to light a fire in the puddle.

The water must first be removed by judicious scoopings, and then you can set to work.

Any methods can be adopted, but no paraffin, petrol, or other inflammable liquid may be used.

Five matches are the limit, and then another deputy from the Patrol must be chosen.

The first Patrol to get its fire alight will be the winner, and the honoured member is duly elected world-beating fire-lighter at the camp-fire next evening.

See that every fellow is properly dried after he returns from his fire-lighting adventure.

A Camp Newspaper.

A WET day is just the time to produce a Camp Newspaper. The brainy bloke of the Troop is elected Editor, and each Patrol becomes responsible for a section – News, Gossip, the short story, and the Joke section.

Each Patrol in its own tent compiles its own section, and it is handed in to the Editor in secret. He edits the whole thing, writes an editorial, and then hands it to the Scoutmaster, either for reading at the camp-fire next evening, or – if everyone can get into one tent – for publication immediately.

Yells.

ONE feels like yelling when it is wet. Each Patrol can invent its yell while in its own tent, and a competition can be arranged to find the best yell for the whole Troop.

Practise the yells in turn as they are invented, and make plenty of noise!

The Musical Comedy.

THE Scoutmaster sends round word that at 3 p.m. promptly a musical comedy show will be held in the biggest tent you've got. Each Patrol will have an hour, or more if you wish, to get up its share of the programme.

At 3 p.m. sharp the show begins. Pantomimes, nigger minstrel shows, songs, playlets, sketches, will all work into the musical comedy.

As a variation, work out a complete nigger minstrel show, everyone blacking up his face with burnt cork in the approved style.

The Tin-Can Band.

DIXIES, dixie lids, combs with paper, mouth-organs, and the like, can all combine for a grand tin-can band show. Get a song-book and go through all the songs you know, each Patrol crooning out the vocal effect in the approved radio band style.



Cubs in camp make merry with a tin-can band. Try it when it rains this year!

The Storm Hike.

THIS will, of course, need preparation, but it is a good rainy-day stunt for the older fellows. There is a certain exhilaration in hiking through the rain, and it is often quite an adventurous business. Stout raincoats and good boots are needed, and don't forget a good drying and change of clothes when you get back to camp.

Parlez-vous Stunt.

THERE are some forty-four nations in the great Brotherhood of Scouts. Each Patrol or individual Scout will try to imitate, by manner, speech, or in any other way, such as by yells, one of those countries.

The rest of the Troop must try to guess which nation is being represented.

The Badge Hour.

WE should not waste a whole rainy day in play, for it gives an excellent opportunity for instruction in badgework. One tent can become Ambulance Man Tent; another, Fireman Badge; a third, First Class Badge, and so on.



Fellows who already have the badge could give instruction in each tent, and individual Scouts could choose their own subject and go to which tent they wish.

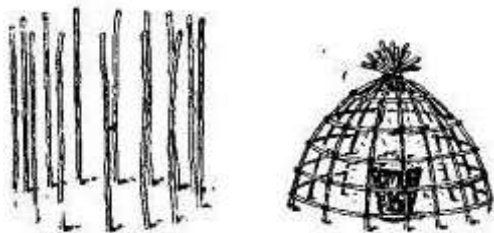
Blow Football.

A GAME of blow football can easily be arranged in camp, and will provide heaps of fun for half an hour on a wet day.

Take a few ping-pong balls to camp; the rest of the apparatus can be improvised.

A Clothes-Drying Stunt.

AFTER the rain has stopped there will be a lot of clothes to dry in camp. Make a drying spider like this: A circle of saplings planted firmly in the ground should be bent over at the top and lashed together. More saplings are entwined round the circle, and the whole thing can be taken out of the ground with safety. Place a bucket fire under the spider, and lay wet clothes on the framework. They will dry in no time.



SCOUTING STUNTS IN CAMP.

INSTRUCTION as plain instruction is usually a dull business. Turn it into a stunt and it becomes quite a different affair. Here are some stunt ideas.

Sand Tracking.

IT is usually easy to obtain a load of sand in the country. Get hold of this and lay it out in a far corner of the camp. Now spread it out until it is quite smooth and flat. Water it if necessary.

Now the Scouters can make a story in tracks in the sand, and each Patrol can come in turn to try to solve the tracks.

The Patrol which tells the best story wins.



A sand-tracking tray which can easily be made in camp.

Treasure Hunts.

TREASURE hunts are always good fun. One of the Scouters can lay the trail, putting in plenty of hidden messages and Scout signs. If all the messages can be in rhyme it adds to the fun. A half-pound slab of chocolate makes a good treasure!

The Pirates' Hoard.

A VARIATION of the treasure hunt, which we tried out at camp last year. One day, while we were walking by the sea, we saw an old bottle floating on the water. We lugged it out and, lo and behold, there was a paper inside it.

We pulled it out, and it proved to be a pirate's map complete with skull and crossbones. The strange part about it was that the map was a complete plan of our own camp-site, and instructions were given at the bottom for finding the treasure. We first had to dig where the map was marked with a red cross, five yards N.E. of an old oak.

After much breathless digging we unearthed another paper, very ancient and moth-eaten, which gave more instructions. And so on. . . .

I don't know whether the Scoutmaster had anything to do with the bottle we found, but anyway, we got the slab of chocolate in the end.

An Obstacle Race.

THIS is a good stunt for a fine afternoon. Each Patrol goes out on a three-mile obstacle race equipped with a rope. One Scout wears a bathing costume under his uniform.

Here are some ideas for the obstacles!

The Patrols each meet a boy who has broken his leg. Proper first aid must be supplied; they come to a stream with a boat on the other side. Fellow with bathing costume must swim across to get the boat before the others can ferry across; bridge building, compass work, knots etc., can all be worked into an obstacle race of this kind.

Dispatch Runs.

THESE are always good fun. One Patrol carries the message, which should be written on a piece of paper as large as a postage stamp, and it has to be delivered at a certain place. The rest of the Troop must try to obtain the dispatch. Small flour bags can be used for “wounding,” and as a variation each side might apply First Aid to its “wounded.”

The carrier Patrol can make up false messages and use any disguises they like except, of course, female.

The Troop call, or a whistle, should end the game if it goes on, too long.

Making Rafts.

A RAFT can be made of anything that floats, provided you get enough of it to support your own weight.

A backwoodsman once “pulled my leg” by telling me he had crossed hundreds of rivers in Africa by just walking across – each foot in an Army dixie, and each hand in a billy-can. I believed him until I tried it. I don’t believe him now!

Logs of wood will make a raft – but remember that it is not every kind of wood that floats. If you make your raft of green oak logs it will sink to the bottom at once. Lighter woods like pine and spruce are better.

A logomaran is the best form of log raft. Choose a big log about twelve inches in diameter and ten feet long. Two shorter and thinner ones are needed as the outlying floats each side. Fasten these floats about five feet away from the main log by cross supports. These prevent the big log turning over.

Nail some foot boards on the centre log and make yourself a punting pole or paddle. Your logomaran is now ready for use. Take your stockings and boots off, as you are sure to get your legs wet. With care this kind of raft will last a long time.

A much better raft can be made from groundsheets “sausages.” Stuff the groundsheets with heather, straw, or bracken, and tie them up with string like sausages, but with the openings only along the top.

Heather is best, because when it gets wet the sausage can easily be turned upside down and drained, whereas straw gets sodden.

Six sausages are laid side by side on the ground and lashed to a light trestle framework of thin poles or staves. Lash a short plank or piece of box-wood about a third of the way across the framework as a seat.



Launching the raft. All ready for the big adventure.

Don't step on the sausages. Sit or stand only on the frame or on the seat.

Don't pull the raft with a rope; this causes the water to lap over the end sausage and fill it with water.

The Camp Desert Island.

WHY not have a desert island and take it in turns to sleep there?

Select a quiet site near the main camp but just out of sight. Mark off the boundaries of the "island," which can be quite small.



Cooking on the Desert Island. Note the forked sticks, the improvised billy, and the stick with the "twist" of bread.

On this island the Patrol can build a bivouac shelter. You will find some hints in "Scouting for Boys" on how to do this. Make it large enough to sleep two Scouts. You will want a framework of light poles or branches. Lash these together with string and then thatch it. Heather is the best thatching material, using it root ends uppermost and making it six inches thick.

Reeds are good but they should first of all be tied up in bundles.

Bracken is not so good, but if freshly cut in August or September, will do quite well.

Straw is good, but it is very untidy and litters the

ground.

Always start thatching from the bottom and work upwards, each layer overlapping the lower one like slates on a roof.

Each night send two Scouts to sleep on the desert "island." They should pack up their kit and blankets and food for supper And breakfast just as if they were going for a hike. Once they go to the island they must not return till after breakfast, and the island is out-of-bounds for the rest of the Troop.



A shelter such as that shewn on p.66. It is being thatched with reeds by the two modern Robinson Crusoes.

They cook food on the "island" just as they would on an exploring trip. Dampers and twists are made from self-raising flour, kabobs from meat, onions and bacon spiked on a green stick. Fish could be cleaned and broiled on the side of a log, or a rabbit would make a good stew.

You will find this is good training for hiking and, besides that, it's an adventure to sleep on a desert island away from the main camp!

STUNT CEREMONIES.

STUNT Ceremonies have their value in camp programmes, and often may be the means of pointing morals or dealing with slackers without the unhappy necessity of "lectures"!

These are simple, and easy to arrange, and if the Scouter enters into the spirit of the thing will cause heaps of fun.

The Ancient Order of Siam.

WE always initiate new campers into the Ancient Order of Siam.

The ceremony takes place at the first camp-fire, and we get the new campers to kneel in the camp-fire circle.

"Repeat the mystic words after me," says the Camp-fire Leader: "OH WAH TAH NAH! OH WAH TAH NAH!! OH WAH TAH NAH!!!"

The new campers duly repeat the mystic words.

"Now," declares the Leader, "say it quickly and add the fateful word 'SIAM'!"

"OH WAH TAH NAH SIAM!"

Say it quickly yourself and see how you like it!

The Burial of "Old Man Grumble."

NEW campers are sometimes inclined to grumble when there's a lot of washinc-up to do, or when they can't go down to the village just whenever they want to. This is how we point out the errors of their ways:



Altrincham Scouts burn "The Litter Lout."

Two Patrol Leaders in secret make a wooden structure in the shape of a coffin!

Then, just before camp-fire, all the Troop lines up, and out of one of the tents comes the coffin borne by four fellows.

They take their place in the middle of the procession and solemnly led by the Camp-fire Leader we all march to the camp-fire circle.

The Scouts all form round the circle, and the coffin is solemnly lowered before the fire.

Then the Scoutmaster declares that all the campers are about to bury Old Man Grumble. He points out the terrible fate that awaits all grumblers, and then, amid much ceremony, the coffin is placed on the fire.

While it is burning we usually chant a dirge such as:

*"Old Man Grumble lies smould'ring in the flames,
Old Man Grumble lies smould'ring in the flames,
Old Man Grumble lies smould'ring in the flames,
And now he's going up in smoke.
Glory, glory, hallelujah;" etc.*

In just the same way we can bury "Litter Louts," "Old Man Sulk," and such-like nasty specimens.

Indian Names.

MANY Troops like to name their fellows with Indian names. Why not make it a ceremony?

When a fellow has to be named write his old name on wood – Bill Bloggs, or whatever it is – and at the first camp-fire solemnly consign it to the flames.

Then the Scoutmaster, or the fellow's Patrol Leader, can say:

“As the flames burn up and consume the wood so let them burn up and erase for ever the name Bill Bloggs. Henceforward you shall be known to us as “Pain-in-the-Neck” (or whatever name has been decided on).

Then the Troop can chant;

“How d’you do, Pain-in-the-Neck?

How d’you do?

Bill Bloggs wasn’t good enough for you.

We now all know your name;

Let’s sing it once again,

How d’you doodle-oodle-oodle-oodle-oo!”

These little songs are easily invented. Just work in the names as they come.

Feathering: the Braves.

HERE is a romantic little touch with an Indian flavour. At the final camp-fire in camp, each Scout wears a head-band and one feather for every week spent in camp. With due ceremony the S.M. presents a feather to each Scout as a token of the camp just ending,

The Fancy Dress Parade.

WARRANTED to produce fervid activity, riots of laughter, and often fertile imagination, this is an idea you must include in your programme.

Hold a fancy dress parade, and award a prize or special “order” to the winner.

Anything found in camp may be worn, and if necessary a scratch band can lead the parade!

COOKING STUNTS.

THE summer camp provides an excellent opportunity to try out one or two cooking stunts. How about some of these:

SOME amazing mixtures, such as “Spongee,” etc., are sold for making sponge cakes, Swiss rolls and the like. Give one to each Patrol, and let them get on with it. There will be some lovely sponges produced!

Damper!

EACH fellow is given a quantity of flour, a little butter, a pinch of salt, and (if you have any) a spot of baking powder. They then set out to make a damper. The only condition is that they must eat the result afterwards.

Haybox Cooking.

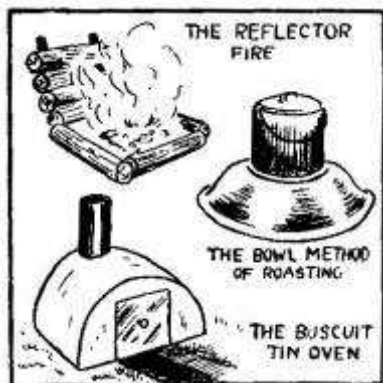
VERY few Troops seem to make use of the haybox for cooking. It is a pity, for it is a good stunt.

Obtain a box and line it well with hay. Now bring your porridge, or whatever it is you want to cook, to the boil and, while it is still boiling, quickly place it in the box and stuff the hay all round it. Cover with more hay, put a piece of old sacking on top of that, and then put the lid on the box. Left like this overnight, the porridge will be ready for eating in the morning.

Roasting.

ROASTING in camp is not such a difficult job as fellows imagine. Here are three methods:

THE REFLECTOR. – This should be built of green logs, as shown in the Sketch and should face the wind so that the heat and flames are blown towards the reflector and directed back again.



The meat should be hung from a sapling, in front of the fire.

THE BOWL. – For this you will need an iron bowl. Find a piece of hard flat ground and build a fire on it. Allow it to burn fiercely for about half an hour. Then scrape all the embers away from the centre. Place the meat in a tin bowl or plate, and lay it on the hot ground. Then invert the iron bowl over it, making sure that the bowl makes contact with the earth all round.

Vegetables in a billy can be placed on top of the bowl to boil. Now the embers should be scraped back round the bowl but not on top of it. Add wood and keep the fire going well.

After half an hour the embers can again be scraped away, the bowl taken off, and the meat turned and basted. Back with the bowl and embers, add more wood, and in another half an hour the meat should be cooked to a turn. Water placed in the iron bowl after you have finished with it will quickly heat and be ready for washing up after the meal.

THE BISCUIT TIN. – A biscuit tin can be bought for is. Tear off the paper labels and make an improvised handle on the lid. Now dig a trench with a piece of old piping at the back for a chimney. Lay two pieces of iron across the trench and place the biscuit tin on them. Now build up a covering all round, except on the door side, with pieces of brick, and line with clay and mud.

A fire can then be made in the trench, and your oven is ready for use.

Pancakes.

YOU seldom see pancakes cooked at camp. This is a good cooking stunt to try one day.

Flour, eggs, milk and a little salt are mixed up in a bowl. Lard is placed in a fry-pan, and when the pan is very hot the mixture can be poured in. Fry till the pancake is golden brown on both sides.

Serve with sugar and lemon, syrup, or jam.

Apple Fritters.

THIS is a tasty cooking stunt. Peel the apples, press out the core, and slice the apple into thin rings. Dip in the pancake mixture explained above, and fry till golden brown. Serve with sugar. Gorgeous!

“High” Teas.

TEA is generally a dull meal in camp. Try “high” teas. A melon makes a useful addition to the fare, and banana sandwiches are good stuff. Winkles are something we all love, and don’t forget the pins.

At one camp we had, all our fellows went to Harwich for the afternoon. We brought back every sort offish we could buy. It was quite cheap, and it made a fine change for tea.

Toffee Time.

ONE Patrol can make toffee and sell it to the rest of the Troop. Here is a recipe for toffee which tastes good and goes quickly. One tin of condensed milk, 2 lbs. of soft white sugar, and a Barter-pound of butter are needed. Place the whole lot in a dixie and boil, stirring all the time.

Grease a tin with butter and pour the mixture into it. When the toffee has almost set gently score it into slabs with a knife. Then watch it go at two slabs a penny!

Mother will lend you a cookery book, and you can make all kinds of other sweets if you like the idea.

Kabob.

ONE day try cooking without pots and pans. This is the way:



Cut a small green stick, making sure that the bark is not bitter. Meat cut into small squares is then skewered on it. If you can obtain an onion you may put alternate pieces of onion on your skewer. Your kabob is now ready for cooking, and if you like you can cook a twist over the same fire. After making your dough, twist it on another stick. Now make your fire as shown,

thrusting the sticks into the side of the trench when the fire has burned down to a heap of glowing embers.

You can leave your kabob and twist and they will cook without any more trouble. Turn the sticks occasionally.

SUNDAY AND NATURE STUNTS.

WHAT to do on Sundays has always been a problem in camp. Many people do not approve of active games such as cricket and football.

Why not try Nature Stunts? Here are the ideas:

The Leaf Hunt.

IN the walk to Church on Sunday morning, or while on the early morning ramble, the Scouter can casually point out a number of trees – oak, ash, birch, beech, etc.

In the afternoon, send each Patrol out to bring in six leaves of the trees named. Good memory training, and useful nature work.

Hunt the Bird.

THE Scoutmaster or Patrol Leader carefully describes a bird, such as the wagtail, giving its colouring, size, call, habits, etc. The Patrols then go out under their Patrol Leader to discover a wagtail. The first fellow in each Patrol to discover the bird is the winner.

The Nature Trail.

THE Scoutmaster and Troop Leader can go out first of all and lay a nature trail. Then they come back, write down the trail, hand a copy to each Patrol and send it out. Some of the clues can be:

“Turn to the right where the branches of two elms meet.” “Keep on when you see a match-stick through a birch leaf.” “Turn left when you see a blue flower on an oak leaf.” And so on. . .

In Search of Food.

GIVE each Patrol some plaster of Paris, and send the fellows out to bring in a plaster cast of any animal that is eatable! The first Patrol in with a good cast of an animal that can be eaten is the winner.

When we tried this it was raining like fun, and the only cast we could get was one of a dog.

All the other Patrols came in with no cast at all. I am still wondering whether we were the winners. *Is a dog eatable?*

Home-Made Tracks.

TRACKING irons are sold at the Scout Shop. It is good fun for a Patrol Leader to go out in the morning to make the impressions of a deer beside a pond not far from the camp-site.

Then the Patrols can go out in the afternoon to find the tracks of a deer!

The Twig Alphabet.

ALL kinds of queer shapes are made by twigs, some of them distinctly resembling letters of the alphabet. Send out Patrols to find twig letters. Collect the results together and mount them on a board when you get back from camp as a permanent record of a nature activity.

Mature Ideas.

HERE are ideas for nature study at any time during camp.

BIRDS.

(a) Make lists of local birds under three headings.

- 1) Residents.
- 2) Summer visitors.
- 3) Winter visitors.

(b) Search for nests to find out when eggs are laid, period of hatching, and date of first flight. After chicks have flown, note materials of nest. *Watching not touching !*

- (c) Observe and note down habits of birds; feeding, flight, song, and so on.
- (d) Photograph birds under natural conditions.

BEASTS.

- (a) Hunt for tracks, and make plaster casts,
- (b) Try to find out where animals live.
- (c) Photograph animals under natural conditions.

TREES.

- (a) Learn to recognise them.
- (b) Make carbon impressions of leaves.
- (c) Make a local map, showing where different species are to be found.
- (d) Discover by experiment values as fuel.
- (e) Find out local use of timber and underwood.

FLOWERS.

- (a) Make lists of flowers seen.
- (b) Make a map showing where each species is seen at its best,

- (c) Make sketches of flowers with notes on colours; better than pressing.
- (d) Find out which wild flowers and ferns are protected.

CAMP-FIRE IDEAS.

JUST a few hints to help the camp-fire along:

Horley's Camp-Fire Opening.

IT is always difficult to find new openings for camp-fires. Here is one that is new to me. I got it from Mr. Box, skipper of the 6th Horley Group, in Surrey.

C-A-M-P – C-A-M-P – C-A-M-P. . . . (Say each letter slowly and softly at first, but gradually getting louder and quicker until it is a swift shout, and then let it die away again, as in the locomotive yell.)

CAMP! (Finish up with a sharp yell.)

Getting rid of the Dirty Job.

I LOOKED in on the 5th Farnborough Troop, in Hampshire, not long ago. Here I learned a useful method of getting rid of the dirty job, or “fatigue” as they call it in the army.

At the camp-fire the Troop sings the old song, “Under the Spreading Chestnut Tree,” with its appropriate silences and actions, and anyone who makes a mistake gets the dirty job, or gets marked down for the next bit of “fatigue.”

If, therefore, you want to hear “Under the Spreading Chestnut Tree” sung really well, you must go to the 5th Farnborough.

A Devil of a Yell.

MR. E. J. GODFRAY, or more familiarly “Pop,” G.S.M. of the 5th Farnborough, was telling me that the 5th have a yell of their own – a devil of a yell. Here it is If you like it you can use it yourself. I'm sure the 5th won't mind!

Where the devil are you from?

We are the Fifth

F-A-R-N-B-O-R-O-U-G-H!

We are the Fifth Farnborough!

The Ham and Eggs Song.

HEARD the Ham and Eggs song? It's fun. Goodness knows where I got it from. I found it jotted down in a notebook I was delving into yesterday. You ought to jot things down when you hear them, you know. You can never remember them afterwards. Here it is:

Ham and Eggs! Ham and Eggs!

I like mine done nice and brown,

I like mine turned upside down.

Flip 'em! Flop 'em!

Flip 'em! Flop 'em!

Ham and Eggs . '

And so on *ad lib*. Tune? – any old tune you like. It'll all sound the same!

Up the “Hammers.”

IN no less a place than a dignified City office I met a Patrol Leader of the 11th West Ham North Troop the other week. And when a P.L. meets Jack Blunt that's enough. He just has to stomp up. Out of P.L. R. A. Lee I got this yell. It's new to me:

Everyone: Rah! Rah! Rah! Rah! Rah! Rah!

Scouts! Scouts! Scouts! Scouts! Scouts! Scouts!

Leader (softly, and with suitable expression of surprise): Who?

Everyone: Scouts (*quite softly*).

Leader (louder, and a little more expressive): Who?

Everyone: Scouts! (*A little louder.*)

Leader (shouting, and getting quite mad about it): WHO?

Everyone: SCOUTS! SCOUTS! SCOUTS! (*as loud as you can make it*).

I will draw a curtain over the painful scene that followed when we tried it out together in that dignified City office. However, it's a good yell. Try it yourself!

NIGHT SCOUTING STUNTS.

CAMP-FIRES are apt to get dull if we have them every night while we are in camp. Let us vary them with night Scouting stunts.

Putting Out the Lighthouse Light.

ONE Patrol goes out with a hurricane lamp already lit, and sets the lamp on a little hill in the nearby woods. The rest of the Troop are shipwreckers, who must try to put out the lamp, which serves as the lighthouse.

The Patrol with the lamp act as defenders, and must try to stop the other chaps putting out the light.

The “scarf round the arm” is the best method of “killing.” Each Patrol has a quarter of an hour of defending. If the lamp is not put out in that time they come out victorious.

Through the Enemy Lines.

GET on to the highest part of the land near the camp on a really dry night.

One Patrol lies flat on the ground opposite another Patrol about fifty yards away, also flat on the ground.

The object is for each Patrol to get through the other Patrol without being seen or heard. If a member of one Patrol sees a Scout of the other, he can give his Patrol call. A Scouter should be acting as judge, and will be able to check off the correctness of the calls.

The Patrol getting all its Scouts through with the least number of calls against it is the winner.

Star Gazing.

A BRIGHT starry night gives an excellent opportunity for instruction in stars. One of the fellows good at astronomy can give instruction.

The 7s. 6d. focussing torch sold at the Scout Shop is excellent for pointing out the different stars and constellations. See who can actually see the seven stars in the Pleiades.

The Rocket Game.

THIS is a stunt for two Patrols. Each takes one end of a long field, and in a line by the hedge they stand three rockets (if you can't get rockets, use torches or candles).

The object of each Patrol is to light rockets of the opposing Patrol, and they have three matches for the job.

The only method of "kill" is to obtain the matches from the opposing Patrol.

The game should not go on longer than a quarter of an hour.

CHAPTER X.

ODD IDEAS.

HERE'S a collection of miscellaneous ideas that just don't seem to go under any sort of heading. I have found all of them valuable, however, and for that reason have bunched them together in a collection of oddments for the final chapter. I hope that you will also find them useful. . . .



Your Scout scarf can be used as an arm sling and in umpteen emergencies.

The Scout Scarf.

A NEW recruit, buying his uniform, asked me why we don't have lanyards in our Troop. He seemed most disappointed. A Troop his cousin is in wear two!

I told him that it was because I have never seen any use for a lanyard. It was used by sailors in the old days to hold their knives so that they wouldn't fall while the sailors were working up aloft or on the side of the ship. But what use they are to Scouts – except to make them look pretty – I don't know. If you want a piece of cord for an emergency, hang a small line (coiled) from your belt.

But this Scout wasn't to be outdone.

"What's the use of a scarf, then?" he demanded. Nasty child!

And since other Scouts may imagine a Scout scarf is just something worn round the neck to make them look charming and to show which Troop they belong to, here is a list of a few uses of a Scout scarf:

Signal flag by attaching to a stick.

Number tied together make life-line in emergency.

By holding corners, a bag for emergency.

An emergency belt, for an awkward moment.

Good turn reminder (knot).

In a crowded bathing place as a cap to identify Scouts.

For an arm sling (see picture).

As a triangular bandage for umpteen emergencies.

Tourniquet.

Smoke mask for fires or gas (very important use).

A number can be used as guide ropes for finding way through fog or smoke.

The Struggle.

I AM afraid we're often inclined to forget those odd little strengthening games the Chief told us about years and years ago.

During a few odd minutes while on a Saturday afternoon outing the other week – you know those odd moments between games when everyone takes a breather – I got the fellows all crazy on a few of the little “competitions” I had come across while taking a look into “Scouting for Boys” again.

I snapped two of them fighting it out in the “Struggle.” Hands grasped outstretched and chests together, you just push. The fellow to be driven back a prearranged distance loses. It's a good stunt for strengthening the heart, and will fill up an odd spot during the Troop meeting or while things are a bit slack on an outing.

Have a look at the photo; it will give you the idea. Meanwhile, take a dip into “S. for B.” again.



The Struggle. One of many fine exercises to try.

Odd-Minute Exercise.

HERE is another “odd-minute” stunt pinched from “Scouting for boys.” I'll bet thousands of Scouts have never heard of it, let alone played it. It's a good exercise, and can be played almost anywhere, any time.

*Practise until you
can catch your
staff one hun-
dred times
without drop-
ping it!*



With the right hand grasp a staff butt, and hold it upright; then toss it straight up in the air a short distance at first, and catch it with the left hand near the butt as it comes down. Toss it straight up again with the left and catch it with the right, and so on, till it can be done one hundred times without dropping it.

I said it can be played “anywhere,” but don't let the Scouts try it out in a tube train on the way to a rally. It doesn't work so good there!

Hardest Trier.

REWARDS for merit in Scout Troops are not usually good, but here is an idea which strikes me as well-nigh perfect.

A Troop in Durham holds a competition each month for the “Hardest Trier.” The whole Troop can put up nominations at the final meeting of the month) and these

names are voted for by secret ballot.

The winner wins ten points for his Patrol, his photo goes on the honours board, and he himself gets a certificate. The certificate can be bought from the Scout Shop, and the winner's name and details of the competition can be scrawled all over it by the Troop artist. The certificate is usually hung in the Patrol Corner, and then the Scout gets it for himself.

The joy of this competition is that even the most backward Scout can win it. He may be trying even harder than the fellow who bags all the badges and things.

North by the "Sky-Signs."

WANT something useful to do on a long dark night? Take a look outside, and if the stars can be seen, then get eight little gardener's pegs and go out.

Look up and find the Plough or the Great Bear as it is sometimes called (you can see it in the picture). Estimate the distance between the two pointers and five times this distance upwards in the direction the pointers are pointing (that sounds good) you will find a lone star. This is the Pole Star, and is always in the North. That is why it is also called the North Star.

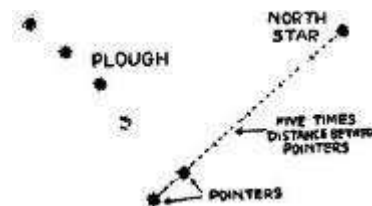
Now stick one of your pegs, with the pencil mark N on it, in the garden in the direction of the North Star. Then stick in the South, East, West, and other points.

In the morning, when it's light, test it out with a compass.

You should be right. If it is, you will have the satisfaction of knowing that you'll always be able to find your way about at night, even if you haven't got a compass.

And that's no mean accomplishment.

Yes, it'll make quite a useful activity for a Patrol or Troop meeting.



Why not Do Things?

NOW let me say right away that jumble sales give me a pain in the neck! People are made to give real money for the most horrible old junk you ever saw!

Sales of work are not very much better. The average Scout "sale of work" gives me the willies! We thrust upon unsuspecting parents and people teapot stands, pipe-racks, picture frames – things they will never want in a thousand years – at exorbitant prices. If we're really honest with ourselves, we don't give the public a square deal. I never did like that "Just to help the Boy Scouts."



If we are going to hold bazaars and sales of work, let's make them honest-to-goodness shows. Let's sell only the things people *really* want – at normal prices. Set up side-shows which people don't have to pay for the whole time. And, finally, if you're going to sell things the fellows have made, put up interesting little shows all round the Fair with the Scouts actually making the things.

My own gang held a Fair a couple of years ago. All round the hall we had these little exhibits. One fellow – a sheet-metal worker by trade – made pastry markers, while people waited, to the size and shape required. A couple made leather bootlaces. Two more printed things (not for sale) on our small printing set. Another trio potted bulbs of the kind required in the pot required, with peat fibre, moss and all, all ready for flowering at Christmas.

Getting Together.

WINTER . . . and everyone getting right down to indoors stuff. Just the time to fix up a games night with the Troop next door.

Games, tea and buns, and a camp-fire sing-song on a Saturday evening with a gang of chaps you've probably never met before is good fun. And you'll find that although they are the Troop next door, the scoundrels who beat you up in all the District competitions and sports, they are quite human.

We had such an evening with our neighbours, the 37th West London, last winter. And since one of the fellows – from the other Troop, by the way – succeeded in breaking his arm during the evening, you will understand just how hectic these affairs can be!

A SC“OUTING” Night.

JUST because it's winter there's no need to coop ourselves up in Troop clubrooms every meeting night. Try this little SC“OUTING” adventure.

Instead of the usual Troop meeting, all the fellows parade at H.Q. at an appointed hour with heavy overcoats, torches, and “grub” in a haversack or rucksack.

Then, off into the nearest open space either for night Scouting games, or night signalling practice. This is good sport, and even if you're not Morse merchants, Semaphore can be carried out in the darkness as shown in the little picture.



At the end of the evening a fire can be lighted and we sit round and eat our grub. If someone can be found to bring along the necessary gear we can boil a pot of tea.

Sooty Pictures in the Free Hotel.

EVER heard of a free hotel – a place where they give travellers bed and breakfast free of charge, and even give them a shilling when they leave in the morning?

I came across it in Rochester, in Kent. It is called the Richard Watts Travellers' House, and by the generosity of a Rochester merchant, Richard Watts, who died in the year 1579, this house has given free lodgings and food to six poor travellers every night for the past three hundred and fifty years.

The merchant left enough money in his will, and any poor wayfarer may receive the hospitality for one night.

It tells you all this much on a notice outside the house, but being Jack Blunt, the most inquisitive person on earth, I went in and talked to the “Master of the House” as he calls himself.

He showed me everything – the six little bedrooms, the dining-room, the bath, the six plates and six mugs, and the book in which all the travellers sign their names, ages and professions. He told me many strange stories about the poor travellers, with which I won't bother you, but I was specially interested in the little relics the travellers left with him as a mark of their appreciation.

One of these was a plate. On it the traveller had allowed soot to settle by holding it over the flame of a candle. Then with a pin he had scratched out a remarkably fine picture,

The Master of the house had covered the plate with a piece of cellophane, but a better idea is a fixative, which can be bought from any artists' colourman.

You've guessed it. Sooty pictures will make a fine handicraft activity.

Don't use the best plates., but use three-ply wood painted with white enamel. When it is dry, coat it with soot from the flame of a candle and draw your picture. Patrol emblems can be done easily enough. Fix with fixative.

The fine thing about this sort of drawing is that you can wash off the soot if you make a mistake and start all over again.

Look out for these interesting places on your hikes. You'll be surprised what you find. . . .

Carrying Colours.

THERE has always seemed to me to be some sort of mystery about Scout Colours. How they should be carried, when they should be lowered, whether there should be guards. Lots of Troops are delightfully vague on the subject, and just do what they think best.

There is no mystery really, but because so many of us do the wrong things in regard to Colours, let me tell you something about them.

The usual Colours of a Troop are the Union Jack and a Scout flag bearing the name of the Troop. The size of the Union Jack when used as a "Colour" should be 4ft. 6ins. by 2ft. 3ins.

There are only two correct ways of carrying either the Union Jack or the Troop flag, and these are:

1. At the "slope."
2. At the "carry."

When marching, the correct method is to carry the Colours at the "slope," which means that the pole is rested on the right shoulder, the flag being caught up and held in the same hand as that which holds the pole.

The Colours are carried at the "carry" only on certain ceremonial occasions, such as:

1. Marching past the saluting base at a rally.
2. Carrying the Colours in a church.
3. At inspections of any kind.

The correct way to "carry" a Colour is straight upright from its leather bearer, with the arm about level with the nose and the hand grasping the flag to the pole with the knuckles to the front, as seen in photograph "A." Scout flags should never be carried like Friendly Society banners as seen in photograph "B."

Now for some knotty problems to be cleared up.

LOWERING COLOURS. — The King's Colour (the Union Jack) should only be lowered in the presence of His Majesty the King, members of the Royal Family) or foreign royalties., or His Majesty's representatives in the Dominions or Colonies. The Colour should *not* be lowered during the playing of the National Anthem, unless, of course, in the presence of royalty when the anthem is played. The Troop Colour follows the same procedure in regard to lowering, except that it may also be lowered in the presence of the Chief Scout. The King's Colour is then kept at the "carry."

There is a lot of argument on the question of lowering, but those are the official regulations, if one might put it that way. In my own Troop, for instance, the vicar of the church desires that the Colours should both be lowered during the playing of the National Anthem at the beginning of the service, but although I know this to be wrong I can find no logical objection to it, and his wishes are therefore carried out. It is best not to argue



The correct position for the "carry."

over the finer points of ceremonial procedure, but at least you will now know what is actually correct.



GUARDS. – I have been unable to find any definite ruling on this, but it is usual for each Colour to be followed by a guard, which accompanies the Colour wherever it is carried. In the case of dedicated flags, however, the uncased Colours must always have an escort.

SALUTING. – Scouts carrying Colours are not expected to salute. The mere fact that the Colours are at “carry” signifies a salute, and when going past a definite saluting base the Colours are brought from the “slope” to the “carry,” and taken back to the “slope” when the base is passed. When Colours are passing a Scout in uniform he should salute, and if he is not in uniform he should raise his hat or cap. If the Colours are being brought into the Troop while it is in formation, the order of the Scouter in charge should be followed. Usually “Troop Alert” is sufficient, but “General Salute” is not wrong.

IN CHURCH. – In church it is usual for the Colours to follow the choir, and the pace of the bearers should be slow and reverent. At the altar steps the bearers will kneel, and the clergy will take the Colours, as they are presented to them. It is usual for the Union Jack – in the case of dedicated Colours – to be draped on the altar and the Troop flag to be stood at the side.

PROCEDURE. — The King’s Colour should always be carried on the right. There is no ruling whether Scout, Cub or Guide Colours have any special order, but in my own Troop, when all Colours are carried together, the order is Scout, Cub, and then Guide Colours. This has no significance beyond the fact that one expects the Scouts to be able to set the correct pace better than the Guides.

If your Colours have been dedicated or blessed they should be treated with special care. It is best to have a rack for them in Troop headquarters so that they can be cased and then hung. If taken to camp they should be dealt with carefully, and certainly not used for flying from the camp flagstaff. Personally, we never take the Troop Colours to camp; we have special undedicated camp flags, and these are always used. I suggest the idea to other Troops.

The only real use for the Troop Colours in camp is when the Troop parades at the local church, but even this is not necessary. We always attend church without them when in camp. There is no rule, however.



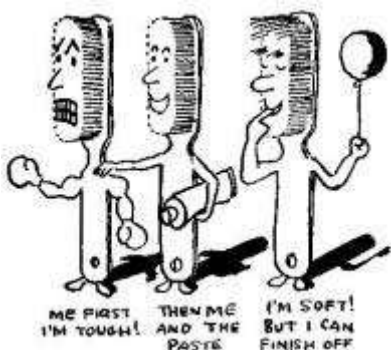
Them Molars.

NOW here’s something you can get your teeth into! Teeth. No, I’m not going to ask Scouts whether they cleaned their teeth this morning; every Scout does in these enlightened days, the old molars. Get a brush and scrub ‘em? All right.

That's how I used to do it – until I read somewhere or other, a long time ago, how the Chief Scout does it.

In the first place you shouldn't use only one brush, but three. Soft, hard, and medium. Start with the hard one to brush all the muck out first. Clean the bottom lot, the back part as well. Then clean the top set by brushing upwards and downwards instead of across, and clean the backs of them in the same way.

Take the medium brush, put the paste on it, and carry out operations in the same way. Rinse the mouth out and polish off with the soft brush to get out any surplus paste. Your mouth will then be as clean as a new pin.



No, it won't take you three hours. If you do it systematically it's as quick as the old way. Hang your brushes up each time so that they can dry, and don't let anyone else use them. Teeth should be cleaned first thing in the morning and last thing at night, and you should clean them after every meal.



"A scrub in time saves mine!" says Jackie Blunt.

Personally, I've never been able to manage that "after meals" bit, but when I get to be ninety and have plenty of time I'll have a go. That's if I've got any teeth left then!

And there's something to tell the fellows next meeting night. . . .

Bazaar Stunt.

HERE'S a bazaar stunt that tickles me to death. Erect a model house with plenty of windows in one corner of the bazaar, or, failing that, make a nice framework of windows, and invite onlookers to break them at sixpence a time!

Then have Scouts fitting new panes, with putty and all, as a demonstration of the Handyman Badge. Showcards bearing the words, "Don't mind if dad breaks the windows. If your son is a Scout he'll mend them. Let him join the Scouts NOW!" will add to the fun!

And if you try this idea, let me know about it. I'd like to come along and break some of the panes myself. It's a terrific relief to one's feelings!



The Pet Show.

DOG and Pet Shows are all the rage nowadays, and since some people seem to be able to make a lot of money out of "Dogs with the most soulful eyes," here's a few thoughts on the subject.

The show can be held in and about the Troop Headquarters or a local hall, and the thing to do is to borrow a number of exhibition pens from the local Poultry Society, or whatnot (that's how most of them do it). These are numbered according to the classes for pets, and suitably arranged. Outside, in the grounds of the headquarters or hall) fences are marked out in sections to which the dogs can be fastened.

Then, it seems, all one has to do is to flood the town with announcements, talk to everybody about the show, and all's well.

An animal can be entered in any number of classes at a charge of sixpence per class. No entry forms are necessary, the owner paying on arrival and taking his exhibit direct to its place, where it is attended to by the Rover in charge.

All that seems very haphazard, but apparently it works well enough. If you wish, however, you can work up the organisation beforehand, getting definite entries and payment on the nail. It's a matter of taste.

Every Scout will be expected to bring a pet, whether it is a white mouse or a tree lizard, but this will be easy. Spectators can be admitted at sixpence a time, and refreshments can be sold. A committee of three will do the judging, and certificates may be awarded at the end of the show.

Here are some ideas for classes, taken from a show of this type held in Bulawayo, South Africa, recently:

DOGS.

1. Dog with longest tail.
2. Dog with shortest tail.
3. Biggest dog.
4. Smallest dog (full grown).
5. Heinz dog (biggest variety in its make-up).
6. Handsomest dog.
7. Saddest-looking dog.
8. Prettiest puppy.
9. Best performing dog.

PETS.

1. Fattest pet.
2. Thinnest pet (great chance for snakes!)
3. Biggest pet.
4. Smallest pet.
5. Queerest pet.
6. Tamest pet.
7. Prettiest pet.
8. Best performing pet.
9. Pet with smallest nose.

Let your imagination run riot if you want plenty of fun. Lots of the success of the show will, I reckon, depend on the amount of publicity it gets. Plaster the town with posters, and talk a lot!

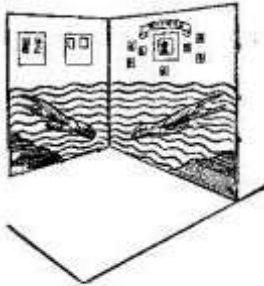


Ian brings his—er—donkey—to the Big Pets' Show!

In the Church Hall.

MOST of us who dwell in the big towns have to content ourselves with the church or mission hall. Whilst this is certainly not the ideal place in which a Scout Troop can meet, we are at the same time grateful to the churches or chapels that afford us the opportunity of using their halls, and we should never forget this. Without their help we might have no meeting-place at all, and consequently no Troop.

But I have never been one to turn my nose up at a church hall as a meeting-place. The Troop usually cannot hang things on the wall, or set up permanent fixtures, but it is surprising what Scouts with a little scrap of ingenuity can do.



The portable Patrol Den.

The portable Patrol Den (see picture) is the immediate thought, and all sorts of portable notice boards can be rigged up if you have pride in your meeting-place.

At various times I have given scores of ideas for decorating and erecting a portable Patrol Comer, and the one in the picture shows how simple it is. Hooks for the wall at one side, and hooks for the floor on the other will allow of an entrance, and make a snug little Den.

Don't grumble at difficulties. Jump over them!

Presentation.

AN A.S.M. left our Troop a short while ago to get married and live in a new house miles from nowhere. We therefore decided to make some presentation to him, but whilst we liked him a lot, we hadn't enough money for gold watches and things. So we decided on the following. He appreciated it ten times more than he would have done the gold ticker.

We bought a brand new Troop scarf from the Scout Shop and soaked it in vegetable size. When it had been dried and ironed, the Troop's tame artist bought waterproof colours such as are used for painting on silk, and painted an elaborate design on the scarf, with wording recording our appreciation.

Then, in Indian ink, everyone in the Troop – from the G.S.M. down to young Tony Hibbett – signed his name on the scarf.

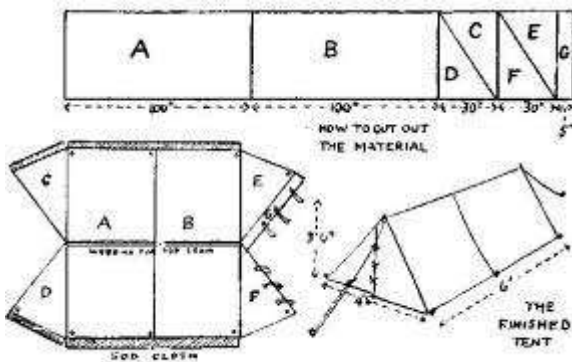
How to Make a Tent.

TENT making is a good activity for winter months, and I'd like to tell you about it.

But the whole trouble is, I haven't the slightest idea how to make a tent, and, what's more, I've never even attempted the strange and difficult task. On the other hand, Johnny Hughes, one of my Scouts, not only knows how to make a tent, but has actually made a tent and slept under it. Whether it leaked like a sieve, or suddenly fell on him in the night, I don't know, but it certainly looks like a tent, and, having no better alternative to offer, I must just step aside and let John tell you all about it himself.



"Let me tell you how to make a tent!" says Johnny Hughes.



The plan of Johnny Hughes's tent.

Scout Johnny Hughes:

"It is easy to make a tent. All you have to do is to use your brains a bit – " (*Impossible. – J. B.*) "Go to the Scout Shop and buy six yards of tent material – Egyptian cotton is all right, forty inches wide.

Mark it out with a ruler and pencil, like you see in the drawing. This will make the two sides, which should go sideways – " (*Solve that if you can; I can't. – J. B.*) "and the end and front flaps and a bit to

go on to one of the flaps so that you shut it up at night.

"The two large parts should be sewed together –" ("sewn" *would perhaps be better, but don't let me interrupt.* – J.B.) "and the end bits sewed to them, each side like you see I have drawn.



"Then I sewed up the seams," says Johnny Hughes.

"Then a piece of webbing should be sewed where the top is to come to make it strong, and holes made for the tent poles. If you like a sod cloth, which is better, you can sew coarse canvas along the bottoms like you see I have done.

Holes should be made for the skewers, but I sewed tapes because I hadn't got a machine to make the metal ring things.

"Then you can sew the flap bit on and sew the two parts at the end together, and then your tent is finished. You can buy tent poles and skewers and pegs from anywhere, and you will want cord for the guy-lines, and don't forget the tapes to keep the flaps

together at night. Two people will be able to sleep in the tent, but we got three in mine the other night when I tried it indoors."

Thank you, John. Most explicit. One fault only I can find. He omitted to mention seams and turn-ups. Allow for these before cutting out your material. Use strong thread in the machine for seams, and for stitching round holes use bootmaker's waxed thread. Waterproof the whole tent afterwards. Otherwise, Johnny Hughes's tent looks good enough to me.

Good old John!

The Emergency Meeting.

I THINK it was during the War (that was while I was still murmuring "Goo-goo!") that Troops used to have arrangements for "emergency" meetings. "Key" men were decided upon in each particular street or neighbourhood, and when word was got to them it was their job to pass on the word to the various men in their neighbourhood. In this way the whole Troop could be assembled in less than half an hour.

Some Troops used to see just how quickly it could be done, and though I have no actual knowledge of it, I'll bet some records were set up.

Whilst we need not go to these lengths nowadays, it would be a good idea for Troops to have some sort of organisation for an "emergency" meeting.

Log-Books . . . and Log-Books.

I TAKE particular pride in the log-books of our Troop. I keep them myself!

Of course, that's all wrong; a Scoutmaster ought not to keep the Troop log-book. But, you see, each of my Patrols has one of its own, and since most of my chaps are either plumbers, house decorators, or – as one of them claims – ignition specialists, keeping log-books hardly comes into their sphere. Thus it is that there is a sort of competition between the Troop log and the Patrol logs, and because this makes for better logs all round, I ease my conscience that way.

But I want to tell you about log-books for lots of reasons. The main one is that Scouts often write to me to ask what they are (horrors!) and how to keep them, and where to buy them – cheaply.

Secondly, I've come across lots of Troops without log-books, and this always distresses me. That Troop will hold a glorious summer camp, run amazing shows, or meet with tremendous

successes, but the day after the shows they are forgotten as though they had never been. With a log the events are recorded – forever. A log-book can do much to create tradition and precedent, and in a Troop which has tasted success this is good.

For the book itself get a really stout affair, well bound and firmly stitched. It will be handled by all sorts of people over many years. You can buy excellent ones at the Scout Shop, but if your pocket demands something cheaper, Woolworth's sell a pretty decent affair for sixpence. Cost is no drawback therefore.

On the title page one paints boldly: "The Log book of the 666th London Troop, 1935," and if you are artists all sorts of futuristic lettering and designing can mark the opening. Then, in the first double-spread, it is good to show the ugly mugs of all the fellows in the Troop in their most usual poses. I usually do it in my own brand of caricature. You see, I can't draw faces to look anything like the original, so I cut the faces out of photographs and stick bodies on them – bodies performing the particular antics desired. This practice I continue throughout the book! It means a nasty bill for photographs, but it's worth it.



"Ian flips, flops or flaps, his first flap-jack."

Then we start, with a very large "January," on the right-hand page, and record underneath the date of the first Troop event, the nature of the event, and then the description, such as:

Monday, JANUARY 7th, 1935.

TROOP MEETING.

The first meeting of the New Year was held at Troop Headquarters from 7.30 p.m. to 9.30 p.m. Twenty-five members were present, including a new recruit, John Snooks, who was welcomed in the usual way. The programme –

And so we go on. We write only on the right-hand pages of the book, for left-hand pages are reserved for pictures, programmes., tickets, magazines and other stick-in affairs.

We change the "get-up," as it is called, of our log each year. This year we are going "all-colour." With coloured inks (at 7d. per bottle) we can have red faces made pink by the quick use of blotting paper, green grass, and green jerseys and blue shorts. Scarves are gold, but we use yellow paint.

Every event of any kind is recorded, and summer camp becomes a riot of photographs. It makes a marvellous record.

We have kept logs since the Troop started in 1928. You ought to see the photographs of my present Assistants, who were Scouts at that time. They're a yell! That's the fun of it.

But even if you haven't any record of your Troop's past it's never too late.

Start now – as you close this book. . . .