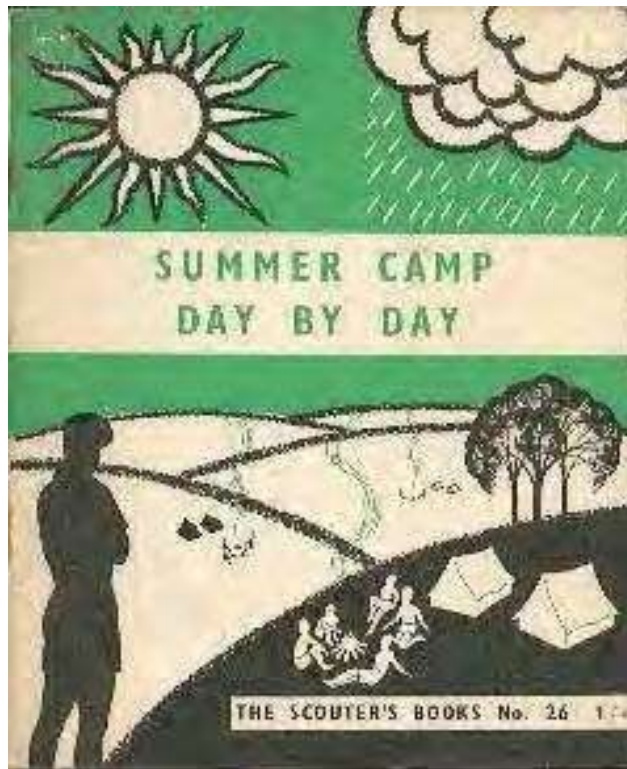

SUMMER CAMP DAY BY DAY



THE SCOUTER'S BOOKS-No. 26

SUMMER CAMP DAY BY DAY

by
JOHN THURMAN
and
REX HAZLEWOOD

*'The Scout's delight
and the
Scoutmaster's opportunity'*

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SUMMER CAMP DAY BY DAY

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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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SUMMER CAMP DAY BY DAY

INTRODUCTION

Camping in itself is not a programme: campcraft in itself is part of a programme.

A Scout Camp is (a) an opportunity for a Scouter to see his Scouts in action and really to get to know them, and (b) an opportunity for the Scouts to put into practice the things they have learned during the year, to learn new things that are impossible or difficult away from camp, and to pass tests and badges which are more appropriately passed in camp. In short, a Scout camp is something more than any other form of camp that can be offered to boys.

And yet a good Scout camp should also be a holiday; a holiday because it is different from the ordinary run-of-the-mill of school work and evening activities; a holiday that will become an increasingly treasured memory with the passage of years. So let us be precise and suggest the ingredients of a worthwhile Scout camp:—

There should be

1. Happiness, companionship, and fun.
2. Training in Scoutcraft.
3. Healthy exercise and good food.
4. Exploration and experiment.
5. Excitement and romance.

1. Unless the spirit is right happiness, companionship, and good fun will be missing. You do not start to build the spirit of a camp when you get to camp: it can be and indeed must be something that springs naturally out of the continuing life of the Troop. If the Scouter and the Patrol Leaders understand each other and have mutual respect and they consciously try to direct their thinking in terms of the Scout Promise, then the basis of the spirit is there. Good humoured fun and laughter are the companions of friendship, but they are shared companions and never selfish or harmful. Perhaps all this is best summed up in one of our favourite camp prayers:—

“Keep us from all evil things; make courage and loyalty, happiness and good comradeship to flourish amongst us, and help each one of us to think of the other’s good.”

Difficult? Maybe.

Possible? Certainly.

Desirable: Definitely.

2. *Training in Scoutcraft.* The mere act of camping when there is good leadership is training in campcraft. And campcraft is part of Scoutcraft but by no means all of it. The Court of Honour and the Scouters will have settled long ago the general theme of the camp, the activities to be emphasised and pursued to a satisfactory level.

Scoutcraft activities in camp should be activities that it is difficult to pursue in the Troop room. Conversely, camp is no place to start training for the Philatelist, the Horticulturists or the Bookbinder Badges! Camp is the place to do something about pioneering and woodcraft, conservation, forestry, trekking, and a host of other subjects which will be obvious to you.

The wise Scouter will have guided the theme to compensate for the known deficiencies in the facilities of the home base. If, for example, opportunities for swimming at home are remote and difficult then the Summer Camp ought to emphasise swimming as a major activity. If a town based Troop finds it difficult to practice the use of an axe and saw then these activities should

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figure prominently in the programme of the camp. If real pioneering is a closed book to your Scouts, then camp can be the place where you open the book.

3. Healthy exercise and good food.

This is not a cookery book and, unlike Napoleon's Army, Scouts do not march on their stomachs, but unless there is good food, imaginatively cooked (we hope by Patrols and not centrally), and unless there is the counter-part of healthy exercise, the camp will be a failure. Boys are interested in eating and so, for that matter, are a number of adults, but what is a satisfying pleasant meal to a middle-aged adult may be unsatisfying or even revolting to a fourteen-year-old boy. The menu has to be couched in terms of the known likes and dislikes of boys and not in terms of a junior weight-conscious tycoon.

But you cannot leave the catering entirely to the whim of the boys. At the end of a recent three-day conference of school caterers one very experienced lady was heard to remark (and she was in charge of the catering at a major public school): "If I left it to the boys it would be beans and bangers six days a week."

Another point we would make about food in camp is that it should be properly served, and manners do matter!

4. Exploration and experiment.

What do we mean by exploration? Explore the camp site? Explore its surroundings? Seize the opportunity for visiting any interesting place within reasonable reach? yes, of course, but the Patrol must be the unit for exploration. Thirty Scouts going bird-watching are likely to see no more than twenty-nine other Scouts. The Patrol, properly led, will do a lot better.

Experiment? Yes, the programme should include experiment: perhaps a new pioneering project, a new Supper dish, a new type of hike, an original form of gadget or a newly invented game. But don't turn the entire camp into an experiment. Successful experiment stems from good background experience and a reasonable acquaintance with basic skills.

5. Excitement and romance.

It is not easy to give guidance about this, but unless they are present the camp will run the risk of becoming mundane and monotonous. Important ingredients are:

- (a) An atmosphere of friendliness.
- (b) High spirits.
- (c) A programme imaginatively conceived with enough held back even from the P.L.s. to heighten the expectation and to prove genuinely exciting?
- (d) Plenty of activity in great variety.
- (e) Well run Camp Fires.

Scouters should have the right outlook and never be content merely to fulfill the "Camping Standards" requirements, still less lower standards.

Ten or twelve days is the ideal length for a Summer Camp, and the suggestions in this chapter are in the main related to a ten-day programme. Many Troops have to make do with a shorter period and when this is the case then the first two days and the last two days will need to be run in exactly the same way as for a longer camp and you will have to select from the suggestions for the middle days those that are most appropriate to your Troop and those most likely to appeal.

In these days of congested and heavy week-end travel the Troop which can travel mid-week starts with a considerable initial advantage as, whatever the distance, it will tend to reach the site earlier and consequently will have more time to set up camp. It will be less tired (this

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applies particularly to the Scouters) and therefore less 'crotchety' and it will tend to minimise the nuisance that even a properly-run Troop can be on a crowded train.

Unless the distance is immense we would far rather go from door to door by road than by any other method. The most complex form of travel either of us has ever experienced is lorry to station. train to point B., boat to point C., lorry to camp. Every change means the handling of gear; every change means checking that you still have the number you started with, and every change, whilst it can be exciting, can also be tiring so, even with the congested roads of Britain, we would choose mid-week travel by coach or lorry (if the latter, making sure that all the appropriate formalities have been complied with).

Both in going to camp and coming home, make the earliest possible start. Getting into camp late in the evening, particularly if you are unlucky with the weather, can be a very real problem and may in itself have a bad effect on the first few days. Getting back from camp too late and too tired can create an unfavourable impression upon the parents who meet the boys, but to get back in the early evening with a lively, sun-tanned, happy, healthy crowd makes the sort of impression that a good Scout camp should create.

As when writing a book of this type one must make some assumptions, let us assume that we are able to go to camp on Thursday and return on the following Friday week.

Thursday

At 9.00 a.m. all report to the headquarters. Kit will have been taken to the headquarters the night before and it will have been checked, labelled, and be ready for loading. The gear such as tents, cooking pots etc. (we hope in Patrol units), will have been sorted and securely packed the previous week-end. The lorry, 'bus, or coach, will be ready and loaded by 9.30 a.m. at the latest. The farewell to parents will be kept to a minimum and the P.L.s will be in charge ready for the start.

If the distance to camp is great, try to arrange stops at least every 1½ or 2 hours. An occasional stretch of the legs and a cup of tea or a soft drink is well worth the time taken.

Suppose we arrive in camp at 3.00 o'clock. Patrol Leaders select the sites (if there has been no previous opportunity to do this), and so as the gear is unloaded, the P.L.s take charge and move it straight on to the site that they know is to be theirs. With good planning the Scouters should have nothing to do for the first hour except to put up their own tents. We would not even prepare a central meal on the first night but would have such a menu that Patrols could produce a satisfactory meal with a minimum of preparation.

On the first day you cannot just produce a Duty Patrol and tell them to get on with things: this is a mistake that is often made and it does not work fairly or satisfactorily. Either you must allocate a particular duty to each Patrol or you must build up a composite Patrol, drawn equally from the Patrols in camp, for there will undoubtedly be certain central things to be done. Latrines must be erected. There will be a central store to organise, a flag pole, a notice board, the preparation of a Camp Fire circle.

From 3.00 until about 6.30 p.m. everyone is going to be hard at it, the Scouters helping only when they think disaster would be inevitable if they did not do so and giving more than cursory attention to the setting up of their own quarters in the camp. If the Scouters set a good example from the start and make gadgets, even if they are only pipe racks, the idea catches on.

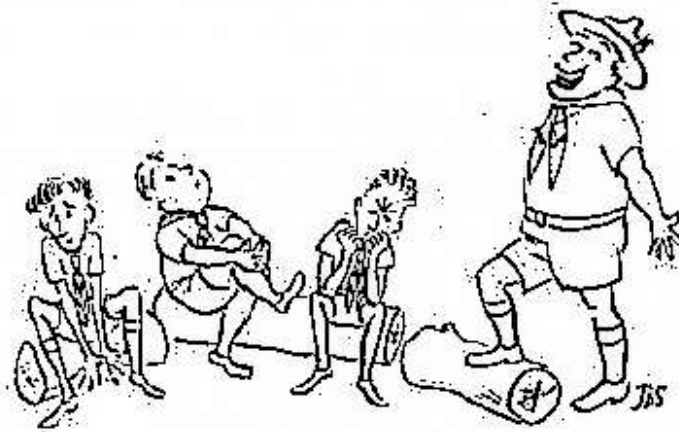
Of course. Patrol Leaders will have been told and will have agreed as to the minimum requirements in terms of campcraft, gadgets, etc., for the first twenty-four hours. They will know

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that they are not expected to produce ornamental self-operating gates at this stage but they will know that they are expected to have the rudiments of a sound kitchen and that the essentials such as latrines and waste pits cannot wait until the following day.

Three hours ought to see the basis of the camp established and then, in case in your Troop it is true that on the first night in camp the boys do not sleep, now is the time to go into action. As soon as the meal is digested organise a game of the Bucket Cricket type and then have a high speed exploration of the whole or the camping area, and, finally, a short but lively Camp Fire at the end of which you might break temporarily through the Patrol System and serve cocoa centrally. Over cocoa, a yarn from the Scoutmaster related particularly to what is going to be done tomorrow.

It seems to us that it is often overlooked that the Brownsea Island camp set the pattern for Camp Fires, a pattern we are so often apt to forget. Look back over the day and look forward to tomorrow. That should be part at least of what the Scoutmaster will talk about. He should be brief, witty if he is a wit, and definite.



Friday

Early morning – get up. And this must include the Scouters. In fact, apart from the Duty Patrol for the day the Scouters should be the first up today and every morning.

Have a hot drink as early as possible, particularly if the day is cold.

Wash and shave if appropriate, and begin to tidy up.

Prepare breakfast.

Eat breakfast.

Check the latrines and grease pits.

Check everything: not you, Scoutmaster, the Patrol Leaders.

9.30 a.m. Inspection: the first moment of the day when the Scoutmaster ought to go into action.

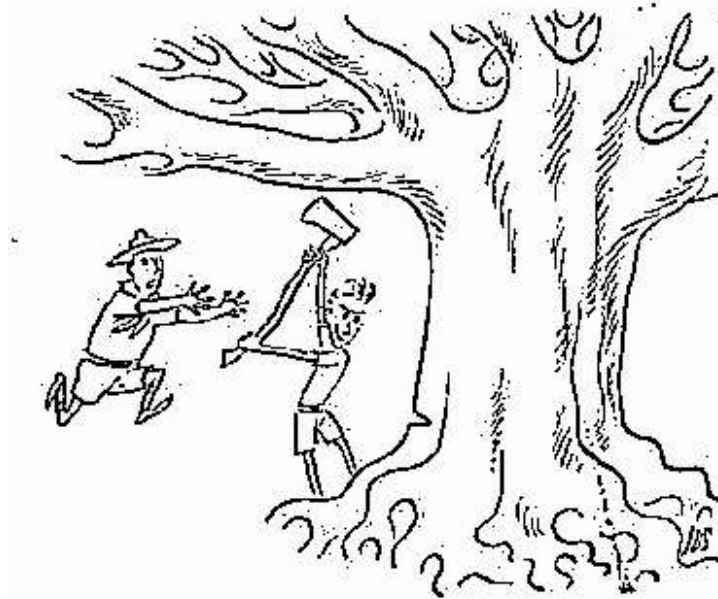
Be encouraging; make intelligent suggestions: don't criticize things merely because you would have done them differently or because you have never seen them done that way before. Encourage individuality, but don't take too long about it.

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10.00 a.m. Flag Break and Prayers. Strip down into camp dress or wear Scout uniform if the programme demands it.

For the first morning have on the programme something challenging and exciting. If you have the necessary permission, the first morning could well be instruction in axemanship and the cutting of timber to enable you to do pioneering later in the camp.

11.30 a.m.	Patrols start to prepare lunch.
1.00 p.m.	Lunch. Patrol Inspection.
2.00 to 3.00 p.m.	Rest period: writing home: perhaps a yarn.
3.30 p.m.	Some observation game and practice.



Tea can be followed by some organised swimming, having left a reasonable amount of time for digesting the meal.

An organised game

Evening meal, and the evening free

A little encouragement at this stage ought to result in the final development of the Patrol sites, and the wise Scoutmaster will not regard it as a free evening in a personal sense but will be wandering around encouraging and suggesting improvements as they occur to him.

Saturday

Before you go to camp try to find out what kind of local activity is likely to take place, particularly in the way of Garden Fetes. Flower Shows, Horse Gymkanas, Veteran Car Rallies etc. You will not always be lucky but in our experience very often, particularly in early August, a village near to the camp site will have an event of this kind. They will appreciate your support and the Scouts will probably have a memorable experience.

9.30 a.m. inspection. with particular emphasis on camp site development which, as indicated at the end of yesterday's programme. should be virtually complete by this time. It should certainly be complete so far as essentials are concerned and perhaps there has been time

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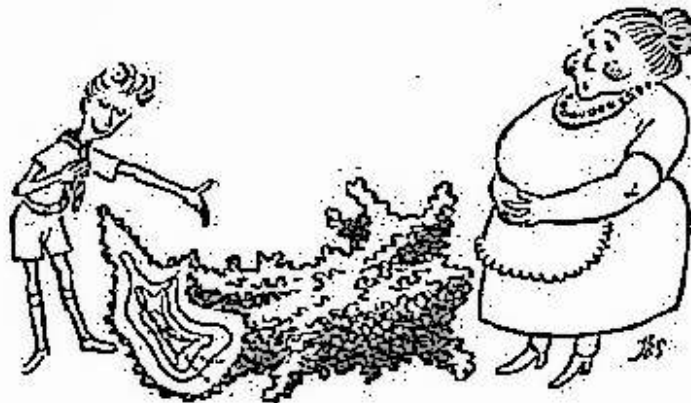
for one or two Patrols to put up one of those self-operating gates that impede progress but create a lot of fun.

Part of the morning we suggest should be spent in a little titivating of the Camp Fire circle and, if appropriate, some work should be done on the Chapel area. Much of this work can take the form of simple pioneering; an ornamental arch to the Camp Fire circle, or to the Chapel, or to the camp itself will involve some planning and worthwhile lashing practice. Particularly if yesterday's suggestion has been followed, and the timber has been prepared, a great deal can be achieved in a comparatively short time.

We are not going to set out details of lunch, tea, and rest hour day by day but clearly these things are – at least we hope they are – going to happen at the appropriate time each day.

A swim when and as the tides allow. and special attention should be given at this early stage in the camp to the non-swimmers, to try to give them confidence and to carry on the instruction that they will have received before they came to camp. Use the 'buddy' system, one of the most sensible provisions of American Scouting. Naturally, according to the conditions, you will have life-saving arrangements, pickets, life lines, etc., and this morning's swim might be the occasion to try these out in action and to see how competent the pickets are in terms of handling the gear and the recognised methods of rescue from drowning. A yarn on artificial respiration just before the swim or perhaps at the end of it would be appropriate.

In the afternoon take a firm line about rest hour and, incidentally, set an example yourself, but remembering to wake up! After rest hour it may be swimming hour, or if there is a local event perhaps now is the time to visit it. The camp bank will have been opened and the Scout provided with a reasonable amount of spending money. With any luck you may find the local Troop taking part in the Garden Fête or whatever it is and, if so, then contact the Scoutmaster. Invite the Troop to the camp later in the week to share in a Camp Fire, a Scout's Own tomorrow morning, some competitive camp games, a cricket match, a swimming gala, a pioneering competition, or a mixture of these things.



Back in camp in the early evening and preparation for a really good Camp Fire, with Patrol items and something special from the staff; and don't forget the yarn. Perhaps you will welcome the local Troop or the owners of the site, but if you invite non-Scout people then do give some attention to the thing you ask them to sit on: an old gnarled log is all very well for a fourteen-year-old boy, but not so suitable for the farmer's wife. A suitably strengthened orange crate with a folded blanket over the top may not look romantic but it is more practical.

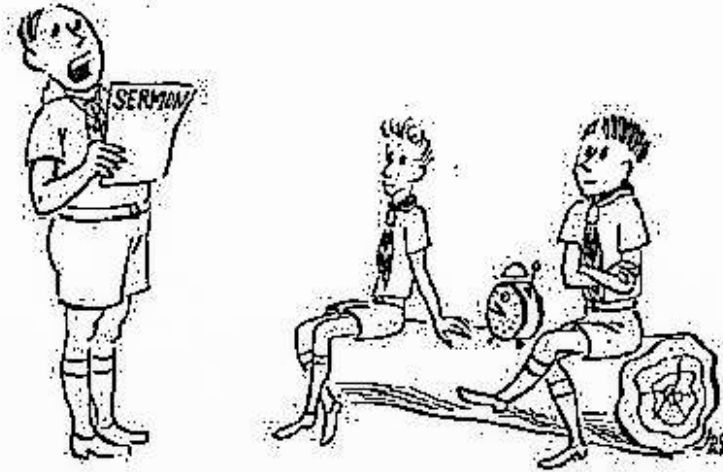
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At the end of the Camp Fire remind the Scouts about tomorrow being Sunday and mention the arrangements that have been made about attending the local church, for a service in camp, or for a Scouts' Own.

Sunday

Sunday should be different; not less enjoyable but different in the sense of being planned to be a quieter day. God will be in the camp anyway, and whether we recognise the fact is entirely up to us, but clearly on this day, we should recognise it and do something special about it.

Scouts' Own can be held either in the Chapel or, very effectively, round the Camp Fire. This should have rather more hymns than usual, and the service can perhaps be arranged by the Patrol Leaders with the Scouters taking such part as the P.L.s suggest.



This is not the place to go into all that can and should be done as so much will depend upon whether yours is a Sponsored or Open Troop and, if sponsored, the religious body that sponsors it. It may be appropriate for a Church of England Troop to go to communion and it certainly ought to be appropriate to attend the service either morning or evening in one of the local churches. Attendance should be voluntary but not too voluntary in the sense that those who should not go stay in camp and those who have no religious reason for not attending attend.

As to the rest of the day, well, a good site offers an infinite variety of possibilities – stalking game, a woodcraft expedition, short hikes either by Patrols or in twos or threes, But, it is never appropriate to be estimating the height of the church tower whilst worshippers are entering, leaving, or taking part in a service, nor is the service time the right time to be taking rubbings of brasses or copying tombstone inscriptions. Thoughtfulness in regard to these matters is good training for the boy and indicates that Scouting does think of the attitudes and beliefs of other people.

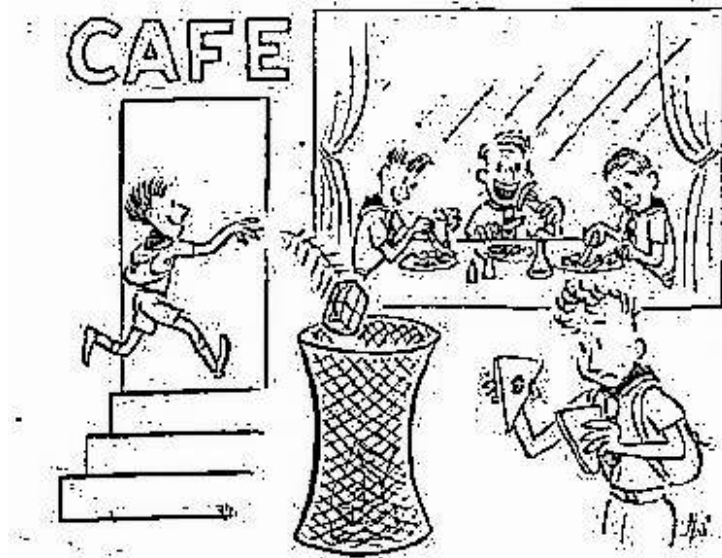
Sunday, then, should be a different day, and it can be an enjoyable and wholly memorable day.

Perhaps this is the evening to let the Seconds get the Patrols to bed and for the Scouters to have a final yarn round the Camp Fire with the P.L.s.

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Monday

Today, after the usual preliminaries of inspection and all that, is the day for the Patrols to go out of camp with a sandwich lunch, to explore and to hike, not necessarily all together, better, in fact, separately. If you have surveyed the area properly through visits, maps, and guide books, you ought to know the things that are worth doing. The mistake is often made of trying to force boys into being interested in the things that interest us, whereas we should try to provide opportunities for what interests them. A definite time for re-assembling or returning to camp must also be agreed and understood.



Back in camp we shall have a leisurely meal and for the evening no organised activity but freedom, freedom for the boys to amuse themselves in their own way.



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Tuesday

Today the theme of the camp must come to life. If the theme is pioneering, then we start being ambitious and adventurous and ingenious. If it is woodcraft, then we are going to learn about something we did not know before. If it is swimming or boatwork, then it is going to be positive instruction.

The evening could well be an occasion when the local Troop is invited to join us.

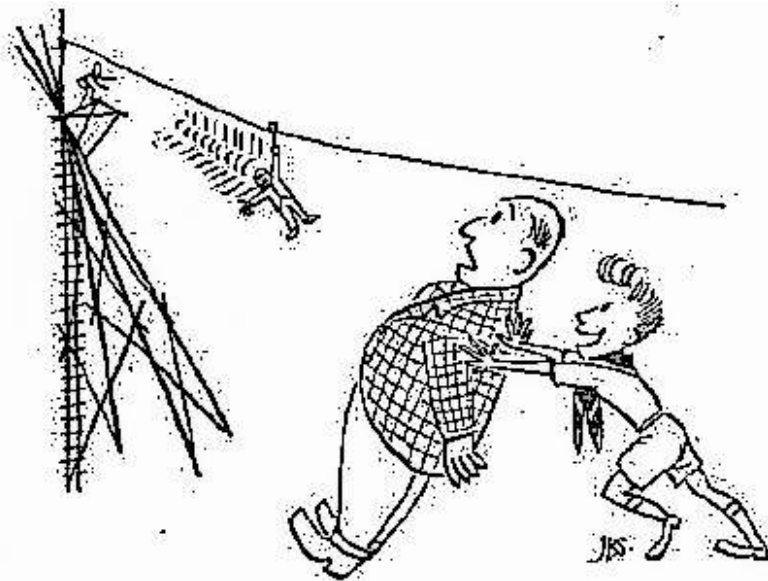
This should be an active day, the aim of which is that at the end of it every Scout has learned at least one new thing and, with decent organisation, has had a chance to pass at least one test.

Wednesday

This might be the visitors' day. From some points of view the Saturday or Sunday might be more convenient but it is amazing how many parents can organise a day off if they are told sufficiently far in advance, and they will certainly find travelling a lot easier if they can come midweek.

It is good to have a visitors day in the latter half of the camp rather than too soon: problems of home-sickness will be resolved whereas parents visiting too early can accentuate these problems.

The first thing parents will want to see is their own son looking a little more bronzed than when he left home, obviously happy, and looking just that little more confident because his camp experience has helped in his development, but beyond that they will want to see the site, they will want a meal, and a good Troop will have spent some time in devising a menu with a few variations. The father may want to tryout a few of yesterday's pioneering projects, and the mothers will want to look into the store and the rest tent and to see just where Johnny is sleeping or attempting to sleep. All the parents will want to be entertained, perhaps with an early evening Camp Fire, a few Troop-versus-parents games, or whatever the site lends itself to, but an answer can be found. Don't just leave them to wander about: welcome them when they come, leave them free initially, and then entertain them.



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Don't overlook such mundane but important things as a special latrine for lady visitors.

Incidentally, when you announce the visiting day, it is wise to say what time you expect them and what time you would like them to go. If they come later or go earlier it does not matter but lingering "Goodbyes" in the twilight can be a nuisance.

If the parents leave early in the evening (and we think it is good that they should) then now is the time to get the Troop really active; in fact, tonight we would advocate a really well planned vigorous night game, followed by a late night cup of cocoa and perhaps a biscuit or two.

Thursday

If this is to be the last full day in camp let's make it a truly memorable one. and what better than the completion of the camp theme – a final effort at remarkable pioneering projects or whatever the subject is.

The afternoon might be left free for personal shopping and gift buying or for last visits to favourite places discovered in and around the camp; in fact, a personal sort of afternoon.



Everyone should be back in camp in good time for the evening Camp Fire, as we have suggested in another book, there should be much mock ceremony and some real ceremony. There will be awards to Patrols who have distinguished themselves, the conferring of imaginatively conceived Degrees to the Principal Camp Fire Builder or the Master Latrine Digger.

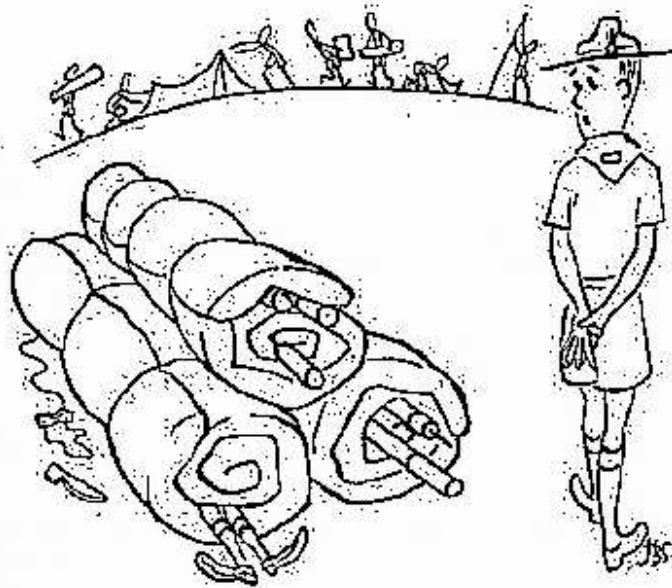
This is a Camp Fire which needs planning and yet needs to be led in such a way that the mood of the moment can be seized. Half way through two or the Scouters can quietly disappear so that they can put the finishing touches to the late night feast that in great secrecy they have been thinking about and preparing almost since the arrival in camp. This can be a great and memorable occasion – and this is a night when we should not be fussy about 'lights out.'

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Friday

Up early despite the late night, and everybody busy. This is when we should begin to move into action with clearing up. The Patrol Leaders will be in charge with the Scouters keeping any eye on progress but never interfering. Make sure the essentials are left to the last; a large tent and latrines, and enough cooking pots for a final meal.

After the ground has been cleared and the owners thanked, with everything packed and clearly labelled. The transport arrives and we are away, to be met at the end of the journey by the Scouts who were not lucky enough to go with us and the parents of those who were. On the way home, interspersed with singing. Perhaps, we are beginning to think about next year's camp. Where shall we go? What shall we do?



SOME SUMMER CAMP ACTIVITIES

Here are a number of activities which have proved their worth at many camps. These activities are very varied, because boys themselves are varied, and so is the English climate, and so are the places in which we camp. What is excellent for the athletic Michael may be nothing but a bore and drudgery to Jim. On a cold, fine day a vigorous obstacle journey may be a sound choice, whereas a sketching and painting competition on such a day would be idiocy and yet after three or four blazing summer days a day's lazy drawing or writing would bring contentment to every heart.

The camp activities, too, will depend upon the ages of the Scouts, mental and intellectual as well as physical ages. They will also have regard to the individual boy and his idiosyncrasies and will help him to find where his interests and talents lie; to help these to bud and flower is one of our greatest rewards. If a boy is crazy on bird-watching, let him bird-watch, lend him your precious binoculars and loan your books. What matter if he doesn't particularly want to build a monkey bridge? "Heart's delight" is the best of all activities.

Some parts of the camp programme must, of course, be compulsory, but beware of uniformity! Provide ideas and opportunities but allow the Scouts as much freedom as possible in

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accepting or declining what you propose or provide. Look around you and use your imagination and first and last fit your activities to the boys and not the boys to your activities.

Obstacle Race.

The Scouting obstacle race or expedition or adventure journey makes a very good programme for a day or half-day. The skeleton of the idea is a Patrol making a journey at various points of which it encounters a number of set obstacles which need ingenuity and leadership to overcome. But the organisation of the journey presents difficulty if we are to avoid chaos, congestion of Patrols at one obstacle and consequent long delay.

METHOD 1 is called ‘The forces of nature game.’ Each Patrol sets out at the same time with an umpire who chooses the route, the route being different for each Patrol. The umpire has a list of obstacles (usually of the “forces of nature” type) and at suitable times and places he propounds them to the P.L. using his discretion as to how long must elapse before moving on. The most effective obstacles here are such difficulties as – sudden flood; get 15 feet off the ground; attack by bears so build a stockade; treacherous ground; proceed roped together, etc.

METHOD 2 – The circular track. Each obstacle is laid out round a circular track, one Patrol at each obstacle to start with. After 10 (or x) minutes a signal is given whereby each Patrol moves on in a clockwise direction to the next obstacle. If there is a large number of Patrols taking part, this method can accommodate two Patrols at each obstacle (often making a more exciting contest) and then to arrange for different opponents at each obstacle one set of Patrols moves clockwise and the other anti--clockwise.

LIST OF OBSTACLES YOU MIGHT TRY (*not all in the same programme*).

Fire-lighting to burn a given string, or boil some water. (Can be made difficult by giving only a log and axe to start with or by arranging the string across water and allowing the fire to be floated down in a bowl).

Vertical Kim’s Game – the usual Kim’s Game but the articles are at different heights up a tree.

Total length of glide of paper darts or gliders, one made by each member of the Patrol.

Pit digging – largest in given time (very useful if you want some more lats!).

Crossing the electrified fence.

Making a smudge fire.

Swimming the river with a lighted candle.

Following a sisal trail blindfold.

Walking the plank, pillow-fighting on a log (sacks of bracken).

Erection of a flag staff, aerial runway, monkey bridge.

Speed in unpacking, pitching and striking a tent.

Taking a trek-cart over an obstacle.

Vaulting a fence, or jumping a ditch.

Stepping stones.

Crawling under, along or above ladders.

A water hazard of some sort.

Dealing with an accident (*make it realistic*).

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A set of estimations – one or more for each Scout in the Patrol. (Pointing out a compass direction without a compass call be included here and judging time as well as distance and numbers.)

Making a model airfield, camp or harbour with mud, stones and what you can carve with your knife.

Deadman's crawl along a rope.

Taking Plaster Casts of Tracks or Leaves.

This is an activity which of course can be carried out elsewhere than in camp, but camp has this advantage: the boys can search for wild animal tracks they may not normally find in their (*especially urban*) home area and this seems to us the only way to teach this sort of "tracking." It is something, too, for the not-too-bright P.L. to do with his Patrol in some of that (we hope) extensive leisure time which the wise S.M. leaves to the P.Ls. to kill. And a good collection makes a very attractive exhibit on Parents' Night!

Adventure Afternoon.

Have an early salad or sandwich lunch. The Patrols parade ready to leave camp with bicycles (or, without) The P.Ls. are given the simple instructions. "You and your Patrol are going out to find adventure." Added to the instructions can be either: "You will give an account at the Camp Fire" or "You will write a concise report on it on your return." according to which particular form of training the P.Ls. at that time need most.



The value of the bicycles is that the Scouts can go further afield. Is it necessary to say that each P.L. should have an 0.5. map of the District – surely nowadays this is reckoned normal Patrol and camp equipment.

Games for Scouts.

For reminders: –

1. On the afternoon preceding, rest "hour" should be a little longer.

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2. Torches should be allowed and the game arranged so that boys can keep at least in pairs. They are thus less likely to be lost and some boys (and it is nothing of which to be ashamed) are very nervous of the dark: we aim to help such boys, not make them worse.

3. A very definite “game is ended” signal should be arranged and clearly understood by all.

4. Rising hour, etc., should be later next day, which should have a rather leisurely programme.

Construction of Natural Shelter.

This is always very popular, is an excellent “lashings” activity and has a value as the world is today (or rather may be to-morrow) which we will do well to remember! Scouts should be expected to spend a night in their own shelter – after all this part of the fun. It is also an encouragement towards gaining the Backwoodsman Badge.

Construction and Use of Camp Oven.

Boys like making things and camp-oven-cooking is an essential Scout activity.

Sketch Map of Camp, including Tree Map and Census.

This may vary from a fairly rough-scale sketch map to a very expert affair by Seniors with plane tables. It should be rather leisurely and a pleasant day if possible. The tree map may be done quite separately and may be a from-day-to-day development, anyone bringing in information as he feels inclined. The Camp library will obviously include a tree identification book or two. e.g., *The Observer’s Book of Trees* (Warne); *A Book of Common Trees* (O.U.P.).

Construction of Bird-Hide and Bird Watching.

Nothing is better fun than watching animals from a “hide” and nothing could be a better activity for a keen Patrol than to man a “hide” in relays for one of those periods of intensive observation which are becoming more and more popular as their scientific value is recognised: six hours’ watching by a team of accurate observers is better than one hour’s notes from the most brilliant naturalist who ever lived.

Suggested books for your Camp library: - *Bird Recognition I and II* (Pelican); *A Bird Book for the Pocket* (O.U.P.); *The Observer’s Book of British Birds* (Warne), *Practice (or actual) First and Second Class Journey*.

An excellent opportunity! – strange country, kit, etc., on the spot, time to write the log, a break in the routine.

Rope Activities more easily carried out in Camp.

For example, a rope ladder to a branch of a reliable tree, Patrols might perhaps take two pioneer ropes and using their staffs and marline spike hitches make a ladder with rungs at 2 ft. intervals. A Scout could then be hauled up to a branch on a bowline where he makes fast the ends of the ladder. The ground ends of the ropes are pegged down to earth well free of the base of the tree.

Cooking Competitions.

Individual or Patrol v. Patrol. e.g., best pancake, most attractively arranged salads, best decorated trifle, most edible sausage roll cooked on a stick. etc.

Production of a Camp Magazine or a Camp Scrapbook.

Especially valuable for a very wet or a very hot camp. Pencils, drawing and writing paper might be available.

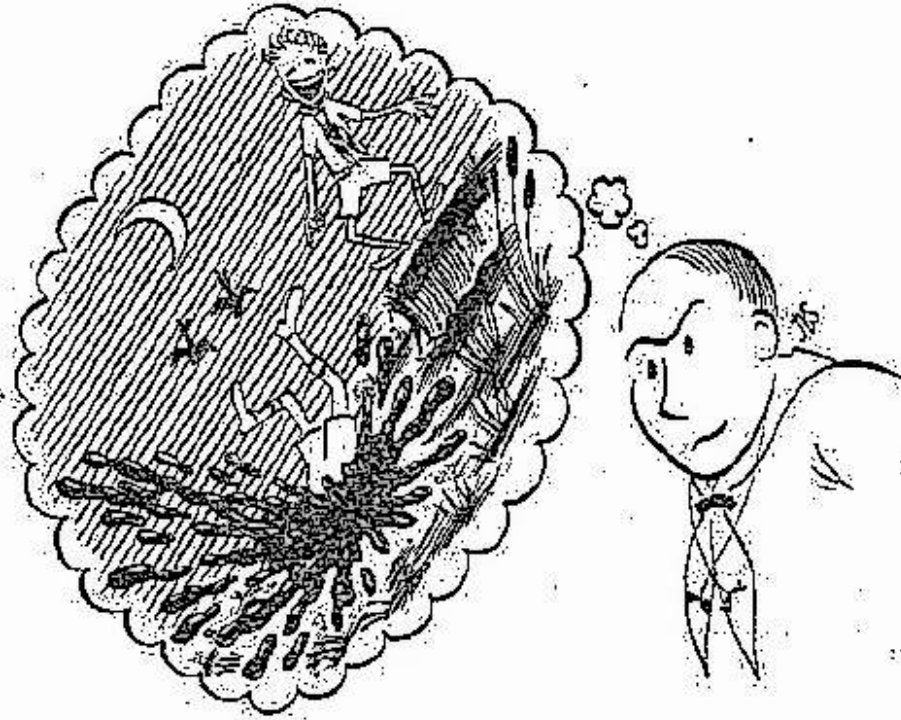
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Conducted Tour of Neighbourhood (or Farm).

With questions and answers! Farmers are busy men but like all men are interested in their own jobs and usually ready to instruct. The town boy is often abysmally ignorant of the countryside but every Scout who has once camped should be able to recognise wheat, barley and oats and the different root crops. And a modern cow house or pig sty will be a revelation to him. It will not only make him more knowledgeable about the farm but more understandingly careful and courteous. One of us has the happiest memories of a farmer-host who would come riding bareback into the camp meadow and was ever ready to answer the boys' enquiries, and to come, too, to yarn at the Camp Fire.

Night Game.

An Scout camps should include at least one night game (have you forgotten the thrill of "staying up"?) which is part of the romance of Scouting, of its "unusualness." Some excellent examples appear in Gilcraft's *Outdoor Games for Scouts*.



Good Turns to One's Hosts.

There may be an opportunity for clearing a ditch or gathering fruit or doing some other good turn which should be looked for.

Celebrating an Anniversary.

"We all like an orgy once in a while." A birthday in camp should be known about and a cake provided.

Wild Flower and Grasses Identification.

Unknown interests are dormant in all our boys and our task is to try and awake and encourage them. A Troop collection of local wild flowers and /or grasses may not appeal to all the campers but it will certainly appeal to some. It can go on through the camp. A keeper of the

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collection should be appointed (boys love titles) and again the camp library should include one of the many excellent flower identification books, e.g., *Common Wild Flowers and More Common Wild Flowers* (Pelican); *A Flower Book for the Pocket* (O.U.P.); *The Observer's Book of British Wild Flowers* (Warne); *Wild Flowers at a Glance* (Dent).

Woodcarving Contest.

Woodcarving and whittling have always been associated with Scouting although of late years they have had only lip service paid to them. Yet it is these things that are so essentially and so traditionally a part of Scouting that we should cling to. Every Scout (and Scouter?) to produce some piece of good carving, however simple, for an exhibition, shall we say two days before camp ends? They should be properly labelled and displayed and should be judged either by appointed judges or by popular ballot. A small prize of a sheath knife or book token, or a piece of camp gear, is not out of place.

Log Hauling Relay.

Patrol event. Equipment – six or eight-inch log, five feet long (or a sandbag, bag of leaves. etc.); rope for each Patrol. At the signal, a Scout from each Patrol runs from starting line to the log or bag and ties a timber hitch around it. Then each Scout ties a bowline on a bight in the other end of the rope, places it over his shoulders like harness, and all together they haul the log across the line. Time depends upon the distance. Score ten points for minimum time, and deduct for additional time or knots tied incorrectly.

Wood Chopping Relay.

Patrol Event. Equipment – one axe, eight- to ten-inch (diameter) log. At the signal first Scout runs up to the log and takes six strokes, in an effort to chop the log in half. He places the axe in the log and runs back to touch off the next Scout. Second Scout takes six strokes. The number of strokes depends upon the kind of wood. Leaders should estimate the minimum number of strokes, and score 10 points. Add five strokes, score 9 points; add five more, score 8 points. etc.

Nature Scavenger Hunt.

Patrol Event. Equipment – exhibit of leaves, flowers, twigs. Number determined by locality. Each item is labelled. Scouts are told to bring in, and label correctly, specimens corresponding to those on exhibit. Set a minimum time, and score ten points for time and accuracy. Deduct points for extra time and incorrectly labelled specimens.

Biscuit Baking Race (without utensils).

Two-man event. Equipment – axe for each man, flour, water, wood pile. At the signal. Scouts build a fire, mix the dough, and bake biscuits, or twist on a stick. Object to present a well-cooked biscuit to the judge. Set minimum time, and score 10 points for time, with deductions for extra time and another 10 points to zero for quality of the biscuits.

Line Throwing.

One-man event. Using 3/16 in. or ¼ in. heaving line, throw three times across target 5 ft. wide from 30 ft. in one minute. Score 5 points for each throw, with deductions for each 1 ft. from the target. 5 point bonus for making three throws in time limit.

Unusual Gadgets.

Here is a suggestion for really going a bit mad and letting the imagination run riot. We are full of admiration for all the extremely useful and original gadgets and we hope Scouts through the ages will go on making them. But let the Scouts build some unusual gadgets, a camp burglar alarm. a hammock to support the weight of the heaviest member of the Troop, an

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apparatus to enable a gentleman stricken with lumbago to put on his shorts without bending, etc. etc. The scope is endless and it does help to bring out the latent ingenuity which we believe is in most boys, and as a bi-product there is some useful practice in knotting and lashing.

Playing Games.

Keen cricketers and footballers that we are, we suggest that these two wonderful games can be played most of the summer or winter, and camp is a pleasant time for a change, especially for those Scouts – and they are many – who are not particularly good at either and yet like to play games as well as the next boy. We suggest, therefore (and *Outdoor Games for Scouts* in the New Gilcraft Series will obviously be in your camp library), three alternatives: Puddocks, Nuts and Raisins, and Hot Rice.

Puddocks is judged by those who have played it to be the first and finest of all camp ball games, incorporating as it does the best features of cricket, rounders, baseball and tip and run.

Two *numbered* teams of any magnitude are involved. The pitch should be shorter than that used in cricket with bail-less stumps at each end; a tennis ball is best and bats can resemble quarter sticks.

There are two batsmen and TWO BOWLERS – one at each end. Nos. 1 and 2 bowl for the first ten runs, the bowling being “underhand” and full toss; the bowlers pitch straight from one to the other without waiting for the batsman to be ready. The batsmen are out if the ball hits the wicket, if they are caught direct or caught off the first bounce; they cannot be run out or be out by a “no ball.” Moreover the batsman may run whenever the ball passes the bowler immediately behind him (who then acts as wicket-keeper) whether he hits it or not, and the batsman *must* run if he hits the ball or if the ball hits him! The whole team, by the way, is not out to a catch, only the batsman concerned.

Immediately ten runs have been scored the Umpires shout “change the bowler,” the ball is placed down behind the wickets, for once it is there the batsman must stop running and No. 3 and 4 of the fielders run in and start bowling as soon as possible.

The great features of Puddocks are that it is fast, there are no gaps, the short poker has as much chance as the wild hitter (he may be caught off the bounce), the equipment is of the simplest, there can even be obstacles in the field, the players can be of all shapes and sizes, everyone is fully occupied – no sleep for the fielders, and the batting side have to concentrate on shouting out “change the bowler” or “no ball” for the fast increasing score.

Nuts and Raisins. To start the game the “Umpire” throws a ball (a light medicine-ball is best, but a stuffed football-case or even a tennis ball will do) into the air; the object of the game is for each team to secure five consecutive passes’ no tackling is allowed. The game calls for speed, agility and tactics, and is one of the best of all games. Seven or eight to ten or twelve aside is about right.

Two teams of course.

Hot Rice. One player has an old Dixie lid, the others try to hit him with a ball. The ball must always be thrown from where it drops, but may be passed to another player. If the player is caught full pitch or is hit, he at once drops the lid, and his place is taken by the thrower or catcher, who may be thrown at as soon as he has touched the lid.