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Community Service

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Community Service

Selecting and Conducting Projects

Most units do not automatically plan service projects as part of their program; they need prompting. That is one reason why you have this manual: to select and promote service projects. You have many to choose from. Some are short-term, some long-term. A few call for funding, but most do not.

The best way to begin selecting a service project is to ask, "What do the units want to do for their community?" Remember, the service projects won't be done by council or district Scouters. To be successful, they must attract and then hold the interest of unit members and leaders—and must have their strong, enthusiastic support.

Remember that each project should not only be useful but fun. Don't let repetition of one kind of service or of service to one place make these projects routine. They should be special. Don't let waiting on tables at the sponsor's dinners, for instance, become a chore like washing dishes at home. Try to select, over a period of time, as broad a range of projects as possible to make the process fun for members with all kinds of interests.

The following criteria should help to ensure that service projects appeal to the unit members.

Reality

The young people must feel that the project is worthwhile, and they must be interested in it. It must be within their abilities, yet still challenge them. This is especially true for high-school-age

people. Their involvement must be adultlike and have significant meaning if it is to impress them.

Democratic Process

In every phase of a project, from its selection to its conclusion, decisions must be shared by the young people involved. This will vary, of course, with the troop.

Significance

Every project should require the young people to apply their knowledge and skills and to get personally involved. The significance of the service should be clear to them and to the public. The results should be clear, and the Scouts should be given recognition for a job well done. (This could be a tangible reward for major projects—like a patch or pin, or voiced praise, or both.)

Definition

A project should have a definite beginning and ending and specific steps in between. An ill-defined project would seem meaningless and would not give the satisfaction of a completed service.

Preparation

A project should require the participants to read, observe, inspect, survey, discuss, or somehow prepare in advance for the service.

In addition, the district activities committee should answer the following questions when selecting a project:

- Do we want a “quickie” project that will take 1 day of concentrated work or one that may last several weeks, even months?
- How about projects we’ve done in the past? Will Scouts still be enthusiastic, or have those projects become “old hat?”
- Are there projects that will fit nicely into Scouting and that can be worked on during meetings?
- Do we want a project in which we cooperate with other organizations such as Goodwill Industries, The Salvation Army, or other United Way partners, or shall we do it alone?
- What will it cost? Most service projects don’t require a financial outlay from the unit or members. But when they do, the financial outlay should be understood in advance. What is our limit on expenditures? Can we get financial aid if we need it (through the chartered organization or through the organization to which the unit’s time and effort is being contributed)?
- Does this project duplicate a service being done by another organization? (Some metropolitan areas now have central clearinghouses for ideas on service projects. They help make certain that projects are needed and eliminate needless duplication.)
- What materials will be needed for the project? Where can they be secured?
- Can the projects be supervised adequately? What adult staff is required?
- If a similar national project is being considered, will it duplicate or disrupt local planning?

Legal Restrictions

Some service projects involve public lands or buildings, health regulations, or zoning restrictions; obviously the proper authorities must give their approval before such a project can be undertaken. In addition, all service projects must conform to the Charter, Bylaws, and Rules and Regulations of the Boy Scouts of America and with the bylaws of the local council.

Conflict with Private Enterprise

If a project encroaches on the service or market of a business or industry, it should be eliminated.

For guidance on this, see the Unit Money-Earning Application, No. 4427, available from your local council service center.

Health and Safety Guidelines

Check the following guidelines to determine whether your service projects involve hazardous elements:

- They should not require crossing or working on both sides of a major traffic artery. Plan all territories so that boundaries are down the middle of major highways. Frequent crossing should not be necessary to the project.
- Where possible, eliminate extensive travel. When travel is required, safe transportation must be provided. For details, check Tours and Expeditions, No. 3734.
- Take care that service projects do not require lifting or moving items that are too heavy. Participants should never lift more than one-third of their weight.
- Depending on the nature of the project, allow the participants sufficient rest periods. When a project extends over a meal period, make eating arrangements.

Conducting Service Projects

Successful service projects don’t just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and methodically carried out.

The council or district activities committee is responsible for the project’s success. The committee should call upon other Scouters and consultants in the community for help, but the responsibility ultimately must rest with them.

Although this work calendar seems to contradict the democratic nature of the projects by having the council make the selection, it need not do so. Count on your leaders to know what their units will want to do. And don’t forget the law of averages, which means you’ll usually get enough voluntary help for whatever project you select.

The Committee’s First Meeting

In addition to the questions already mentioned, the committee should begin by studying such things as:

- What will be our youth and volunteer needs? How many units can we reasonably expect to take part?
- What equipment will we need? Can it be borrowed? If not, what must be rented? Bought? What will it cost?
- If we need cooperation from other organizations, what should we do to get it? Do we need formal contracts or agreements?
- How will we handle publicity and public relations? Can the council do it through normal channels or do we need a public relations subcommittee?
- What is the time scheduled for this project?
- What kind of record shall we keep? (A record should be kept for every service project. It should include reports of how the committee organized the project, what funds were spent, and the committee's evaluation of the completed project. Copies should go to every unit that participated and be kept in the council files for the use of committees planning future service projects.)

SUGGESTIONS FOR PROJECTS

Prune Community Trees

Trees in every community suffer from severe weather conditions. Why not plan a day of tree pruning in early spring to reduce the danger from broken limbs and make lawns and parks more attractive and safe? Obviously, the advice of a tree expert is necessary, so secure the aid of an adult consultant.

Power saws and other necessary machinery can probably be borrowed for the day. If power saws will be used, it is important to wear hard hats. You will need an adult in charge who has the authority to prune and who can provide the supervision necessary to minimize danger.

Community Cleanup Day

Assist in a community-wide "cleanup, paint-up, fix-up" day. This is especially appropriate for city units. Before the big day, advise homeowners through the newspaper that Scouts will be available at a modest fee to rake lawns, spade gardens, install screens, wash windows, do simple painting

jobs, etc. On cleanup day, divide the community into geographical areas, with one or more troops assigned to each area.

Ask homeowners to call a central headquarters where assignments are made. A small hourly fee is charged (this is waived if the homeowner is unable to pay), and the money goes into a special fund for a future service project. In this way, one Good Turn finances another.

This project may need general safety supervision and may require additional insurance coverage as security against serious accidents.

Cemetery Fix-Up

In many areas, small cemeteries suffer from neglect. Try to identify unmarked graves, clean and straighten grave markers, cut the grass, remove weeds, and plant flowers and shrubs. Troops should be assigned for periodic maintenance so that cemeteries do not suffer from neglect again.

Organize Snow-Shoveling Brigades

Where the snow flies heavily and often, councils and districts can provide a much needed service by organizing units to keep fire hydrants cleared during the winter. Clearing hydrants of snow saves valuable time for firefighters responding to alarms, and can be responsible for saving lives.

Each unit is assigned one or two hydrants, and whenever it snows, a Scout promptly reports to clear the hydrants. Assignments might also be made to clear snow from the homes of senior citizens and shut-ins.

Clothing Drive

Often after a fire, flood, or other disaster, many people will be without sufficient clothing. Generally, local authorities coordinate a campaign to collect used clothing in good condition for distribution to the victims. Councils and districts should cooperate with local authorities and not attempt to set up an independent project.

Become an Emergency Service Unit

The BSA has a long and proud tradition of service during and after natural disasters. Scouts and Explorers have served well as messengers in

communications, as first aiders, and in actual rescue work. Units could work to achieve the skill level needed and the ability to mobilize quickly. Once this is achieved, practice is needed to maintain ready status.

Lost-Person Searches and Mountain Rescues

Some troops and posts have become experts at finding lost persons and participating in mountain rescues. Excellent training in related skills is a must. Only units prepared for such emergencies should be assigned, since untrained groups tend to create rather than solve problems.

Get-Out-the-Vote Campaign

A natural follow-up to a registration campaign is an effort to get every eligible voter to the polling place. This calls for an educational and promotional campaign aimed at reminding citizens of their right and duty to vote. The campaign must be nonpartisan. Before the election, distribute get-out-the-vote materials. On election day, Scouts may be stationed outside polling places to "babysit" young children, hold packages, assist elderly or handicapped people, and provide "I have voted" badges to voters, leaving them as a reminder to others.

Help Start Scouting Units for the Handicapped

Mentally and physically handicapped boys get at least as much benefit and fun from Scouting as other young people. Scout executives and the chartered organization and extension committees should be urged to have units assist in the formation of new units for the handicapped. A regular unit can "adopt" a new pack or troop for the handicapped and help it get started.

Mark Invalids' Homes

In cooperation with fire departments, install amber reflectors (or other distinctive devices) over the front doors of homes where handicapped persons live. Then if a fire breaks out, the firefighters will know immediately that a handicapped person lives there. A similar device can be placed on the

door of the person's bedroom to help firefighters find it in an emergency.

Fire departments generally provide large "I" insignia, usually placed on the downstairs front window near the door or on the glass of the front door. A similar device is placed on the window of the invalid's room. Caution: Be sure you have the approval of everyone living in that home before placing markers.

Aid Shut-Ins

Many partially handicapped persons live alone and have difficulty in dealing with the day-to-day task of living. Units can "adopt" one or more of these people and visit them regularly to run errands, read, help write letters, shop, or just visit.

Restore Historic Sites

Often a place of importance in local or national history falls into disrepair and is gradually forgotten. Older Boy Scouts, Varsity Scouts, or Explorers can research the site to find out all they can about it, and then reconstruct it. A reconstructed historic site can become a tourist attraction and source of pride to the community. It is important in a project like this that thorough research be done and an adult consultant be secured before construction starts.

Refurbish Monuments

Honor rolls of soldiers from a community who served in the nation's wars are sometimes neglected and become eyesores rather than effective memorials. Other monuments may also suffer from inattention. Older Boy Scouts, Varsity Scouts, or Explorers can tackle the job of cleaning them up or of conducting a campaign to replace them. Troops should be urged to accept the job of maintaining the monuments for a year after refurbishing.

Collect Christmas Toys

In many communities, new and used toys are collected for distribution to needy children at Christmas. Units can assist by making pickups of toys, making posters to advertise the campaign, helping to stockpile toys, cleaning and repairing used toys, and delivering toys to the agencies that

distribute them to poor children. Each youth member may also be asked to contribute one usable toy. If your community does not have a Christmas toy collection, and if agencies servicing the poor agree that it would be a valuable service, your council or district might spearhead such a campaign. This means creating a detailed plan, cooperating with other organizations that want to participate, and selecting a coordinator, who must spend a great deal of time supervising the project.

Christmas in Nursing Homes

Nursing homes can be forlorn-looking places at Christmas. Boy Scout troops can cheer them up with one or more of the following ideas:

- Make tray favors (check with nursing staff if food is included). Practical items such as decorated comb cases or eyeglass cases are best.
- Make Christmas cards and have the boys deliver them.
- Make flameproof decorations for the lobby,

lounge, cafeteria, individual rooms, placemats for holiday meal, tabletop Christmas trees.

- Fill stockings for patients with soap, toothpaste, pens, nail files, etc.
- Give a caroling program.
- Conduct skits, possibly using prerecorded tapes or a microphone if lines are spoken (many patients are hard of hearing).
- Demonstrate simple crafts that could be used by patients for occupational therapy.

Conduct Drug Abuse Workshops

The council or district can organize a series of workshops on drug abuse if schools or other agencies are not providing similar educational programs. It is absolutely essential that only factual information be given. Young people will respond to authorities and to people who have seen the drug scene firsthand. They will be turned off by hand-wringing and emotional pleas about the dangers of drugs.

Outdoor Program

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Outdoor Program

Planning an Outdoor Program

Planning a successful outdoor program is just as important as planning your troop meetings. There are several administrative details that you must attend to in addition to planning a quality program. Remember the six parts of planning an outdoor program covered in the Fast Start videotape:

- Establish a purpose for the outing.
- Select a site.
- Build a program of activities.
- Provide two-deep leadership.
- Take care of physical arrangements.
- Use the patrol method at the campsite.

We are going to concentrate briefly on how to build an outdoor program and provide you with a tool to help you and your patrol leaders' council plan an outing.

Boys are not interested in just hanging around—just being in camp. Keep them busy with things they want to do, without running them ragged. Help them enjoy and explore nature. Teach them to live comfortably in the out-of-doors, and give them an opportunity to advance in their rank. Here are five points to remember when planning an outdoor program:

1. Involvement—the more people involved in the planning, the more acceptance and enthusiasm.
2. Challenge—a few challenges will form the nucleus of never-forgotten memories.
3. Flexibility—situations change and the program must adapt to fit the new situation.

4. Imagination—there are always new ideas and new ways to try old ones, new places to go, etc.
5. Relaxation—just doing nothing is a rare treasure in our hustling world.

Remember in planning to consider the use of games and activities that reinforce the learning for the day. Let the boys work on advancement as an outcome of the program planned. Don't let advancement be the main reason for doing something. Remember that advancement is the natural result of a *quality program*.

Camping is the prime opportunity to introduce first-time campers to the expanse and beauty of nature. It is a great time for a Scout to accomplish many steps in his advancement process.

Camp Routine

Life in camp, as everywhere, revolves around eating and sleeping, only you need more of both in camp. The daily routine may follow this sort of outline:

Morning

- (time) Wake up. Cooks start breakfast (arise half an hour early). Light fire, boys wash up.
- (time) Eat breakfast. Fetch wash water, clean up breakfast dishes. Hang up sleeping bags, sleep wear, tidy tent. Tidy campsite, replenish water and firewood.

(time) Morning activities

Noon

(time) Prepare lunch

(time) Eat, wash up, rest

(time) Afternoon activities

(time) Prepare site for the night (before chill of evening). Bring clothing and sleeping bags inside, get wood for cooking and campfire. Work on personal projects.

(time) Prepare supper

Evening

(time) Have supper, wash dishes. Tidy site (before dark)—stack firewood for the night and following morning, replenish water, refuel lanterns, secure food box.

(time) Evening activities—may include free time, wide game, campfire.

(time) Cracker barrel (evening treat), devotions

(time) Bed/lights out

High-Adventure Activities

As your troop becomes more experienced in camping and outdoor techniques, you may want to participate in some of the high-adventure activities available around the country. There are several bases that offer a variety of programs for year-round activities. More than 25,000 Scouts a year enjoy these programs and they can be designed to fit your troop's needs.

Philmont Scout Ranch

Philmont! A rugged land set among the towering mountains of the Sangre de Cristo range in northwestern New Mexico. Within the 137,493 acres are elevations ranging from 6,500 to 12,491 feet. Contingents are broken down into crews, with a minimum of four to a crew. For 12 days, crews hike over the 300 miles of developed trails that link 25 staffed camps and 24 nonstaffed camps. Program features range from rock climbing, logging, black powder, and gold mining to burro packing. Each crew must have adult leadership at least 21 years old. For more information contact:

**Philmont Scout Ranch
Cimarron, NM 87714
505-376-2281**

Northern Tier

Experience a beautiful clear day, the stillness of gentle waters, the call of a loon on a lonely lake.

The base camp is located in the heart of the Superior-Quetico boundary waters, an area of more than 4,000 square miles of water. Feel the ache of muscles as you portage your canoe and pack over rugged terrain. Feel the thrill of catching large game fish and cooking them for a meal. All equipment and food is furnished, and is top quality and lightweight. Crew size may be 6–10 members. Travel through Canadian and U.S. waters and enjoy the history of the area.

In the winter, enjoy a premier winter camping program. Learn to build and live in igloos, snowshoe, cross-country ski, and ice fish. Each crew must have adult leadership at least 21 years old. For more information contact:

**Northern Tier
National High Adventure Programs
Box 509
Ely, MN 55731
218-365-4811**

Florida Sea Base

Warm tropical breezes, crystal clear waters, pillars of coral surrounded by multicolored tropical fish . . . sailboats gliding across the surface of the Atlantic . . . underwater exploring of a Spanish galleon, fishing, snorkeling, scuba diving near Caribbean islands, all this beckons you to experience the ultimate aquatic adventure of your life. At the high-adventure sea base located 75 miles south of Miami in the Florida Keys, you can experience these thrills year-round. Six to eight crew members make a 41-foot sailboat their home. Each crew must have adult leadership at least 21 years old. For more information contact:

**Florida National High Adventure Sea Base
Box 858
Islamorada, FL 33036
305-664-4173**

Maine High Adventure Area

Imagine paddling a canoe along a misty trail forged centuries ago by explorers and voyagers. Dream of shooting the rapids in a canoe or raft. Think of backpacking rugged trails through enchanted forests. Picture climbing a bold mountain as a magnificent panorama of peaks, lakes, valleys, and water unfolds before you. Each crew must have adult leadership at least 21 years old. For more information contact:

**Maine National High Adventure Area
Box 607
Howland, ME 04448
207-732-4845**

OUTDOOR PROGRAM CHECKLIST

Date of Program _____ Location _____

I. Administration

- | | |
|---|--|
| <input type="checkbox"/> Tour permits | <input type="checkbox"/> Licenses (fishing, boats, etc.) |
| <input type="checkbox"/> Parents permission/information | <input type="checkbox"/> Camp cost |
| <input type="checkbox"/> Insurance | <input type="checkbox"/> Local requirements |
| <input type="checkbox"/> Budget done | <input type="checkbox"/> _____ |

II. Leadership

- | | |
|---|---|
| <input type="checkbox"/> 2nd leader _____ | <input type="checkbox"/> 3rd leader _____ |
|---|---|

III. Transportation

- | | |
|--|---------------------------------------|
| <input type="checkbox"/> Driver _____ | <input type="checkbox"/> Driver _____ |
| <input type="checkbox"/> Driver _____ | <input type="checkbox"/> Driver _____ |
| <input type="checkbox"/> Equipment hauled by _____ | |

IV. Location

- | | |
|--|---|
| <input type="checkbox"/> Maps to and from | <input type="checkbox"/> Arrival time _____ |
| <input type="checkbox"/> Driver time _____ | <input type="checkbox"/> Departure time _____ |
| <input type="checkbox"/> Special gear needed _____ | |

V. Equipment

- | | |
|---|--|
| <input type="checkbox"/> Personal _____ | <input type="checkbox"/> Program _____ |
| <input type="checkbox"/> Troop _____ | <input type="checkbox"/> Emergency _____ |

VI. Feeding

- () Menu planned _____
- () Who buys food _____
- () Fuel supply _____
- () Duty roster _____
- () Food storage _____

VII. Sanitation

- () Drinking water _____
- () Dish washing _____
- () Human waste _____
- () Garbage disposal _____

VIII. Safety

- () Nearest medical facility _____
- () Nearest town _____
- () Ranger contact _____
- () Emergency # _____
- () First aider in group _____
- () Police # _____

IX. Program

- () Program planned (see planning sheet)
- () Short-term
- () Special program equipment _____
- () Patrol assignments
- () Long-term
- () Rainy day activities

DUTY ROSTER SHORT-TERM CAMP

Name	Friday Supper	Saturday Breakfast	Saturday Lunch	Saturday Supper	Sunday Breakfast	Sunday Lunch
	Cook	Water	Site Cleanup	Meal Cleanup	Fire	Cook
	Assistant Cook	Cook	Water	Site Cleanup	Meal Cleanup	Assistant Cook
	Fire	Assistant Cook	Cook	Water	Site Cleanup	Fire
	Site Setup	Meal Cleanup	Assistant Cook	Cook	Water	Site Cleanup
	Water	Site Cleanup	Meal Cleanup	Assistant Cook	Cook	Water

Cook—Prepare meals, wash kitchen utensils used for meal preparation.

Assistant Cook—Assist cook as requested, prepare pot of water for dish washing, supervise meal cleanup.

Fire—Care for and prepare equipment used to cook on and refuel if necessary, gather firewood.

Site Cleanup—Clean up latrine and campsite.

Water—Get drinking water and wash dishes.

Program Specialties

Game
First Aid
Patrol Teams
Informal

First Aid Baseball

Equipment: Ten cards numbered from 1 to 10, list of questions based on Second and First Class first aid requirements, piece of chalk.

Rules: Card No. 2 is a double, card No. 6 a triple, and card No. 10 a home run. All other cards are singles.

Method: Draw a miniature baseball diamond on the floor with chalk. Line up team (patrol) behind home plate. The umpire (game leader) holds cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. Three outs and the next patrol comes to bat.

Scoring: The patrol with the most runs after two innings is the winner.

Game
First Aid
Patrol Teams
Informal

Ice Accident

Equipment: For each patrol, a 10-foot rope, a staff or broomstick, and a blanket, arranged casually in corner of room, ready for use.

Method: Each patrol places a Scout "victim" in a prone position at the opposite end of the room. Announce that this victim has broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note:

- Whether ropes and staves are noticed and used.
- Whether artificial respiration is given.
- Whether the victim is warmed by the blanket and treated for shock.
- If doctor is called.

Scoring: The patrol with the best performance and time wins.

Variation: Drowning Accident—announce that that a Scout has fallen into the water. Each patrol is to rescue the victim and render first aid. Observe the same rules as for Ice Accident.

Game
Whole Troop
Circle

Campfire Games

Laughing Game—The first player in the circle says, "Ha." The next says, "Ha, ha." The third must say, "Ha, ha, ha." This goes on, with each player adding a "ha" until one makes a mistake or laughs out of turn. The victim must sing a solo.

The Frog Pond—Divide the Scouts into three groups. Have the first group say in high voices, "Tomatoes, tomatoes, tomatoes." The second group

in deeper voices says, "Potatoes, potatoes, potatoes." The third group in deep bass voices says, "Fried bacon, fried bacon, fried bacon." After rehearsing each group, turn them loose at once; continue until signal for silence.

Challenges—At the campfire, one patrol may challenge another to compete in one of the many strength tests or interpatrol contest events. Dog fight, leg wrestling, and other competitions are good examples. The winner is the champion of the evening.

Game
Individual
Circle

Ring on a String

Equipment: A ring and a long string to accommodate all players.

Method: Scouts form a circle, facing inward, with one Scout in the middle. Slip string through the ring and tie ends together so the ring can pass freely around the string. Place the string inside the circle and have each Scout hold it with both hands. The idea is to pass the ring around the circle from hand to hand, unnoticed by the Scout in the middle. He tries to guess who has it by pointing to the hand he thinks has the ring. If he is correct, the ring holder goes to the middle and the guesser takes his place in the circle. The Scout in the middle must keep guessing until he locates the ring.

Scoring: This game is not scored. It is suitable for preopening or just for fun.

Game
Whole Troop
Informal

Bell Tag

Equipment: Neckerchiefs or blindfolds and a hand bell.

Method: Blindfold all Scouts except the one who has the bell. Have blindfolded Scouts mill around the room. The Scout with the bell moves among the

others, ringing his bell constantly. The blindfolded Scout tries to tag the bell ringer. The Scout who succeeds changes places with the bell ringer.

Ankle Tag

Equipment: None

Method: Scouts mill around the room. To escape being tagged by "it," each Scout must grasp another Scout by the ankle. The Scout whose ankle is grasped can be tagged unless he has hold of someone else's ankle. The Scout who gets tagged becomes the next "it."

Game
Individual
Informal

Who Am I?

Equipment: Card or piece of paper, 2 inches square or larger, for each player. Print names of famous people on cards, including local or comic characters—Dick Tracy, Joe Lewis, Queen of England, Columbus, Truman, etc.

Method: Each player has a name-card pinned on his back, but does not know what the name is. Players circulate and ask question that can be answered by "yes" or "no"—such as "Am I dead?" "Am I in this room?" Only two questions can be asked of one person. When the player learns his identity, he may stop or get another name and start afresh.

Variation: Famous Visitors—Leaders assume names of famous persons. One leader visits each patrol. The patrol tries to discover the name of their famous guest by asking questions that can be answered with "yes" or "no."

Game
Patrol Teams
Relay

Ball Relay

Equipment: A ball or other "throwable" object for each patrol.

Method: Patrols line up in relay formation, with the patrol leader stationed 15 to 20 feet in front, facing his patrol. The first Scout in line has the ball to start the game. On signal to go, the first Scout throws the ball to the patrol leader, then sits down. The leader throws the ball to the second Scout in line, who returns it to the patrol leader and sits. Continue until all are sitting. A missed ball must be recovered by the Scout who missed it. He must be back in line before throwing ball again.

Scoring: The first patrol to finish wins.

Variation: Basketball—Patrol leader forms his arms into a loop by clasping his hands in front of him. Scouts must throw the ball so that it goes through the patrol leader's arms. He keeps trying until he succeeds.

Game
Patrol Teams
Relay

Scout Law Relay

Equipment: A set of cards numbered from 1 to 12 for each patrol.

Method: Patrols line up in relay formation. Cards are placed in a pile at a turning line opposite each patrol. On signal to go, the first Scout runs up and selects a card. He gives the Scout sign, and recites the part of Scout Law represented by the number on his card. The Scout returns and touches off the next Scout.

Scoring: 10 points for the first patrol finished, 5 for second, 3 for third, etc., 1 point off for each error in naming the part of the Law.

Variation: Reverse Law Relay—Patrols line up in relay formation. Place numbered cards at intervals between the patrol and the turning line. A second set of cards bearing the 12 points of the Scout Law is placed at the turning line. On signal to go, the first Scout runs to the line, selects a card, and places it opposite the correct number.

Game
Patrol Teams
Relay

Tenderfoot Relay

Equipment: Flash cards.

Method: Patrols line up in relay formation. At signal, the first Scout in each patrol runs to the end of the room and about-faces. The senior patrol leader facing these Scouts (but with his back to the rest of the troop) flashes a card asking for Scout sign, salute, point of Scout Law, etc. Scouts perform or answer according to instructions on card, then run back to touch off the next Scout.

Scoring: 1 point for each correct answer. The patrol with the highest number of points wins.

Scout Law Relay

Equipment: Twelve numbered slips per patrol.

Method: Patrols line up in relay formation. The first Scout runs up, picks slip, writes point of Law for number indicated, runs back, touches off next Scout, etc., until 12 slips are marked.

Scoring: the first patrol to finish wins.

Game
Various
Informal

Outdoor Winter Games

Skating Race—Scouts line up at starting point. On signal they race to the finish line.

Skateless Skating—Set up a course about 50 feet long. Line up players at the starting line without skates. On signal they "skate" with the soles of their shoes to the finish line.

Broom-Sled Race—Set up a 100-foot course on smooth snow. Use a house broom for a sled. One Scout sits on it, and another holds the handle and pulls. The pair finishing first wins.

Snowball-Rolling Contest—Before the contest starts, each Scout prepares a snowball 1 foot in diameter. On signal, each rolls his ball for 3 min-

utes. When the stopping signal is given, all balls must remain in place until measured. The largest snowball wins.

Game
Patrol Teams
Informal

Scout Law Baseball

Equipment: A set of 14 cards, numbered from 1 to 12 with one blank card and one card marked X; piece of chalk.

Rules: Card No. 2—a double, Card No. 6—a triple, Card No. 12—a home run. Blank card—base on balls, × card—third strike (out). All other cards—singles.

Method: Draw a miniature baseball field on floor or ground. Line up the batting team (patrol) behind home plate. The umpire (game leader) holds cards in his hand. Each player is to draw a card from the umpire and recite the point of the Scout Law indicated by the number on the card. If he knows it, he becomes a base runner, going through as many bases as specified. If he does not know the wording or draws the card with the X, he is out. After three outs the next team comes to bat.

Scoring: The patrol with the most runs after three innings of play wins.

Game
Patrol Corners
Patrol Teams

Scout Law Hunt

Equipment: One issue of today's newspaper for each patrol; pencils.

Method: Patrols go to patrol corners, each with the same issue of a newspaper. On signal, patrols start searching for articles or news items that illustrate some point of the Scout Law. Items are torn or cut out of the newspaper and patrols write on the clipping the point of the Scout Law involved, along with their patrol name.

Scoring: Clippings are collected by the troop leaders, and the patrol with the most clippings in a given time wins.

Variation 1: Patrols cut out news items illustrating points of the Scout Law, either broken or kept. The first patrol to find clippings for all 12 points wins.

Variation 2: Leaders select one of the more difficult points of the Scout Law to illustrate. The first patrol to find an example of that point wins.

Nature
Patrol Teams
Informal Hike

Winter Nest Hunt

Equipment: None.

Method: On a winter hike, a leader is assigned to travel with each patrol. Patrols start out from a given spot at 5-minute intervals. Patrol members keep on the lookout for bird nests. When one is spotted, they point it out so leaders may see it. The patrol then identifies the nest.

Scoring: Score 5 points for each nest found. Score an additional 5 points for each nest that is properly identified.

Variation: Nest Banding—Scouts wander over an area with definite boundaries. Each Scout has a piece of yarn—each patrol has a different color. When a nest is found it is “claimed” by tying a piece of yarn around a tree trunk or branch next to the nest. At the end of a given time, leaders determine how many nests each patrol has found.

Game
Patrol Teams
Relay

Flag Folding Display

Equipment: A United States flag for each patrol.

Method: Line up patrols in relay formation. About 40 feet in front of each patrol, place a table or a chair with a folded flag. On signal “Go,” the first two Scouts in each patrol run to the flag, unfold it completely, fold it again, place it back on the

table or chair, and run back to their patrol to tag the next pair in line. They repeat the same procedure until all pairs are through. The flag may not touch the ground at any time. Doing so will disqualify the patrol.

Scoring: Give 100 points to the first patrol that completes the run, 80 points to the second patrol, and 60 point to the third patrol. Deduct 10 points for each incorrect folding.

Variation: Instead of unfolding and folding, have patrols display the flag for various prearranged occasions.

Game
Whole Troop
Informal

Crowded Circle

Equipment: A piece of chalk.

Method: Draw a circle about 6 feet in diameter on the floor. Have Scouts walk freely around the room. Turn the lights off for a period of 10 seconds. In darkness, all Scouts must get inside the circle. When lights go on, everyone must freeze on the spot. All Scouts found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one Scout remains in the circle.

Scoring: The last Scout in the circle wins.

Variation 1: Instead of one circle, draw three circles on the floor and number them. When the lights go out, announce which ring should be used.

Variation 2: Make as many circles as there are patrols. Assign each patrol a circle. In darkness, patrols must find their circle.

Scoring: The last Scout in each circle wins.

Game
Patrol Teams
Circle

Lassoing the Steer

Equipment: For each boy, one rope 10–15 feet long. One old paint can or small log, about 1-foot high.

Method: Place can or log upright in the center of a circle about 12–18 feet in diameter. Players stand outside the edge of the circle. At a given signal, all throw their ropes and attempt to lasso the “steer” and pull it out. Scouts can make as many throws as are needed to rope the “steer.” They will soon find that, with all the ropes landing in the center of the circle at the same time, it is difficult to get the “steer out of his pen.”

Scoring: The first Scout to bring the can or stump outside the outer edge of the circle scores 5 points for his patrol.

Variation: Suddenly tell each player he must use a bowline knot in his lasso. All those unable to tie this knot must drop out until they have tied one.

Game
Patrol Representatives
Informal

Three-Man Tug-of-War

Equipment: A 12-foot rope at least ¼ inch in diameter. Three neckerchiefs or hats.

Method: Arrange a 12-foot length of rope on the playing field with the ends tied together so that it forms a triangle. Place a neckerchief or a hat about 6 feet from every corner. A Scout from each patrol grasps the rope at one corner with his left hand. On signal “Go,” each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each winner. Add the total points of winners in each patrol to determine the winning patrol.

Variation: Two teams in single lines face each other. Players take hold of rope and, at signal, start pulling. Rope may not be tied around waist of players, nor can players hold on to post, trees, or any stationary object.

Scoring: The first team to pull or drag its opponents across a given line wins.

Game
Patrol Teams
Relay

Nail-Driving Relay

Equipment: For each patrol, a hammer, a log or piece of 2" × 4", and eight nails.

Method: Patrols line up in relay formation. The logs, nails, and hammers are placed at a turning line, located 20 feet in front of the patrols. Each Scout in turn goes to the line and drives a nail into the log. He returns and touches off the second Scout, and so on until eight nails are hammered down. Bent nails must be extracted, unbent, and driven in again.

Scoring: The first patrol to drive in all its nails wins.

Variation: Patrol Nail Driving—Each Scout is allowed only one swing of the hammer. He runs up to the line, takes one swing at the nail, and then returns to touch off the next Scout.

Game
Patrol Teams
Quiet

Hunter, Gun, or Rabbit

Equipment: None.

Method: Two patrols compete in each round. Patrols are seated in a circle, preferable around a campfire. Before each round, the patrol secretly decides whether it will represent a hunter (all standing with hands on hips), a gun (pantomime aiming a gun), or a rabbit (hold fingers up side of head as long ears). On signal each patrol strikes the pose secretly selected. In scoring, gun defeats rabbit, rabbit defeats hunter, and hunter defeats gun. For example, the first patrol strikes the pose of hunter, while the second chooses a gun. This would score for the first team, since hunter defeats gun. Had the second team selected rabbit, it would have won, since rabbit defeats hunter. If both pick the same pose, repeat the round. The losing patrol is replaced after each round by a new patrol.

Game
Patrol Representatives
Informal

Hot or Cold

Equipment: None.

Method: Select a patrol representative as "it." He leaves the room or the campfire circle. During his absence, the group picks an object for him to find on his return—anything from someone's button or neckerchief slide to any object nearby. When "it" comes back, the group starts chanting "cold" or "hot" depending on how close "it" comes to the object. The closer he gets to the object, the "hotter" it gets; when he moves away, the "colder" it gets. When he is right on top of the object or touches it, the group cries "fire." Then the next patrol representative is selected and sent out to try his luck, and so on until every patrol member has participated.

Scoring: Set a limit of 2 minutes and give the score to each patrol representative who finds the object within the time limit.

Shoe Hunt

Each patrol can enter a team of four Scouts. A circle with a 50-foot radius is described, with a 10-foot circle in the center. At the start, all participants remove shoes (moccasins, sneakers, etc.), place them in the center circle, and go to the outer circle. They may not tie shoes together.

At this point judges thoroughly mix the shoes in one large pile. On signal, all participating Scouts rush to the center circle, search out their own shoes, put them on, lace them if necessary, and return to the outer circle. The winning team is the first one with all members standing shod and at attention on the outer circle.

Game
Patrol Teams
Relay

Hit the Bucket

Equipment: A bucket, a stick, and a blindfold for each patrol.

table or chair, and run back to their patrol to tag the next pair in line. They repeat the same procedure until all pairs are through. The flag may not touch the ground at any time. Doing so will disqualify the patrol.

Scoring: Give 100 points to the first patrol that completes the run, 80 points to the second patrol, and 60 point to the third patrol. Deduct 10 points for each incorrect folding.

Variation: Instead of unfolding and folding, have patrols display the flag for various prearranged occasions.

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Whole Troop
Informal

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Equipment: A piece of chalk.

Method: Draw a circle about 6 feet in diameter on the floor. Have Scouts walk freely around the room. Turn the lights off for a period of 10 seconds. In darkness, all Scouts must get inside the circle. When lights go on, everyone must freeze on the spot. All Scouts found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one Scout remains in the circle.

Scoring: The last Scout in the circle wins.

Variation 1: Instead of one circle, draw three circles on the floor and number them. When the lights go out, announce which ring should be used.

Variation 2: Make as many circles as there are patrols. Assign each patrol a circle. In darkness, patrols must find their circle.

Scoring: The last Scout in each circle wins.

Game
Patrol Teams
Circle

Lassoing the Steer

Equipment: For each boy, one rope 10–15 feet long. One old paint can or small log, about 1-foot high.

Method: Place can or log upright in the center of a circle about 12–18 feet in diameter. Players stand outside the edge of the circle. At a given signal, all throw their ropes and attempt to lasso the "steer" and pull it out. Scouts can make as many throws as are needed to rope the "steer." They will soon find that, with all the ropes landing in the center of the circle at the same time, it is difficult to get the "steer out of his pen."

Scoring: The first Scout to bring the can or stump outside the outer edge of the circle scores 5 points for his patrol.

Variation: Suddenly tell each player he must use a bowline knot in his lasso. All those unable to tie this knot must drop out until they have tied one.

Game
Patrol Representatives
Informal

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Method: Arrange a 12-foot length of rope on the playing field with the ends tied together so that it forms a triangle. Place a neckerchief or a hat about 6 feet from every corner. A Scout from each patrol grasps the rope at one corner with his left hand. On signal "Go," each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each winner. Add the total points of winners in each patrol to determine the winning patrol.

Variation: Two teams in single lines face each other. Players take hold of rope and, at signal, start pulling. Rope may not be tied around waist of players, nor can players hold on to post, trees, or any stationary object.

Scoring: The first team to pull or drag its opponents across a given line wins.

Game
Patrol Teams
Relay

Nail-Driving Relay

Equipment: For each patrol, a hammer, a log or piece of 2" × 4", and eight nails.

Method: Patrols line up in relay formation. The logs, nails, and hammers are placed at a turning line, located 20 feet in front of the patrols. Each Scout in turn goes to the line and drives a nail into the log. He returns and touches off the second Scout, and so on until eight nails are hammered down. Bent nails must be extracted, unbent, and driven in again.

Scoring: The first patrol to drive in all its nails wins.

Variation: Patrol Nail Driving—Each Scout is allowed only one swing of the hammer. He runs up to the line, takes one swing at the nail, and then returns to touch off the next Scout.

Game
Patrol Teams
Quiet

Hunter, Gun, or Rabbit

Equipment: None.

Method: Two patrols compete in each round. Patrols are seated in a circle, preferable around a campfire. Before each round, the patrol secretly decides whether it will represent a hunter (all standing with hands on hips), a gun (pantomime aiming a gun), or a rabbit (hold fingers up side of head as long ears). On signal each patrol strikes the pose secretly selected. In scoring, gun defeats rabbit, rabbit defeats hunter, and hunter defeats gun. For example, the first patrol strikes the pose of hunter, while the second chooses a gun. This would score for the first team, since hunter defeats gun. Had the second team selected rabbit, it would have won, since rabbit defeats hunter. If both pick the same pose, repeat the round. The losing patrol is replaced after each round by a new patrol.

Game
Patrol Representatives
Informal

Hot or Cold

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At this point judges thoroughly mix the shoes in one large pile. On signal, all participating Scouts rush to the center circle, search out their own shoes, put them on, lace them if necessary, and return to the outer circle. The winning team is the first one with all members standing shod and at attention on the outer circle.

Game
Patrol Teams
Relay

Hit the Bucket

Equipment: A bucket, a stick, and a blindfold for each patrol.

Method: Patrols line up in relay formation. About 10 paces in front of each patrol place an upside-down bucket. Blindfold the first Scout in each patrol. On signal, he must step out three steps, turn around three times, and then proceed six more steps toward the bucket. Then he must try to hit the bucket with his stick in three tries. If he succeeds, his patrol gains 5 points. He removes his blindfold, runs back, and blindfolds the next Scout in line, who steps out, turns around three times and so on, until each patrol member has had his try. If a Scout does not have a hit within three tries, no points are gained, and he runs back to blindfold the next Scout.

Scoring: The patrol with the most points is the winner.

Game
Individuals
Open Lines of Patrols

Compass Facing

Method: Participants line up in open lines, arm's length apart sideways, front, and back. One wall of the room is designated as north. On signal "Northeast—Go!" all turn to face what they believe to be northeast, and on the command "Freeze!" they stand motionless. Those who are facing incorrectly are out of the game. Continue with other compass directions: south, northwest, south-southeast, west-northwest, and so on.

Scoring: Continue until one player is left—the troop compass "champion." Or let those who face correctly go out of the game each time, to give more training to the others, leaving the troop "champion" at the end.

Note: For many other games involving compass, maps, and orienteering, see *Be Expert with Map and Compass* (\$2, Supply Division).

Game
Individuals
Single Line

O'Grady

Equipment: None.

Method: Assemble troop in single line formation, facing leader who is 4–5 steps in front. The leader yells commands, but players only execute commands if O'Grady says to. If "O'Grady says: arms up," all arms go up. But if the leader says, "arms up," no arms should move—those executing that command fall out. As the game progresses and few players remain, the leader speeds up his commands and the slightest false move causes a player to fall out.

Scoring: The last Scout to fall out is the winner.

Variation: Divide the group into two facing lines. One side obeys O'Grady, the other does not. If the leader yells, "O'Grady says: right face," one line does a right face and the other stands still. When the leader says, "right face," the second side does a right face, the first does not. The object is to see which side remains in the game longer.

Game
Patrol Teams
Relays

Can It (Object Relay)

Equipment: Two No. 10 tin cans or coffee cans for each patrol. Various objects such as nails, sticks, pieces of string, stones, etc.

Method: Patrols line up in extended relay formation. Players sit down, feet extended. Patrols count off so that each Scout has a number and there is a like number in each of the other patrols. One can is placed at each end of the patrol lines. Three objects are placed in one can of each team. The leader calls out a number and the name of an object. Scouts having that number race to the can, pick out object named, transfer it to the can at the other end of the patrol line, and return to places.

Scoring: The first Scout back in place with object transferred wins point for his patrol. Scouts must keep track of objects as they are transferred from can to can. When their number is called, they must know where to find the object.

Game
Half-Troop Teams
Facing Lines

Short Splice Tug-of-War

Equipment: For every two teams, one 4-foot and two 15-foot lengths of rope.

Method: Two teams, each with a 15-foot rope, face each other in single lines. Between the teams draw a center line dividing their territory. Place the 4-foot rope across this line, with ends toward the teams. On signal, both teams have 4 minutes to splice their long rope onto the short rope. After time is up, players take hold of their ropes and start pulling at new signal. The idea is to drag the opposite team across the center line. Rope may not be tied around players' waists, nor can players hold on to posts, trees, or other objects.

Scoring: The first team to pull its opponents across the center line with its splice intact wins.

Game
Half-Troop Teams
Circle

Dodge Ball

Equipment: A volleyball.

Method: Divide Scouts into two teams. One team forms a circle around the other team. The idea is for the outside team to hit the members of the inside team with the ball. Scouts go out of the game when hit by the ball. After a given time, the teams switch positions.

Scoring: The team that stays inside the circle the longest is the winner.

Wastebasket

Equipment: A wastebasket and a ball.

Method: Place a wastebasket in the middle of a circle. Gather patrols around the circle, facing the wastebasket. Starting clockwise, each Scout tries to throw the ball into the basket. Each successful throw scores 1 point for a patrol.

Scoring: The patrol that earns 15 points first is the winner.

I Spy

Send the troop out of the meeting room. The leader places a small article (ring, thimble, or other small item) in a place where it is perfectly visible, but in a spot where it is not likely to be noticed. He then calls all Scouts in and tells them that a (name the article) has been placed somewhere in the room. When a Scout sees it he should sit down without giving away to others where it is. The leader notes the time when the first Scout sees the article and when the last Scout sees it.

No contest—just for fun.

Game
Patrol Teams
Active

Bucket Brigade

Equipment: Two milk bottles for each patrol, one filled with water. A paper cup for each Scout.

Method: Patrols line up in single file. Full bottle is in front of patrol leader, empty bottle at the end of the line. Mark the empty bottle $\frac{1}{4}$ inch below the water line of the full bottle. On signal, the patrol leader fills his cup with water from the bottle. He pours the water into the cup of the next Scout in line, who pours it into the next Scout's cup and so on to the last Scout, who pours the water into the bottle at the end of the line. This process is repeated until one patrol has emptied the front bottle and filled the other bottle.

Scoring: The first patrol to fill the second bottle up to the mark is the winner.

Note: If water is spilled, it's possible that the patrol will be unable to reach the mark even though it empties the front bottle.

Game
Half-Troop Teams
Line

Crack the DEW Line

Equipment: Neckerchiefs for blindfolding one team.

Method: Divide the troop into two teams—the “aggressors” and the “DEW line.” The “DEW line” team is blindfolded and lines up with legs extended, feet touching the next Scout. All “DEW line” Scouts have two depth charges: their hands. They hold them at shoulder height. The “aggressors” try to penetrate the “DEW line” by crawling through. The “DEW line” Scouts must eliminate the “aggressors” by touching them with their hands. If a “DEW line” Scout makes a hit, the “aggressor” is out and his depth charge still good. If he misses, his depth charge is wasted and he must put his hand on his knee. Limit playing time to 5 minutes and then change teams.

Scoring: The team that succeeds in getting the most members through the “DEW line” is the winner.

Aquatics
Patrol Teams
Facing Line

Ring Buoy Throw

Equipment: One or more 15-inch ring buoys with 60 feet of $\frac{3}{16}$ -inch rope attached. Use kapok buoy for land practice, cork buoy in the water. Target—two markers, 5 feet apart, 30 feet from throwing line.

Regulation: Throw a 15-inch ring buoy equipped with 60 feet of line between two marks 5 feet apart, 30 feet from throwing line, three times in 1 minute, recoil, and leave ready for use.

Method: Each Scout throws ring buoy across the target three times, recoils line, and hands it to the next teammate. Buoy must go past target line and between side markers.

Scoring: The team making three hits per man in the shortest elapsed time wins. Give 60 points for the first patrol, 40 points for the second, and 20 points for the third.

Variation: Instead of using the whole patrol, select patrol representatives and score for five hits in shortest time elapsed.

Aquatics
Patrol Representatives
Various

Swimming Races

25-Yard Swim—Contestants (one from each patrol) line up. On signal, they jump into the water and swim 25 yards to the goal.

Patrol Swim Relay—Patrols line up in relay formation on dock. The first Scout swims to float and back to touch off the second Scout, and so on.

Shirt Rescue—Two entries from each patrol. One boy swims out 30 feet, and remains there to be rescued. The rescuer jumps in the water with a shirt in his mouth, swims out, throws end of the shirt to victim, and pulls him to shore.

Hands-up Race—Contestants line up in water. At signal, Scouts swim a designated distance with both hands above water, using only legs and feet for propulsion. The first Scout over the line wins.

Initiative Race—Have Scouts race back and forth between two points a certain number of times, using a different stroke each time: crawl, breast, back, side, and so on.

Towel Race—Scouts race between two points, with each contestant holding a dry towel in one uplifted hand. The towel must be dry at the finish.

Ball Race—Each contestant carries a table tennis ball between his knees. If he loses it, he must replace it before continuing.

Aquatics
Half-Troop Teams
Various

Greased Watermelon

Equipment: One medium-sized watermelon, greased with shortening.

Method: Divide Scouts into two teams and station them in the water 25 feet apart. Float a watermelon halfway between the teams. On signal, each team tries to bring the watermelon back to its own line.

Scoring: The team that brings the watermelon back is the winner and gets the melon.

Tug-of-War

Equipment: One rope at least 25 feet long.

Method: Two teams in single lines, facing each other. Players take hold of rope, and at signal start pulling. Rope may not be tied around waist of player, nor can player hold onto posts, trees, or any stationary objects.

Scoring: The first team to pull or drag their opponents across a given line wins.

Variation—Teams are given pieces of rope 3 to 4 feet long. Players tie ropes together with sheet bends. The leader ties the opposing team's ropes together and says "go." This method is not only a test of strength, but also becomes a fine test of the patrol's knot-tying ability. If rope is unobtainable, a grapevine can be used. If the team captain gets his players to "heave" together, the team will have success even against superior strength.

*Aquatics
Half-Troop Teams
Various*

Water Basketball

Equipment: An empty fruit basket, a rubber ball.

Method: At the end of a swimming pool or a boat landing, fasten a bottomless fruit basket. Divide the troop into two teams of swimmers. The idea is for each team to throw the ball into the basket and gain 2 points for each basket. Limit the game to 5 minutes.

Scoring: The team with the high score wins.

Water Dodge Ball

Equipment: A rubber ball.

Method: Divide the troop into two teams. One team forms a circle around the other team in waist-deep water. The outside team tries to hit the members of the inside team with the ball. A player hit by the ball is out of the game. After a given time the teams switch positions.

Scoring: The team that stays inside the circle the longest wins.

*Aquatics
Patrol Representatives
Fun Race*

Spoon Race

Equipment: One tablespoon and one egg or table tennis ball for each patrol.

Method: Contestants line up in water about chest-level (beginners area at waterfront is good). Each player places the tablespoon in his mouth and puts the egg or table tennis ball in the spoon. Players must swim to a finish line about 15 yards away. If the spoon is dropped or the egg falls off, the swimmer must surface dive and recover his equipment before continuing in the race. The spoon cannot be steadied or touched by contestant's hands once the race is started.

Scoring: 50 points for the first patrol to finish, 25 for the second, and 10 for the third.

Variation: Swim sidestroke and carry spoon in hand. Usually, players have to be better swimmers for this method.

*Fitness
Patrol Teams
Active*

Water Games for Nonswimmers

Ping-Pong Race—Scouts line up at starting point in waist-deep water, each with a table tennis ball floating in front of him. On signal, each blows his ball to shore.

Ocean Race—Each Scout sits in an inflated inner tube at the starting line. Water should be waist deep. On signal, each paddles with his hands toward shore, which is the finish line.

Backward Race—Scouts in waist-deep water line up parallel to the shore. On signal, they run backward to shore.

Horse and Rider—Scouts form buddy team with horse and rider (piggyback). Each team tries to unseat other teams. Play in knee-deep water. The last team standing up is the winner.

Candy Hunt—Wrap pieces of hard candy in aluminum foil and scatter them in shallow water. Contestants try to find them in a given time.

Aquatics
Patrol Teams
Various

Skin-Diving Contest

Equipment: Saucers or small plates.

Method: Patrols line up on dock or side of the pool. Game leader throws a number of saucers into the water. Scouts dive in and retrieve saucers, bringing them to the dock. Repeat game three times.

Scoring: The patrol with the most saucers retrieved is the winner.

Troop Buddy Board

Used to keep track of Scouts in the water during swims. Each Scout has a "buddy tag" with his name on it. Buddy tags may be purchased (Supply No. 1945) or made from wooden circles or jar lids.

When a Scout is in the water, his buddy tag is in the top section. When he comes out, he puts his buddy tag in the bottom storage section. The top section may be red vinyl; the bottom is clear plastic. Sew clear plastic pockets on both sections to hold the tags.

Suitcase Race

Equipment: An old suitcase or a burlap bag filled with old clothing for each patrol.

Method: On signal, the first Scout in each patrol opens the suitcase, puts on the clothing, jumps into the water (carrying the suitcase), swims to an assigned place, takes off the clothing, and puts it back into the suitcase. Then he swims back to the starting point with the suitcase and touches off the next Scout in line. This continues until the whole patrol has participated.

Scoring: The first patrol through is the winner.

Aquatics
Various Formations

Shallow Water Games

Bull in the Ring—Scouts in waist-deep water form a circle by joining hands. One Scout in the center is the "bull." On signal, the bull attempts to break out of the ring in any manner he desires.

Balloon Ball—Divide Scouts into two equal teams. One team, standing in shallow water, gathers around to protect an inflated balloon. The other team is lined up along the shore. On signal, the attacking team tries to burst the balloon. Each team is given 3 minutes to burst the balloon. The team that bursts it in the shortest time wins.

Water Poison—Scouts stand in a circle in shallow water with hands clasped. In the center is a floating object, which is "poison." On signal, each tries to pull another into the poison but avoids touching it himself. All who touch poison are eliminated. Two players who let go of their grip are both out.

Aquatics
Patrol Representatives
Various

Beginners' Water Games

Horse and Rider—Buddy teams of two, a horse and a rider. Each team tries to unseat other teams in knee-deep water. The last team standing up is the winner.

Wheelbarrow Race—Two Scouts from each patrol line up, one behind the other, in shallow water. One Scout is the wheelbarrow and gets down on all fours. The other grasps the ankles of the wheelbarrow and raises his legs. On signal, all race to finish line.

Canoeing Races

Canoe Tug-of-War—Tie painters of two canoes together, with two Scouts to each canoe. On signal, each team tries to pull the other beyond a given line by paddling.

Canoe Splash—Two men to a canoe. One paddles, the other has a pail and tries to fill the opponents' canoe with water until it sinks.

No Paddle Race—Just that! Four Scouts to a canoe. Each uses his hands instead of a paddle to move the canoe across the finish line.

Gunwale Race—For experienced canoeists only. Each contestant stands on stern gunwales. On signal, Scouts move canoes forward with a well-balanced knee action.

Canoe Logrolling—Two Scouts to each canoe. One takes the stern gunwale, the other the bow gunwale position. On signal, each tries to upset the other.

Game
HalfTroop Teams
Facing Lines

Signal Steal-the-Bacon

Equipment: A buzzer or signal flag for each team, a neckerchief for the bacon.

Method: Half-troop teams line up in facing lines 15 feet apart. The bacon is placed halfway between the two lines. The captain of each team is at one end of the line with a signal buzzer. Each Scout is assigned a letter. To start the game, the captains are given a letter. They signal this letter to their team. The Scout on each team who has been assigned this letter runs out to the center in an effort to steal the bacon. When he has the bacon, he races back to his team. If he gets there without being tagged by the opposing player, he scores a point. If he is tagged before reaching his goal, the point goes to the other side. At the end of each round, the Scouts rotate so that they have a different letter each time.

Scoring: The team with the most points wins.

Game
Patrol Teams
Patrol Corners

Code-O

Equipment: Necessary number of flash cards with different letter combinations; a handful of beans or small pieces of paper for each patrol; a set of cards, each card with a different letter of the alphabet on it; and a buzzer.

Method: Have patrols in patrol corners. Give each Scout two flash cards. The leader shuffles the alphabet cards, draws one, and using the buzzer and Morse code sends the letter appearing on card to the patrols. Each Scout who has this letter on his card covers it with a bean. The first Scout to get five beans in a row in any direction, including diagonally, is the winner.

Variation: Instead of five in a row, use combinations such as four corners, square in the center, etc.

Game
Individuals
Quiet

Signal Step Contest

Equipment: Paper and pencil for each Scout; buzzer, blinker, or Morse flag for the leader.

Method: Scouts line up across one end of the room, facing the leader, who stands at the opposite end of the room. The leader sends a letter in Morse code. Each Scout writes the letter on his paper. The leader announces the correct letter. Each Scout shows his paper to another Scout for verification. If correct, he takes one step forward toward the leader. All Scouts cross out their letters and prepare to receive another letter. The process continues until one Scout reaches the far end of the room.

Scoring: If used as an interpatrol contest, give each man a point for each person behind him at the finish. (Example: If 20 Scouts are competing, the Scout who finishes first earns 19 points for his patrol.)

Morse Dial Spinner

Equipment: Dial spinner made from a 12-inch piece of cardboard or posterboard. Draw lines on both sides. Print letters on one side, Morse code on the other.

Method: Scouts sit by patrols in a circle. Dial spinner is passed around the circle. Each Scout twirls the spinner once and has 5 seconds to identify the letter the spinner stops on (or give Morse code).

Scoring: 5 points for each letter correctly named within 5 seconds.

Variation 1: Place dial spinner in center of circle. Leader spins. The first Scout calling correct letter earns 2 points for his team.

Variation 2: Use one side for teaching Morse code. Mark other Scout skill on reverse side of the dial spinner, such as knots, bandages, etc.

Variation 3: Each patrol makes a spinner. Run the game as a relay, with one spinner and the leader stationed 20 feet in front of teams. Players run up one at a time for a spin.

Silent Signals

Method: Senior patrol leader gives 12 to 15 silent signals for formation and field work, one after the other: parallel file formation, open columns, spread out, dismissal, etc. The patrols are to follow each signal as quickly as possible.

Scoring: The first patrol to get into a formation or to obey a field signal scores 10 points. Any patrol talking or moving with unnecessary noise loses 5 points.

Variation: Write the names of eight silent signals on slips of paper, one set for each patrol to draw from. At the word "Go," the patrol leader gives the signal he has drawn and his patrol obeys it. The assistant patrol leader gives the next signal, and so on until eight signals have been given and followed.

Secret Signals

Equipment: A short message to be sent by each patrol. Each message is different, but contains the same number of letters.

Method: Half of each patrol are "senders" and the other half "receivers." The whole troop is seated in a semicircle. The "senders," from one patrol at a time, stand in front of the whole troop. They are given their message, which they must send in Morse code to the other half of their patrol without the rest of the troop receiving the message. They do this by using a method selected in advance by their patrol, such as winking right eye for dit and left eye for dah, or opening right fist for dit and left fist for dah.

Scoring: 5 points for any patrol that can get its message through correctly and 5 points for any patrol that can intercept a message.

Morse Sit Down

Equipment: Morse buzzer.

Method: Scouts form a circle and walk around it. While they do so, a leader sends Morse code on the buzzer. Whenever the leader sends one of the letters in the key word "Sit," the Scouts immediately sit down. The last one to do so gets a point for his patrol. More letters may be used by changing the key word to "sit down."

Scoring: The patrol with the lowest score wins.

Variation: Morse Sit Down and Run Afar—When leader signals one of the letters in the key word "sit down," Scouts sit. When he signals one of the letters in the key word "run afar," Scouts run, touch wall, and return. "N" appears in both, so either action is correct. The wrong action gives the patrol a point.

Game
Patrol Teams
Double Lines

Submarines and Minefields

Equipment: None.

Method: Half of the troop's patrols are in extended line formation with legs apart. They are blindfolded and become mines. Other patrols are submarines. At signal "subs," the boys of the other patrols try to crawl between extended legs of mines without touching. If a mine hears a sub, he "blows it up" by touching it with one hand. Patrols change positions when all subs are through or have been blown up.

Scoring: 2 points for each sub getting through mined waters. Mines receive 2 points for each sub blown up; 2 points taken off from team's score for each blow made at a sub and missed.

Variation: Mines in line formation with outstretched hands. Subs try to get under legs or arms of minefield without being blown up.

Game
Individual
Single Line

Granny's Footsteps

Equipment: None.

Method: Assemble troop in single line. To start the game, a leader acts as "Granny." Granny stands 20 yards in front, with back toward the troop. Scouts try to move up on Granny without being seen. Granny counts to himself up to 30. Then when he wishes, he turns around and tries to catch someone moving. A Scout caught by Granny starts over. If caught three times, a Scout is out of the game.

Scoring: The first Scout to touch Granny wins.

Variation: Pandemonium's Footsteps—A leader, with whistle, stands with his back to the troop. Scouts go prancing around the room. When the whistle is blown, they must "freeze." Any motion detected puts the offender out of the game. Continue until all but one are eliminated.

Game
Individual
Informal

Deer Stalking

Equipment: None

Method: One player is selected as the "deer" and goes to "browse" in the woods. The rest try to get within 6 yards (or any suitable distance) without being seen. If the deer notices a stalker, he calls his name and points in his direction. That player must move back 50 feet. If the deer hears a stalker near him, he may "stampede," but not more than 30 feet. The first player to get within the agreed distance becomes the deer.

Variation: Deer is in a circle of about 50 feet in diameter. Players try to enter the circle unnoticed. If the deer sees a player and calls his name, that player is out of the game.

Scoring: The patrol with the most players the circle, within a certain time, is the winner.

Game
Patrol Teams
Hike

Spies in the Woods

Equipment: Several pieces of paper, one pencil for each player.

Method: Place blank pieces of paper 2–3 feet from the ground on different trees and bushes. Two or three of your leaders become spies and roam about a given area in which the papers have been placed. (Number of spies needed depends on the amount of space you allot to the game.) The idea is for a player to place his name on the different papers without being seen. If player is seen by a spy within 15 feet of a paper, the spy puts his name in a "black book."

Scoring: Names in the spies' books are subtracted from the number of signatures on the papers. The patrol with the best stalkers wins. Players may put their names on each paper only once. Of course, locating the papers is part of the game.

Game
Troop Against "It"
Informal

Sleeping Pirate

Equipment: Two blocks of wood or matchboxes for the pirate.

Method: Blindfolded Scout from one patrol becomes the "sleeping pirate" and sits on a chair in the middle of the area. At his feet is the "treasure" (blocks of wood) that he is defending. Scouts line up in a wide circle around the pirate. On signal "Go," Scouts stalk in an attempt to pick up the treasure without being caught. By pointing at them, the sleeping pirate catches Scouts who have made noise. A Scout pointed to must go back and start from the beginning. Each player has two tries. Only one block can be captured at a time.

Scoring: 10 points for each treasure successfully captured.

Note: Use two pirates seated back to back, and more blocks, if the group is large.

Game
Patrol Teams
Patrol Corners

Scouting History

Equipment: Pencil and paper for each patrol.

Method: Patrols sit in patrol corners. Scoutmaster or any of the leaders asks the following or similar questions, based on information in the *Boy Scout Handbook*.

1. Who was the founder of the Scouting movement?
2. What was his profession?
3. In what country was Scouting founded?
4. When was the first Boy Scout handbook published?
5. When and where was the first Scout camp held?
6. Who brought Scouting to America?
7. When was the Boy Scouts of America incorporated?

8. When and where was the first world jamboree held?

9. Where was the first national jamboree?

10. When is the 100th birthday of Scouting?

Scoring: Allow 10 points for each correct answer.

Nature
Patrol Teams
Informal

Nature Art Gallery

Equipment: Twenty pictures of birds, trees, flowers, etc., each marked with a number but no name. Pencil and sheet of paper for each player.

Method: Fasten the pictures on the walls around the room (use thumbtacks or masking tape). Scouts move about with pencil and paper and try to identify the pictures. Without consulting each other, Scouts write down the names on their sheets. After a certain time limit, all sheets are turned in for judging.

Scoring: Add the number of correct identifications made by each patrol and divide by the number of patrol members to get the patrol score.

Variation: Nature Kim's Game—Lay out pictures on the floor and cover with cloth. Uncover for 1 minute, after which patrols go into a huddle and attempt to make a complete list of items. The team with the largest number of correct items wins.

Cooking
Patrol Teams
Informal

The Grocer

Equipment: One bag and several packages representing each item in your favorite camp menu.

Method: Place packages in a bag. Scouts gather around the leader (cook), who reaches into the bag and picks out packages one at a time, naming each package as it is shown. After all packages have been brought out of the cook's bag, patrols go to corners, make a list of the ingredients from memory, and figure out the menu.

Scoring: The first patrol to determine what the meal is receives 25 points. Award 1 point for each package correctly listed from memory.

Variation: Each patrol "cooks" up a new recipe and tries it out on the troop. Most practical and popular recipe earns 25 points for the originators.

Cooking
Patrol Teams
Patrol Corners

What's Cooking

Equipment: Paper and pencil for each patrol.

Method: Patrols gather in patrol corners. The game leader gives a short talk about cooking on an overnight hike. Then each patrol plans a workable menu for the overnight, including breakfast, lunch, and dinner.

Scoring: Have troop leaders judge the best menu on the following points: cost of food, ease of preparation, and balanced diet. The patrol with the best menu wins.

What's Wrong?

Method: Game leader reads preparation instructions for two or three hike menus, making several errors in contents of meals and manner of preparing them. Patrols go to patrol corners and make a list of errors and proper ways to prepare these meals.

Scoring: The patrol with most correct answers wins.

Nature
Patrol Teams
Informal Hike

Twig Hunt

Equipment: None.

Method: Troop gathers around game leader. The leader shows the troop 10 to 15 twigs, one after the

other, identifying (or not if you wish) each twig. Patrols are then sent out to gather a similar set of twigs.

Scoring: The first patrol to return with a complete set wins.

Variation 1: Leaf Hunt—During an instruction period on identification of trees by their leaves, the leader shows the patrols a set of leaves. Patrols go out to collect twigs of trees from which leaves came.

Variation 2: Restricted Twig Hunt—Within a restricted area, have patrols get as many different twigs as they can find. Give 1 point for each different twig properly named. Take off 1 point for each error.

Cooking
Patrol Teams
Quiet

Cooking Gimmick Creativity

Equipment: For each patrol provide six wire coat hangers, a supply of aluminum foil, pliers, and wire cutters or hacksaws.

Method: Issue equipment to patrols and set a time limit within which they are to develop as many useful cooking gadgets as possible from the wire and foil. Give suggestions to stimulate patrol thinking: reflector, pot for boiling water, frying pan, fire tongs, soup spoon, ladle, and forks. Explain that judging will be based on ingenuity and usefulness of the articles developed.

Scoring: Troop officers judge the exhibit and award first place based on imagination and usefulness.

Variation: Simplify the competition and judging by assigning just one project to patrols. For example, make a reflector oven for baking. Then judge only on excellence of finished product.

Cooking
Patrol Teams
Active

Flapjack Flipping

Equipment: A frying pan and a linoleum "flapjack" for each patrol. Paint a white "X" on one side of the flapjack.

Method: Patrols line up in relay formation. Pans and flapjacks are at a line 20 feet in front of the patrols. On signal, the first Scout from each patrol runs to the line and flips his flapjack. Then he runs back, touches off the next Scout, and so on until all have run.

Scoring: 1 point is awarded for each flapjack thrown into the air, turned over, and caught properly. Count 1 point off if the flapjack hits the side of the pan, falls on the floor, or does not turn over. Give 5 points to the first patrol to finish with all flapjacks correctly flipped. The patrol with the most points wins.

Fitness
Patrol Teams
Vigorous

Over the Line

Equipment: Chalk.

Method: Draw three chalk lines down the center of the floor parallel to each other. Outside lines should be 10 feet apart. Patrols line up facing each other on opposite sides of the center line. Each member has an opponent. On signal, they stretch arms out sideways, lock fingers of both hands with opponent, and lean toward each other until their chests touch. Each pushes with his chest and tries to drive his opponent across the outside line behind him.

Scoring: The patrol that in drives the greatest number of opponents across the outside line is the winner.

Fitness
Individuals
Active

Train Chase

Method: The game starts with one player designated as "it." He tries to tag any other player. When a player is tagged, he joins on behind "it" by clasping hands around the latter's waist. The two then try to catch another player and so on until there are four players hooked up. Whenever this hap-

pens, the train splits up into two pairs of two doing the chasing. This continues with each pair able to capture and add members. Whenever a new group reaches four, it splits again. Game ends when one player is left uncaught.

Scoring: The uncaught player is the winner and becomes "it" to start the next round.

Fitness
Pairs
Dual Contest

Tractor Pull

Method: The "tractor" kneels on hands and knees with a "driver" astride. The driver holds on with his legs. Opposing tractors back up to each other. Each driver reaches back and grasps the hands of his opponent. On the signal to go, each tractor starts pulling in an effort to pull the other over a line, or unseat the driver.

Scoring: Opponent over line or unseated scores 1 point for the winner. By winning 2 points out of 3, a team wins the game.

Variation: Mass Tractor—A team from each patrol. Tractors back up to a given point, like spokes of a wheel. Each driver mounts, grasps one hand of driver on each side of him. At signal, tractors pull until one driver is unseated. That team is eliminated. Game continues until one team is left the winner.

Fitness
HalfTroop Teams
Active

Ante Over

Equipment: A soft rubber ball and a barrier such as a house, or perhaps tarps strung up.

Method: Half the troop line up on one side of barrier, the other half on the opposite side. One team begins by throwing the ball over the barrier and at same time shouts "ante over" to alert the other team. If a member of the receiving team catches the ball on the fly, the members of the team rush

around the barrier and the man with the ball tries to hit a member of the opposing team by throwing the ball at him. The team being attacked escapes by running around the barrier to the other side. A team member hit by the ball joins the team that hit him. If the ball is dropped when it is thrown over the barrier, the receiving team throws it back over, shouting "ante over." When a ball is caught on the fly, the team catching it attacks the opposing team.

Scoring: None.

Game
Patrol Teams
Relay

Fun Field Day

Decide on half a dozen relay games, stir up excitement among patrols, and run off games, giving liberal scores: first, 100 points; second, 50 points; third, 25 points. Each patrol has eight runs.

Initiative Relay—Each Scout runs in his own way, and no method can be repeated within the patrol: forward, backward, hopping on both feet, on one foot, etc.

Candle Race—Run up and back with lighted candle and box of matches. If candle goes out, runner must stop and relight it.

Bag-Breaking Relay—Run up, blow up paper bag, burst it, run back.

Happy Hooligan—Player walks rapidly to goal and back again with a paper cup balanced on his forehead. For more games along these lines, see G.S. Ripley's *Book of Games*.

Fitness
Individual Players
Active

Torpedo

Equipment: Beanbags, knotted neckerchiefs, boxing gloves, or other soft objects for throwing.

Method: Six Scouts are selected to be "submarines." They are blindfolded and seated in two facing rows about 10 feet apart. Each submarine is provided with several soft, throwing objects that represent torpedoes. The rest of the Scouts represent ships that are trying to pass through the submarine-infested water. Scouts must make a noise resembling a ship's motor as they pass through the submarine line. The blindfolded submarines launch their torpedoes (throw the soft objects), aiming by sound, trying to hit one of the Scouts going through the line. If a Scout is hit, he changes places with the submarine that hit him and the game continues.

Scoring: None—just for fun.

Fitness
Half-Troop Teams
Vigorous

The Sieve

Equipment: A large room or field.

Method: Members from one half of the troop position themselves along lines. The rest of the troop members tie their neckerchiefs on their right arms with a single overhand knot. The object of the game is for the attacking players to try to get from one goal to the other without losing their arm bands. Note that every other set of lines is a safe zone, so players on one team are either safely through to the far goal or have been captured by losing their arm bands. The players switch sides and those who were defenders become attackers, and vice versa.

Scoring: After each team has had a chance to compete as attackers and defenders, the team that was able to get the most Scouts through without being caught is the winner.

Fitness
Patrol Teams
Relay

Duck Waddle Pushups

Equipment: None.

Method: Patrols line up in relay formation. At signal, the first player on each team duck waddles to a given point, where he does a specified number of pushups. Upon completing pushups he runs or duck waddles back to the starting point and touches off the second player, who duck waddles out, and so on until all have run. If patrols are unequal in number, one or more Scouts make two runs.

Scoring: At start, each team has 0 points. Subtract no points for first, 1 point for second, 2 for third, 3 for fourth. Subtract 1 point for each infraction of rules. Example: Team "A" finishes first, -0 points. Two boys do too few push ups, -2 points. Team "A" scores -2 points. Team "B" finishes second, -1 point. Everything else done correctly, -0 points. Team "B" scores -1 point.

Fitness
Troop Against "It"
Active

Tiger in a Cage

Equipment: None.

Method: A large circle is drawn to represent the cage. One player is chosen to be the tiger. He must stay inside the circle (cage). The other players run in and out of the circle as they please, teasing the tiger to try to tag them. The tiger may tag them when they are in the circle, but he cannot leave the circle to tag. When a player is tagged inside the circle, he becomes the tiger and the former tiger joins the group of tormentors.

Scoring: None—just for fun.

Variation: Choose two tigers to share the cage at the same time. This increases the chances of outsiders being tagged.

Fitness
Patrol Teams
Active

Island Hopping

Equipment: Sheets of 8½" × 11" paper, two for each patrol member plus one sheet.

Method: Papers are placed in a line on the floor. Each patrol member stands on two of the sheets, facing the finish line. One sheet should be left unused at the rear of the patrol line. On signal, the extra sheet of paper is passed up the line from the last man to the first. He places the sheet down toward the goal and steps onto it by moving the foot that is to the rear. Each Scout in line advances by moving his rear foot to the now vacated sheet ahead of him. The final empty sheet is passed forward and the process is repeated. If a Scout steps off a paper, his entire patrol must move back and start over.

Scoring: The first patrol to cross a finish line established in advance is the winner.

Fitness
Patrol Teams
Vigorous

Fitness Medley Relay

Equipment: For each patrol, provide a used tire casing, two gunny sacks, and eight triangular bandages or neckerchiefs.

Method: Patrols line up in relay formation, in pairs. On signal, all pairs tie inside legs together at ankles and above knees using triangular bandage or neckerchief. The first pair races around a mark about 50 feet in front of the patrol. As soon as they return to the start, the second team repeats. When four pairs have raced and have untied their legs, the first Scout steps into gunny sack with both feet and jumps around the mark and back. Repeat until eight Scouts have hopped around the course. Then each Scout in the patrol, in turn, rolls the tire around the mark and back to the start. When all eight Scouts have rolled the tire, the event is finished. If there are fewer than eight in a patrol, some Scouts will have to run the course more than once.

Scoring: The first patrol to complete the three parts of the medley is the winner.

Fitness
Patrol Teams
Relay

Fire Bucket Relay

Equipment: For each patrol, a fire bucket (pail) full of water.

Method: Line up patrols in relay formation. About 50 feet in front of each patrol, place bucket full of water. At the signal "Go," the first Scout in each patrol runs up, grabs the bucket, and brings it back to the next person in line. The second Scout runs and places the bucket in its original place, and comes back to send off the third, who copies the first, and so on, each boy going to the end of the line as he finishes his run.

Scoring: The first patrol to finish without losing more than 1 inch of water wins.

Variation: The first player on each team runs and gets the bucket and passes it down one side of the team and up the other, the next player takes it to its place, returns to send off the third, and so on.

Fitness
HalfTroop Teams
Active

Double Dodge Ball

Equipment: Two inflated balls at least 6 inches in diameter; a playing area divided into three equal parts.

Method: One team is divided into two groups. Half the team moves to one end of the area, the other half to the other end. The second team moves into the middle section. The balls are given to the team in the end courts. The object is for the end team to throw the balls so as to strike any player in the middle section below the waist. An end player may go into the center area to retrieve a ball, but must carry it (not throw it) back to his end zone before it can be thrown again at the center team. When a player in the center is hit, he joins the end team and continues playing by trying to hit his former teammates. When all center players have been hit, those who started in the center become end players and the original end players move into the center.

Scoring: None, just for fun and alertness.

Fitness
Patrol Teams
Vigorous

Crab Crawl Relay

Equipment: One tennis ball for each patrol.

Method: Patrols line up in relay formation at an established line. The leader marks a second line about 25 to 30 feet from and parallel to the starting line. On signal, the first boy in each patrol lies on his back, supports himself with his hands and feet, places the ball on his stomach, and proceeds to crawl, crab style, to the second line. If the ball rolls off his stomach, he must stop and retrieve it before continuing. When he has crossed the second line he runs back with the ball to the next patrol member, who assumes the crab position and continues the relay.

Scoring: The first patrol to finish the relay wins.

Fitness
HalfTroop Teams
Vigorous

Crab Ball

Equipment: Basketball, volleyball, or similar large ball.

Method: Set two goal lines about 40 feet apart. Divide players into two teams, each team lining up on one goal line. Players sit on goal line with arms extended backward supporting body off of floor. The ball is placed midway between the goals. On signal, players move toward the ball, keeping crab position described, and try to kick the ball over the opposing goal line. Fouls include: touching ball with hands, leaving the crab position, and unnecessary roughness. Penalty for foul is a free kick at the point of the foul.

Scoring: 1 point is scored each time a team kicks the ball over the opposing goal. The first team to score 10 points wins.

Fitness
Half-Troop Teams
Vigorous

Commando Raid

Equipment: None.

Method: Divide the troop into two teams. Station one team near the light switch for the room and the other team at the far end of the room. Turn out the lights. The object is for the team farthest from the light switch to get through the guarding team and switch on the lights. Set a 3-minute time limit. If the commandos haven't succeeded in turning on the lights in that time, the guards win that round. If the lights are turned on, note the number of minutes and seconds it took. After the round, change positions so the commandos from the first round become guards for the second. Each side should develop a secret password so they can identify their own team members in the dark.

Scoring: Two runs constitute a round. The team that does the best job of guarding or getting the lights on wins the round. Play as many rounds as desired.

Game
Half-Troop Teams
Facing Lines

Three-Legged Football

Equipment: A neckerchief for each Scout, four chairs, and a ball.

Method: At each end of your meeting room, place two chairs about 5 feet apart to form goals. Organize Scouts into two teams. Scouts in each team pair up, their inside legs tied together with neckerchiefs. One pair in each team acts as goaltenders. Place the ball in the center of the playing field, with both teams taking positions in front of their goals. On signal, each team tries to kick the ball through the goal of its opponents, using their untied legs only. After a team has scored, place the ball in the center and begin the game again.

Scoring: The team with the most goals scored after 5 minutes of play wins.

Game
Patrol Teams
Relay

Grasshopper Race

Equipment: A Scout hat, ball, or other small object.

Method: Patrols line up in relay formation. The game leader marks a turning line 25 feet in front of patrols. The first Scout in each patrol grasps a Scout hat or other small object between his knees. On the signal "Go," he hops up to the turning line and back to his patrol, hands the hat to the next "grasshopper," and so on. If a hat is dropped, the Scout restores it and carries on.

Scoring: The first patrol to finish wins.

Variation: Seal Race—Scouts line up in relay formation. The first Scout grasps the hat between his knees and then balances a book on his head. On signal to go, the Scout hops, walks, or whatever to the turning line and back to touch off the next seal.

Scoring: As above.

Game
Various Formations
Informal

Rainy Day Activities

As an old-timer used to say: "Whatever you do on a rainy day, don't do nothing!" What he meant, of course, was: "Do plenty!" Be prepared with a full program in case of rain.

Camp routine: Continue the regular camp routine—cooking meals, clean-up, inspection—at scheduled times.

In cool rain: Get into rain clothing. Take an exploration hike or nature hike in camp vicinity. Run a fire-building contest.

In warm rain: Get into bathing suits. Then go for vigorous activities: tag around the camp area, swimming races, canoe and boat races, dam construction, bridge building.

Tent activities: Scouts in their tents receive Morse code message signaled by sound from central tent. Splicing contest—each Scout produces an acceptable end splice. Whittling contest—for the best neckerchief slide.

Fitness
Patrol Teams
Single Line

Newspaper Crumpling

Equipment: A supply of old newspapers.

Method: Give each Scout two full-size sheets of newspaper. At signal to go, each Scout tries to crumple the newspaper so that it will fit inside his hand. The Scout must not let the newspaper touch anything in the process.

Scoring: The first patrol to have newspaper totally within hands of patrol members wins.

Variation: Newspaper Basketball—With patrols in relay formation, place a wastebasket or pail 15 feet in front of each patrol. The first Scout in each line crumples one sheet of newspaper as above. Then he throws the newspaper ball into the pail. If he gets ball in basket, the second Scout proceeds. If not, he must retrieve ball, go back, and throw over again.

Fitness
Patrol Teams
Relay

Obstacle Race

Equipment: Lay out an obstacle course to include a horizontal bar to climb over, a rope suspended from a tree branch to swing over 8-foot "river," a low horizontal bar to crawl under, 6-foot-wide area to jump over, a narrow board on ground to walk along, a row of old inner tubes or tires to run through, an empty barrel to crawl through, etc. Use a watch for timing.

Method: Line up patrols at the starting line. If you have laid out two parallel courses, start two patrols at the same time and make it a race for the winner. If you have only one course, time each patrol separately. On signal, the first Scout in line goes through the course, runs back, tags the next in line, and so on until the whole patrol is through. If a player fails to pass the obstacle correctly he may be called back for a second try.

Scoring: The patrol with the best time wins.

Fitness
HalfTroop Teams
Vigorous

Hopping the Gauntlet

Equipment: None.

Method: Half the troop lines up at one end of room with the other half out in the middle. Lined-up players try to hop on one foot from one end of the room to the other. They must firmly hold the leg not being used with one hand. Players in the center must also hold up one leg; they try to prevent opponents from crossing the room by shoulder charging (no hands), trying to knock them off balance. If a player from either side touches the ground with his free foot, he must join the other team.

Scoring: None—just for fun. Obviously the team with the most players at the end of the game has done the better job; however, since players change sides frequently, team identity cannot be maintained.

Pioneering
Patrol Teams
Relay

Ladder Relay

Equipment: For each patrol, six lashing ropes, two poles 6 to 10 feet long, three sticks 2 to 3 feet long, all 2 inches thick.

Method: Teams line up in relay formation, across from equipment. On signal, the first player runs up, lashes the end of one rung onto pole to start the team's ladder, runs back, touches off next man, who runs up and lashes other end to complete the first rung, and so on until ladder is completed. Then all players run and hold the ladder while one Scout climbs to top. If a team has fewer than six players, one or more will need to do two lashings.

Scoring: The first patrol to finish and test their ladder wins.

Variation—Testing and Scoring: 20 points for first ladder lashed, 15 for second, 10 for third, 5 for fourth. Teams exchange places and each man climbs opponent's ladder to test lashings. Subtract 10 points if rung slips; 20 points if lashing comes undone.

Knots
Patrol Teams
Relay

Pony Express Race

Equipment: A 5-foot piece of rope for each Scout.

Method: Patrols line up in relay formation, with the patrol leaders in front. On the signal "Go," every Scout ties a clove hitch around one leg of the boy in front of him, grips the free end of the rope with one hand, and raises the other hand. When all hands are up, the leader gives a command and the patrol races to the end of the room, turns around, and runs back across the starting line.

Scoring: The patrol that crosses the line first wins, provided no one lost his grip and all knots remained tied.

Variation: Instead of using clove hitch, Scouts use a bowline around the waist of the boy in front. Have them run in crouching position to the end of the room and back.

Scoring: Same as above.

Knots
Patrol Teams
Relay

Cannibal Rescue

Equipment: One long rope for each patrol.

Method: Have patrols line up in relay formation. Draw a chalk line in front of patrols and another line parallel to the first but about 20 feet away. Give the first Scout in each patrol a rope. Then tell this story: "You are fleeing from cannibals and have reached the bank of a wide river. Only one Scout in each patrol can swim. The rest of the patrol has to be pulled across with the help of a rope." On signal, the first Scout in each patrol runs (swims) to the other shore (chalk line) and throws one end to the rope back across to the second Scout in line. The second Scout ties a bowline around his waist and is pulled across to the other shore by the first Scout. Then the second Scout unties the rope, throws it to the next Scout in line, and repeats the performance. This continues until the whole patrol is safely across.

Scoring: The first patrol to get all members across the river wins.

Pioneering
Patrol Teams
Relay

Whip the Rope

Equipment: An unwhipped lashing rope for each Scout, whipping cord to whip the ropes.

Method: Patrols line up in relay formation. Ropes are placed at a turning line in front of the patrols. A leader is assigned to each patrol. On the signal to go, the first Scout in each line runs to the line, picks up a rope, and whips both ends. The Scout then runs back to touch off the second Scout, and so on until all have run.

Scoring: 5 points for the first patrol finished, 4 points for the second, 3 for the third, etc. Leaders inspect the whippings. Take a point off for each whipping that slips off the rope when pulled.

Variation: Splice the Rope—Same as above, but each Scout puts one end splice on the rope. Score as above for time, then score 1 to 5 additional points for neatness.

Game
Patrol Teams
Informal

Night Eyes

Equipment: A set of different size objects cut from white paper or cardboard; a blindfold for each Scout.

Method: Patrols assemble in patrol corners. At the beginning of the meeting, designate the left eye of each Scout to be the "night eye" and the right eye the "day eye." Blindfold the "night eye" on each Scout and proceed with the meeting. At game time, send patrols out of the room. In the meantime, place white objects around the meeting room about 15 feet from the observation point. Turn off the lights and call in patrols. Have them, identify as many of these objects as possible within 1 minute. Then have them remove the blindfold from their "night eye" and place it on the "day eye." How many objects can they identify now?

Scoring: The patrol with the most correct identifications is the winner.

Game
Whole Troop
Patrol Corners

Knots
Patrol Teams
Relay

Observation

Equipment: Pencil and paper.

Method: A Scoutmaster or a junior leader who is a good storyteller tells a dramatic story to the group. It should take about 3 to 5 minutes. While telling the story he will do several things, such as mopping his brow, buttoning his shirt, walking up and down, etc. At the end of the story, each Scout is asked to write down not what the storyteller said, but what he *did* during the story, in the order that he did it.

Variation: After the end of the story, send the group out of the room for a few minutes. Move things, such as chairs, pictures, patrol flags, etc., around the room into different positions. Call the group in and have them write down any changes in the room appearance.

Scoring: The Scout with the most accurate account of the storyteller's doings or changes in the room is the winner.

Game
Individual
Quiet

Name the Merit Badge

Equipment: Colored copies of each merit badge from the *Boy Scout Handbook* or the Merit Badge Advancement Chart, each badge numbered starting with No. 1; one sheet of paper and a pencil for each Scout.

Method: Spread out the numbered merit badge copies on one or more tables. As each Scout arrives at the meeting, give him a sheet of paper and a pencil. Ask him to number his paper from one to whatever the highest numbered merit badge is. Scouts are to study the merit badges and write down the correct title of the badge opposite the identifying number on their sheets of paper.

Scoring: Have Scouts exchange papers and score one another's sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.

The Fisherman's Line

Equipment and Method: This is a game for teams of six players. The first player on each team is supplied with a Scout stave and sits on a chair or box about 10 yards in front of the rest of his team holding the staff like a fishing rod. Scouts 2, 3, 4, and 5 are each equipped with a short length of rope, that of Scout 2 being slightly thicker than the rest. Scout 6 is given a fairly large S-shaped meat hook. The Scoutmaster now informs the team that it has to make a line for the fisherman, and gives the following directions: Scout 2 is to run forward and secure the end of his rope to the "rod;" Scout 3 is to fasten his rope to free end of Scout 2's; Scout 4 is to make the line longer still; Scout 5 holds a broken end, so he must secure his rope in the manner that is common to fishermen; Scout 6 is to join the hook to the end of the line.

Scoring: The first team to complete its "line" wins, provided the knots are tied correctly and used properly. Here is the correct list: Scout 2 ties clove hitch (making rope secure to staff); Scout 3 ties sheet bend (joining two ropes of uneven thickness); Scout 4 ties sheet bend (joining two ropes of even thickness); Scout 5 ties fisherman's knot; Scout 6 secures hook with bowline (this seems unusual, but as the knot forms a loop that will not slip, the hook will be securely fastened if the bowline is tied close to it).

Point out to Scouts that, although the fisherman's knot isn't part of the Tenderfoot test, it is worth knowing.

Knots
Half-Patrol Teams
Relay

One-Handed Knot Tying

Equipment: Two ropes for each patrol.

Method: Divide patrols so that half-patrol teams face each other, with front men about 20 feet apart. Two ropes are placed halfway between front men. The leader calls out a knot. One player from each half-team runs to the center and, with one hand

behind his back, ties his end of the rope to that of his buddy's. The leader checks the knot. Players untie knot, run back, and touch off next men. Rope cannot be laid on floor or ground during tying. Teeth cannot be used. Knots cannot be tied against any part of players' bodies. If patrol has odd number of members, one boy runs twice.

Scoring: 10 points for the first patrol to finish, 5 for second.

Variation: Add extra fun by having players tie knots behind their backs.

Fitness
Patrol Teams
Active

Tire-Roll Relay

Equipment: For each patrol, a tire and seven stakes.

Method: Scouts line up in relay style, facing the course. The first Scout in each patrol rolls his tire through the course, around a single end marker, and back through the course to the starting line. The next Scout in line repeats the process, and so on until the tire has been rolled eight times through the course.

Scoring: The first patrol to complete eight trips through the course from start to finish is the winner.

Nature Identification
Patrol Teams
Quiet

Name That Fish

Equipment: Pictures or silhouettes of several kinds of game fish: bass, perch, sunfish, walleyed pike, northern pike, bluegill, crappie, trout, sheepshead; paper and pencil for each patrol.

Method: Place pictures of fish on the wall of the meeting room. Each patrol tries to identify pictures and writes names of the fish on paper provided. Allow 3 minutes.

Scoring: Score 2 points for each fish correctly named and subtract 1 point for each fish incorrectly named. The patrol with the highest score wins.

Nature
Patrol Teams
Quiet

Nature Go-Down

Equipment: One set of 20 or more nature items for each patrol. Set consists of twig, bark, nest, flower, seed, track cast, feather, rock, and similar items.

Method: Patrols line up in relay formation. A junior leader with a set of nature items goes to the first man in each patrol and shows him the first nature item. If the Scout identifies it correctly, he stays in position. If he cannot identify it, he is told to "go down" to the end of the line. In this manner the questioning is carried down the line, then back again to the head for another round until all items are identified.

Scoring: The first patrol to identify all nature items is the winner.

Nature
Patrol Teams
Quiet

Nature Sensing

Equipment: None.

Method: Each patrol sits quietly outdoors and members record the sounds, smell, sights, and feelings of nature in their minds. After 5 minutes, each patrol has 3 minutes to compile one written list of the different observations of its members. Before the contest, give suggestions to stimulate the observational powers of Scouts—wind in trees, waves on beach, sounds of birds and insects, smell of different trees, feel of insects, feel of wind on face. Warn Scouts that lists must be made up of natural things—no train whistles or car horns.

Scoring: The patrol with the longest accurate list wins.

Concentration

This game is best played with about 16 to 20 Scouts. If your troop is larger, two groups can play simultaneously.

Scouts sit in a circle. The leader has a list of simple words and a rubber ball. He throws the ball to a Scout in the circle and at the same time calls out a word. The Scout who catches the ball must spell the word backwards. The object of the game isn't so much to test spelling as to test concentration.

There is no scoring. It's just for fun.

Game
Patrol Teams
Patrol Corners

Famous Visitors

Equipment: None

Method: Patrols assemble in patrol corners. Patrols are informed that they will receive a famous visitor shortly. They are to try to discover his identity by asking questions of him. Being able to understand English but unable to speak it very well, the famous visitor can understand all questions asked of him, but can answer only "yes" or "no." The game leader informs other leaders that they are, for instance, Christopher Columbus. Leaders go to patrol corners. Patrols start questions.

Scoring: The first patrol to name the visitor correctly scores a point. The patrol with the most points wins.

Variation: Twenty Questions—Patrol tries to determine the identity of an object by questioning the leader. Scouts are told only whether it is animal, vegetable, or mineral. They may only ask 20 questions.

Game
Individual
Relay

Art Gallery

Equipment: 15 to 20 pictures, taken from magazines, of well-known persons; a paper and pencil for each Scout.

Method: Pictures are numbered and tacked to the wall of troop meeting room. Patrols line up in relay formation to start. On signal, Scouts number their paper from 1 to 20, then go around the room. They try to identify the people, writing names opposite the correct number on their paper. To correct papers, let one patrol switch papers with another.

Scoring: Score a point for each picture correctly identified. The patrol with the most points wins.

Variation: Car Gallery—From magazines, get pictures of various automobiles. Obliterate the trademarks with ink, number them, and display as above. The object of the game is to identify the makes of the cars shown.

Game
Patrol Teams
Informal

Surprise Visitor

Equipment: Pencil and paper for each patrol. Some clothing for disguise.

Method: Patrols assemble in patrol corners. Disguise a junior leader or an outsider as a traveling salesman and have him wait outside the meeting room. During the troop meeting, outline the requirements for observation and tracking. On a prearranged signal, have the salesman knock on the door and enter. He will try to sell his product to you. Since you are not interested, he leaves quickly. Resume the troop meeting and bring to an end. At this point ask each patrol to give a full description of the visiting salesman, such as color of clothing, eyes, shoes, hair; his height; weight; and the product he was selling.

Scoring: The patrol with the most accurate description is the winner.

Game
Patrol Teams
Quiet

Trail Signs

Equipment: Two sets of 3" × 5" cards for each patrol. Each card of the first set has a drawing of a trail sign from pages 161–63 of the *Boy Scout Handbook*. The second set has the meaning of one of the same trail signs printed on each card.

Method: Patrols line up in relay formation. Place the two sets of cards about 25 feet in front of each patrol. Cards from the set with pictured trail signs are placed facedown, while the printed cards are spread out faceup. On signal, the first Scout from each patrol runs to his set of cards and draws one of the facedown cards. He places it on the correct printed card, runs back, and touches off the next Scout. Continue until all cards are matched.

Scoring: The first patrol to correctly match all cards wins.

Game
Patrol Teams
Quiet

Creativity

Equipment: For each patrol, a like supply of miscellaneous materials such as Scout staves or saplings, lashing cord, tin cans, and coat hangers.

Method: Assign the problem of creating a device to do a specific job using the materials provided. Here are a few **sample** projects: a device that will weigh camp objects up to 50 pounds in weight, a device to signal a message by a concealed operator located at least 10 feet from the gadget, or a device that will catapult a 25-pound weight at least 30 feet. The leader can dream up additional projects as desired. Patrols are given a time limit.

Variation: Instead of giving all patrols the same project, assign a different one to each. This will eliminate one patrol copying the idea of another.

Scoring: Patrols are judged on ingenuity and how well their device meets the requirements of the job.

Game
Patrol Teams
Quiet

Newspaper Good Turn

Equipment: One copy of the same issue of a newspaper for each patrol.

Method: Give each patrol a copy of the newspaper and ask the patrol to draw a circle around any news story that could serve as an example of a Good Turn. This can be used as a preopening game if the patrol leader assigns sections of the paper to different patrol members as they arrive at the meeting.

Scoring: Compare all newspapers, page by page. Give 1 point for each story correctly circled by a patrol, provided no other patrol circled it.

Scoring variation: Score 1 point for each story circled even though other patrols have also selected the story.

Game
Half-Troop Teams
Facing Lines

Steal-the-Bacon Variations

Blindfold Steal-the-Bacon

Equipment: Three neckerchiefs.

Method: Two equal teams line up facing each other, about 20 feet apart. Each team counts off. Neckerchief (bacon) is placed midway between teams. The leader calls out a number. The boys called are blindfolded, spun around three times, then headed for the bacon. Teammates shout directions.

Scoring: The first player to bring home the bacon without being tagged scores 1 point for his team. If a player is tagged by his opponent while touching the bacon or bringing it back, the opponents score a point.

Horse and Rider Steal-the-Bacon

Equipment: One neckerchief.

Method: Two teams line up as above. The leader calls out two numbers. The smaller of the two boys jumps on the back of the other, who then gallops for the bacon.

Scoring: Same as above. If a horse touches the bacon, the opposite team scores a point.

Fitness
Patrol Teams
Vigorous

Shuttle Run Relay

Equipment: For each patrol, provide two blocks of wood about $2 \times 2 \times 4$ inches.

Method: Patrols divide into two equal groups. Half of the members line up in relay fashion, facing the other half lined up the same way on a line 30 feet away. Blocks of wood are placed at a line opposite the starting line. On signal, the Scout in the starting position runs to the opposite line, picks up one block, returns with it, and leaves it at the starting line. He runs back and does the same for block two. As soon as he finishes, the first Scout in the line away from the present location of the blocks runs across, picks up one block, and returns it to his line. He runs back and does the same with block two. This back-and-forth delivery of blocks continues until all Scouts have run. If there are fewer than eight Scouts in a patrol, repeat the process until a total of eight block transfers have been made.

Scoring: The first patrol to complete eight transfers is the winner.

Fitness
Troop Against "It"
Vigorous

Shoot the Gap

Equipment: None.

Method: Goal lines are marked at each end of the field or floor. One Scout is chosen guardian of the gap (space between goal lines). The other players are divided into two teams and a team is placed behind each goal line. The guardian, in the center, calls the name of a Scout on one team. That Scout immediately shouts the name of a Scout on the other team. These two players must then try to change goals without being tagged by the guardian. If the guardian tags one of them, he changes places with the tagged player and joins the team toward which the tagged player was running. The tagged Scout is the new guardian of the gap and starts the next round by calling out another name. If the guardian tends to keep calling the same

name time after time, make a rule that after a Scout has run, he steps back from the main line and cannot run again until all have participated.

Scoring: None, just for fun.

Fitness
HalfTroop Teams
Vigorous

Sealed Orders

Equipment: Pencil and paper for writing orders.

Method: Divide troop into two teams. Each team chooses a captain. The two teams bunch up to await orders. Give the captain of each team a folded slip of paper with team orders written on it. The captain returns to his team, looks at the orders, and without moving the team determines the strategy to be used in carrying out the orders. On signal, the team attempts to carry out its orders. The orders given to the two teams contradict so that they are working against one another. For example, one message might read, "Leave the room," and the other reads, "Don't let anyone leave the room." A 1-minute time limit is established for each action, and results are determined at the signal to stop.

Scoring: Give 1 point to a team for each player who accomplished his assignment and 1 point to the opposing team for each who failed.

Fitness
Patrol Teams
Active

Salvo

Equipment: One paper bag for each Scout.

Method: Patrols line up in relay formation. Each Scout is given a paper bag of identical size. At the signal, the last Scout in each patrol line blows up his bag and bursts it on the back of the Scout in front of him. As soon as this Scout hears the pop of the bag bursting on his back, he blows up his bag and bursts it on the back of the Scout ahead of him. This continues until the front Scout is reached. He

blows up his bag and runs around to the back of his line, and bursts his bag on the back of the last Scout in line.

Scoring: The patrol bursting all bags in the shortest time in the winner.

Variation: Instead of using paper bags, use balloons and have Scouts blow them up until they burst.

Game
Patrol Representatives
Dual Contest

Rooster Fight

Equipment: None.

Method: Contestants grasp one leg by the ankle to hold it off the floor. They move about by hopping on one foot. To start the game, the two contestants face each other. On the signal to go, each tries to knock the other off balance by shoulder blocking. Use of elbows is not permitted.

Scoring: The first Scout to knock his opponent off balance so that he touches the floor with both feet scores a point. Two points out of three tries wins the game.

Variation: Rooster Pull – For a “tail,” each rooster tucks a 2-foot length of rope under his belt at the back. Each contestant tries to pull out his opponent’s tail and at the same time tries to preserve his own. A tail pulled out scores a point. Knocking one’s opponent off balance does not score a point.

Fitness
Troop Against “It”
Active

Ring Ball

Equipment: A volleyball or basketball.

Method: Scouts form a circle. One Scout, chosen to be “it,” is stationed inside the circle. Play is begun by passing the ball to a Scout other than “it.” The ball is passed around or across the circle from

Scout to Scout. “It” tries to intercept the ball and force it to touch the floor. If he can make it touch the floor, the Scout who last touched the ball before “it” goes to the center and the game continues. It is important to emphasize that “it” must make the ball hit the floor. Thus, if a Scout in the circle can catch the ball before it hits the floor, “it” has failed even though he might have touched or hit the ball.

Scoring: None. This is a good preopening game since Scouts can be added to the circle as they arrive at the meeting place.

Physical Fitness
Patrol Teams
Vigorous

Obstacle Relay Race

Equipment: One long, heavy rubber band made by cutting an inner tube into strips and knotting into one length. One wood or cardboard barrel, open at each end, for each patrol. A turnaround mark about 50 feet in front of the patrol.

Method: Rubber band is stretched across the field, flat on the ground about 10 feet in front of the starting line. Barrels are placed on their sides about halfway between the rubber band and turnaround mark. Patrols line up in relay formation. On signal, the first Scout in each patrol runs forward, lifts the rubber band and crawls under, runs to patrol’s barrel and crawls through, runs around turnaround, crawls back through the barrel, jumps over the rubber band, and touches off the next Scout in the patrol. All Scouts in the patrol repeat. If there are fewer than eight in the patrol, some Scouts will have to run twice to complete eight laps for the patrol.

Scoring: The first patrol to complete eight laps is the winner.

Game
Whole Troop
Circle

Jump the Shot

Equipment: Soft weight, such as a rolled-up cloth or sandbag, tied to the end of a rope at least 10 feet long.

Method: Players form a wide circle. The leader in the center swings the rope around inside the circle to get it going in a steady, circular motion. Then the rope is swung around the circle below the knees of players, who must "jump the shot."

Scoring: If hit by the rope or weight the player drops out. The game continues until only one player is left.

Scoring Variation: Each patrol begins with 50 points. When a player fails to "jump the shot," 5 points are subtracted from the patrol score. Players remain in the circle. The game is continued until one of the patrols is "in the red."

Fitness
Three-Man Teams
Vigorous

Dragons

Equipment: None.

Method: Players group in threes with one Scout as the "head." The other two Scouts join behind him so Scout 2 has his arms clasped around the waist of Scout 1, and Scout 3 clasps the waist of Scout 2. Two or three Scouts are unattached. These Scouts try to hook onto any of the "dragons" by grabbing Scout 3 around the waist and hanging on for a count of five. The dragons try to keep this from happening by moving around. The "head" may push chasers off with his hands but Scouts 2 and 3 may not use their hands to fend off pursuers since they must maintain their grasp on the Scout ahead of them. If an unattached Scout succeeds in hooking on, he becomes the third man and the "head" drops off to try to hook onto another trio.

Scoring: Just for fun. No scoring.

Game
Half-Troop Teams
Facing Lines

Crows and Cranes

Equipment: None.

Method: Divide troop into two teams, lined up 2 or 3 feet apart, facing each other in the center of a room or cleared space. One team is called "Crows," the other "Cranes." The leader calls out one of these names, rolling the "r," as "Cr-r-r-rows" or "Cr-r-r-ranes." All on team named must turn and run to a wall or given line behind them. If a player is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This is kept up until all players are on one side. The leader can add fun by giving occasional false alarms—for example "Cr-r-rabs" or "Cr-r-rash." Any player moving on a false alarm is deemed caught and goes to the opposite side.

Scoring: The last player captured wins.

Variation: When a player violates the leader's call, he drops out. The last remaining Scout earns 20 points for his team.

Game
Patrol Teams
Informal

Crosses in the Circle

Equipment: A piece of chalk for each patrol.

Method: Draw on the floor, 15 feet apart, as many circles as there are patrols. Make each circle about 6 feet in diameter. Assign each patrol a circle and have the members stand inside it. Give each patrol one piece of chalk. On signal, members of each patrol may leave their circle and try to draw as many chalk crosses in other patrol circles as possible, while at the same time protecting their own circle from others.

Rules: Crosses may not be erased by players. Chalk may not be broken and divided among players, but it may be passed from one player to another. Before starting the game, set a time limit.

Scoring: The patrol with the fewest crosses in its circle when the game ends is the winner.

Fitness
Half-Troop Teams
Vigorous

Circle Pull

Equipment: Chalk.

Method: Divide the troop into two equal teams. Draw a circle on the floor. One team of players is stationed within the circle. The other team is scattered outside the circle. On signal, the players who are stationed outside try to pull the players who are stationed inside so that their feet go outside the circle. At the same time, the players inside try to pull their opponents stationed outside so that their feet come inside the circle. Once a player is pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for 2 minutes and count the prisoners of both sides. Change sides and play a second round.

Scoring: The team with the most prisoners wins.

Fitness
Patrol Teams
Active

Circle Link

Equipment: None.

Method: Each patrol sits in a circle with legs crossed and arms linked. On signal from the game leader, boys try to get up together without breaking the circle and with arms still linked.

Scoring: The patrol team that stands first without breaking the circle wins. Repeat the action several times and select the patrol with the best score.

Fitness
Troop Against "It"
Active

Center Miss

Equipment: Two basketballs or volleyballs.

Method: Arrange the troop in a circle with one man in the center. One ball is given to the center Scout

and the other to one of the Scouts in the circle. On signal, the circle man passes his ball to the center man while the center man passes his ball to another player in the circle. This exchange continues until the center man is made to miss. The man who makes the center man miss or fumble the ball exchanges places with him. All passes must be accurate and in the shoulder-to-waist range. A miss caused by a bad pass does not count against the center man.

Scoring: None. Just for fun.

Game
Half-Troop Teams
Active

Catch Ten

Equipment: A volleyball, basketball, or football.

Method: Divide into two equal teams. Identify all members of one team by tying neckerchiefs on their right arms. The ball starts in the hands of one team member who tosses it to a teammate. The opposition tries to intercept the ball. As the first player catches the ball, he shouts "one" and throws to another teammate, who shouts "two" as he catches the ball. This continues until "ten" is reached. If the opposition intercepts the ball, the man who intercepts shouts "one" and that team then tries to reach "ten." As teams intercept the ball, they must always start with the number "one."

Scoring: The first team to reach "ten" is the winner.

Game
Half-Troop Teams
Active

Captured

Equipment: None.

Method: Draw a line across the center of the floor and divide the group into two teams, with one team on each side of the line. One side is designated as "attackers." On signal, they have 1 minute to cross the line and try to capture opponents by pulling them back across the line. Once across, the prisoner stands in "jail" to be counted. At the end of

the minute, the prisoners are counted and allowed to return to their own side. Then the roles are changed and those who were attacked become the "attackers" for 1 minute.

Scoring: The team with the most prisoners after the two attacks is the winner.

Game
Patrol Teams
Circle

Bull in the Ring

Equipment: None.

Method: Each patrol forms a circle by joining hands. A representative from another patrol is the "bull" and goes to the center of the ring. On signal, each bull attempts to break out of the ring in any manner he may wish.

Scoring: The first bull to break out of his ring wins a point for his patrol.

Variation 1: Each patrol in turn acts as bulls, with the rest of the troop forming the ring. Time each patrol. The patrol getting out in the shortest time wins.

Variation 2: Each Scout in the ring has a 6-foot rope. The object is to keep the bull in and at the same time tie all ropes into a circle using square knots. If the patrol succeeds in tying the rope circle before the bull has broken out, it wins.

Game
Patrol Representatives
Informal

Bucking Bronco

Equipment: None.

Method: Select a bronco and an ambitious bronco-buster. The bronco must keep his hands on his knees. The rider holds on by his knees only, with his feet kept back. He may hold on to the back or shoulders of his bronco, but not by neck or head. The bronco tries to throw the rider off. A rider has been thrown when he touches the floor. The

bronco has been busted if the rider stays on for a certain length of time, or if the horse falls. If the bronco is busted, the rider becomes the bronco for the next rider.

Scoring: None.

Variation: Kentucky Derby—Smallest member of patrol team is the jockey, others are horses. Patrols line up in relay formation. On signal to go, jockey mounts first horse. They proceed to turning line and back. Jockey transfers to second horse, and so on until all have run.

Game
Individuals
Informal

Balloon Busting

Equipment: One balloon and one newspaper for each player; pieces of string.

Method: Each player is given a balloon. Balloons are inflated to standard size, as determined by the leader. Balloons are then tied onto the rear belt loop of each player with a piece of string about 6 inches long. Each Scout has a newspaper that he rolls up tightly. Players pair off. On signal, each Scout tries to burst his opponent's balloon by hitting it with his newspaper. When half of the original players have busted balloons, the winning players pair off again, and so on until a troop champion is found.

Scoring: Champ earns 50 points for his patrol.

Variation: Line up the troop in a single line. Each Scout has a balloon. On signal "Blow," players do just that. The first man to overinflate his balloon and cause it to burst wins. All players must burst their balloons.

Game
Patrol Teams
Fun Race

Antelope Race

Equipment: None.

Method: On signal, Scouts run in single file, with one hand on the belt of the Scout ahead, to a point

50 yards away. Make a left turn and run back to the starting point. Falling down or breaking apart disqualifies the team.

Scoring: Give the first patrol across the finish line 60 points; second, 40 points; and third, 20 points.

Luck Relay

Equipment: None.

Method: In front of each patrol is a junior leader with a coin in one hand. The first Scout runs up, and guesses which hand holds the coin. If wrong, he continues running up until he guesses correctly, with the leader changing coin position at will. If correct, he returns to the patrol and touches off the next Scout, and so on.

Scoring: The first patrol to finish wins.

Fitness
Pairs
Vigorous

Riders and Horses

Equipment: None.

Method: Assemble Scouts in double line formation, in pairs. The front line is horses, the rear line is riders. On command "mount," riders mount horses. They are then given simple commands, such as "sit on the floor," "do a somersault," and so on. Riders immediately jump off horses, execute command, and remount. The last rider to remount drops out of the game with his horse.

Scoring: The last rider and horse left on the floor are declared winners.

Variation 1: Horse and Rider Touch—The command is "Touch—_____ (floor, red, Bill, south wall, etc.)." Horse gallops into position, rider touches specified object, and horse runs back in line.

Variation 2: Change Horses—Pair off the horse and rider teams. On command, riders change horses without touching the ground.

Fitness
Half-Troop Teams
Vigorous

Horse and Rider

Equipment: None.

Method: The troop is divided into equal teams. Scouts pair up and get into horse and rider position. Teams are behind lines 20 feet apart. They face each other. On signal, horses try to reach the opposite goal without losing riders. At the same time, riders try to dislodge opponents.

Scoring: When a rider falls, both he and his horse are out of the game. The team having the most horses and riders reach the opposite line is the winner.

First Aid
Patrol Teams
Quiet

Personal First Aid Kit

Put the following items in a 35mm film canister.

- 2-inch square of moleskin
- 2 1-inch adhesive bandages
- 1 quarter for phone call
- 2 premoistened towelettes or 1 small (hotel-size) bar of soap
- 2 acetaminophen (aspirin substitute) tablets in foil
- 1 first aid leaflet
- 2 wood matches (cut to fit)
- match striker material from box or book of matches

Waterproof Match Containers

A pill bottle or 35mm film canister makes a good match container, although ordinary kitchen matches will have to be cut to fit. Shotgun shells and copper or plastic pipe will also work, but you need corks to close them. If you include a striker, put matches in head down, away from the striker.

Fitness
Half-Troop Teams
Active

Three Ropes Game

Equipment: Three 3-foot knotted ropes.

Method: Divide the troop into two teams and have the players on each team count off. Place three short, knotted ropes in the center. When the leader calls a number, the two players with that number race to the far wall, then try to pick up the ropes and return to their side. Players may tackle and wrestle, but they may not punch or kick.

Scoring: 1 point for each rope carried over a team's line.

Fitness
Half-Troop Teams
Active

Sports True-False Steal-the-Bacon

Equipment: Two rags—one red, one green.

Method: Played like regular Steal-the-Bacon (*The Scoutmaster Handbook*, page 298, or *Patrol and Troop Activities*, page 28,) with two exceptions. First, two "bacons" are used—one red, one green. Second, before calling a number, the leader makes a statement about sports. If the statement is true, the players should try to steal the green bacon; if false, the red one.

Scoring: 1 point for stealing the correct bacon or tagging an opponent who tries to steal it. Subtract 2 points if a player tries to steal the wrong bacon or chases an opponent who has the wrong bacon.

Game
Half-Troop Teams
Active

Hockey Steal-the-Bacon

Equipment: Two Scout staves or 5-foot poles, beanbag.

Method: The basic game is played like regular Steal-the-Bacon (*The Scoutmaster Handbook*, page 298.) In this game, however, the bacon is the beanbag. One staff is laid in front of each team. When the leader calls a number, players with that number grab their team's staff, race to the beanbag, and try to sweep it back to their goal line.

Scoring: 1 point for each goal.

Nature

Anemometer

Here's an addition to a Scout's weather station for the Environmental skill award. Arms are made by cutting corners of milk cartons. Fasten cups to arms with staples. Medicine dropper slipped over the upright wire makes a fine bearing. Paint a band on one cup to aid in counting the turns in 30 seconds. The number of turns in 30 seconds, divided by five, equals the wind speed in miles per hour.

Game
Patrol Teams
Informal

Blackout Fun

Here are five ideas that can be made into patrol or troop games. Each idea requires blindfolding each contestant.

1. Correctly identify sudden sharp noise or series of noises made by dropping items, striking a match, pouring water, etc.
2. Walk a prescribed number of steps, turn around, and walk back to the exact starting place.
3. Prepare small cans with different ingredients, such as ground coffee, onions, cloves, mint, etc. Have the contestants identify ingredients by smell.
4. Pick up several objects observed at a distance of about 15 feet. (Have Scouts look at the objects before they are blindfolded.)

5. While blindfolded, have patrols write the names and addresses of all patrol members.

Scoring: Develop your own scoring system best suited for these games.

Game

Patrol Teams

Active

Read It, Do It!

Equipment: As needed.

Method: Divide each patrol into two teams, senders and receivers, and station them at least 20 yards apart. The patrol leader decides on the signaling method for his patrol and gets the necessary equipment.

On signal, the first sender in each patrol sends a simple message calling for some action. (Example: "Salute me.") When the receiver gets the message, he does the action. Then the next sender sends a new message ("Tie knot"), which the second receiver does. Continue until all patrol members have sent one message and received one and done the required action.

Scoring: The first patrol finished wins.

Two-in-One Match

You need to light cooking fires for both lunch and dinner, and you have only one match? No problem. If it's a book match, split the end with your fingernail and carefully peel it apart to make two matches. If it's a wooden match, slice it just below the head and it should split easily. Nine times out of 10, you get two lights.

Cooking

Three-Can Stove

This is a lightweight, easily made stove that was developed by a Scottish Scouter. Can 1 is a large fruit juice can, can 2 is a bean can, and can 3 is a 1-pound coffee can.

Cut three semicircular draft holes in the bottom of can 1. Punch several holes in can 2, which is where the fire burns. Then, supporting it from inside with a block of wood, cut three slots in the bottom to act as "fire bars." Suspend can 2, slots at the bottom, inside can 1 with a piece of wire.

Cut three vent holes in the body of can 3, and then cut out the bottom. This will give you three "ears" that are bent down and snap over the top of can 1.

To light the stove, build a fire in can 2, gradually feeding twigs or chips through the vents of can 3 (or remove can 2 and feed the fire from the top).

Game

Patrol Teams

Quiet

Star Hunt

Equipment: Flashlight with a strong focusing beam.

Method: On a clear night, patrols gather around a leader who knows the major constellations. He shines the light at a constellation. Each patrol quickly huddles to decide on the name of the constellation, then gives its patrol call and announces the constellation's name.

Scoring: 1 point for each constellation identified correctly.

Collecting Rainwater

Rainwater is both clean and potable, so if you're in a wilderness area far from safe water supplies, a rainstorm is a blessing. Simply make a funnel with a large plastic sheet or tarp and let the water run into a clean container.

Game
Patrol Teams
(or individuals)
Quiet

Pace Test

Equipment: None.

Method: Measure accurately any given distance—9, 15, or 30 meters (or 30, 50, 100 feet). Mark the distance so that it will not be obvious to the Scouts. All Scouts line up side by side at the starting line. Tell them to walk exactly the distance you say and stop when they think they have gone that far.

Scoring: The individual winner is the one closest to the actual distance. Patrol scores may be figured by giving 10 points for the closest; 9 for second; 8 for third, etc.

Simple Compasses

World's Simplest Compass: Stroke one end of a sewing needle against one pole of a magnet. Tie a fine thread in the middle of the needle so it balances. The needle will swing to a north-south position. Mark the north end with a felt-tip marker or paint.

Paper Clip Compass: Bend a steel paper clip. Stroke the top of the "J" with a magnet. Balance the compass on a coin or smooth surface and it will swing to a north-south position. Mark the north end as above.

Sighting Arrows

Used for practicing compass bearings in the field. Mount wooden arrows, or sticks with nails at either end, on 4-foot stakes. Point them at various landmarks.

Lay compass at center of crosspiece, orient compass, and read bearing of the object observed. (Nails should be about a foot away so they won't affect compass magnet.)

Knots
Patrol Teams
Active

Crossing the Alligator Pit

Equipment: For each patrol, three spars 6 to 8 feet long, three 6-foot lashing ropes, four guy ropes.

Method: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. Patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach four guy lines, using two half-hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each guy line and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol finished wins. Note: This can be a timed contest if you don't have enough spars for all patrols.

Fitness
Whole Troop
Active

Old Plug

Equipment: Volleyball.

Method: Four Scouts make a line by grasping each other's waists. The rest of the Scouts form a large circle around them. They try to hit the last player in the line (Old Plug) with the volleyball. The other three in the line try to maneuver to protect Old Plug, but they must not lose their holds on each other's waists. When Old Plug is hit, he joins the circle players and the one who hit him becomes the first man in the file. The new Old Plug is the player who was formerly third in line.

Fitness
Patrol Teams
Active

Patrol

Equipment: Volleyball or soccer ball, patrol flags.

Method: Mark out a playing field, 40 feet square or larger. Goal squares are 5 to 6 feet square. In the center of each goal square, plant the patrol's flagstaff about 3 inches into the ground. The object of the game is to knock over the opposing patrol's flag by hitting it with the ball.

Rules: The ball must be passed by hand, punched, or headed—no kicking; no running with the ball; only the goalie may be in his square; no tackling, shoving, or tripping. When the ball goes out of bounds, it is thrown in, as in soccer.

Scoring: 1 point for knocking over the opponent's flag.

Kitchen Tree

For long-term camps, your patrols will want a chuck box for storing utensils and implements. For overnights, a "kitchen tree" is adequate. Find a dead tree branch with plenty of limbs and plant it near the cooking area. Use it to hang utensils and kitchen tools.

Fitness
Patrol Teams
Active

Muscle Medley

Equipment: Tape measure.

Method: Each patrol member does as many pullups as possible within 1 minute; as many situps as possible within 1 minute; and makes one standing long jump. (To save time, have several members compete at once, with leaders or other Scouts counting and measuring.) The exercises should be done as explained on pages 502–03 of *The Boy Scout Handbook*.

Scoring: Each Scout's score is figured by counting 1 point for each pullup, 1 point for every five situps; and 1 point for each inch past the "excellent" stan-

dard for his age (page 502, *Boy Scout Handbook*). The patrol's score is the average of all members' scores.

Fitness
Patrol Teams
Active

Mow the Man Down

Equipment: For each patrol, a Scout stave or broomstick.

Method: Patrols line up in relay fashion. On signal, the first two Scouts grasp the stave, one at each end. Holding the stave just below knee level, they walk quickly to the rear of the line while their patrol mates jump over it. At the end, Scout 1 stays there and Scout 2 races with the stave to the head of the line. He and Scout 3 repeat the action. Continue until all Scouts have raced and the patrol is in its original order.

Scoring: The first patrol finished wins.

Fitness
Patrol Teams
Active

Standing Jump Relay

Equipment: None

Method: Draw a starting line on the ground. Patrols line up behind it. The first patrol member jumps, using the standing long-jump method with feet together. The second patrol member then jumps from the closest mark made by the first Scout (that is, from where his heels or hands touched the ground nearest the starting line). And so on, until eight jumps have been made.

Scoring: The patrol that jumps the farthest total distance wins.

Fitness
Individuals
Active

The Struggle

Equipment: None

Method: Two Scouts face each other about a yard apart. They stretch arms out, lock fingers, and then lean toward each other until chests touch, pushing chest to chest.

Scoring: The Scout who pushes his opponent over the goal line 5 to 10 feet behind him wins.

Note: For other Duel Contests, see pages 300–02, *Scoutmaster Handbook*.

Fitness
Patrol Teams
Active

Human Obstacle Race

Equipment: Stopwatch or other watch that indicates seconds.

Method: This is a series of races in which patrol members form obstacles for the runner, who is one of their patrol mates. (One runner from each patrol competes at a time.) First race: Patrol members stand in a straight line about 5 feet apart and clasp hands. The runner must zigzag through the chain, going under each pair of hands. Second: Patrol members get down on hands and knees; the runner hurdles patrol members one at a time. Third: Patrol members stand with legs spread; the runner scrambles under each pair of legs.

Scoring: 1 point per heat for the winner with the fastest time; when all Scouts have raced, the patrol with the highest score wins.

Outdoor
Individual

Toggle Line

Worn around the waist, the toggle line provides a handy piece of rope for use around the camp and in games. When a longer rope is needed, toggle line

can be buttoned together by putting the toggle end of one line through the eye of another. Use nylon tent line long enough to wrap four times around a Scout's waist. Carve toggle from 1/2-inch hardwood dowel 3 inches long. Form a loop at one end and secure the other end around the toggle, using waxed whipping twine. (See Commando Rope, page 100, *Boy Scout Handbook*.)

Game
Patrol Teams
Active

Step on It

Equipment: For each patrol, three large building blocks or three 8-inch lengths of wooden two-by-fours.

Method: Lay out a course about 25 feet long. Patrols line up in relay fashion behind the starting line. Give the first player in each patrol the three blocks. On signal, the Scout puts two blocks on the ground and stands on them. He then puts down the third block and steps forward on it, picks up the old block, and moves it ahead. In this fashion, he proceeds to the finish line where he picks up all three blocks and runs back to his patrol. The next player starts. If a Scout steps on the ground at any time, he must return to the starting line and begin all over.

Scoring: The first patrol finished wins.

Game
Patrol Teams
Active

Human Chain Race

Equipment: None

Method: Patrols line up at the starting line, one Scout behind another. Each Scout reaches between his legs with his right hand and grasps the left hand of the player behind him, thus forming a patrol chain. On signal, the patrol chains race to a turning line and back. If the chain breaks, the patrol must stop and repair it before continuing.

Scoring: The patrol finishing first with chain intact wins.

Cooking

Camp Water Heater

Use a thoroughly cleaned-out can of 5-gallon capacity or larger. Drill holes for main pipe and spout. If the water level is kept at the spout, hot water will pour out each time cold water is added at the top.

Game
Individual
Active

Balloon Battle Royal

Equipment: Balloon and 18-inch piece of string for each Scout.

Method: Scouts blow up their balloons and help each other tie them to their belts in the rear. When all balloons are tied, the signal is given to start. The object of the game is to break the balloons of other players with your hands while protecting your own. All's fair except using any kind of instrument, punching, tackling, and other forms of fighting. When a player's balloon is broken, he drops out.

Scoring: The winner is the last Scout with an inflated balloon.

Game
Patrol Teams
Quiet

Winter Constellations Quiz

Equipment: None, if the night sky is clear. If not, you will need to display winter constellations.

Method: Give patrols 3 minutes to study "The Winter Sky," *Boy Scout Handbook*. Then, if the night is clear, take the patrols outside (in turn) and ask them to point out as many constellations as they can find. (Have another activity scheduled for the idle patrols.)

Projectors: Use small nails to punch holes in soup cans to show winter constellations. Shine a flash-

light through the open end. Ensure that the holes are punched so that the projected constellations are realistic.

If the night is overcast, show five or more winter constellations indoors with this device. Each patrol writes down its identification.

Scoring: The patrol with the most correct identifications wins.

Nature
Patrol Teams
Quiet

Nature Snap

Equipment: Groundcloth

Method: Patrols are given 5 minutes to go outside near the meeting place and collect as many small nature specimens (one of each) as they can find: pine needles, pine cones, withered leaves, twigs from trees and shrubs, weeds, grass blades, feathers, etc. When all patrols are back, a Scout places a specimen on the groundcloth. If other patrols can match it, they put theirs down and call, "Snap!" If their specimen is a match, they score 5 points; if they can identify it, they score an additional 5 points. (Several patrols can score with the same specimen.) Continue until all specimens have been shown.

Scoring: The patrol with the highest score wins.

Game

Hawaiian Handclap

The players sit in a circle or a line, and count off. Set up a 1-2-3 rhythm by having players slap their knees, clap their hands, and snap their fingers on the third count. They do this in unison. Once the rhythm is established, the first player calls a number at the instant he snaps his fingers. Keeping up the rhythm, the player whose number has been called waits until the instant of snapping his fingers to call another number. If a player calls a number too soon or late or doesn't call any number or calls a nonexistent number—all of which happen frequently—he loses his number, goes to

the end of the line, and starts again with the bottom number, while others move up a number. The object is to get to be No. 1 and stay there.

Variation: Instead of calling a number, the first player says a word as he snaps his fingers. The player next to him in the line says another word, and so on around the circle. The object is to say a word that will complete a sentence.

Game

Hunt the Candy

Hide candy, preferably paper-wrapped, all over the room. Upon spying a piece, each Scout must point his nose at it and give his patrol call, whereupon his patrol leader comes and collects it. Patrols finally eat the candy collected.

Game *Patrol Teams*

Izzy Dizzy Relay

Equipment: None.

Method: In turn, each member of the patrol runs some distance to a given line, puts one finger on the ground or floor, walks around his finger six times, then runs back to touch off the next Scout. **Warning:** Beware of falls! It's a good idea to post someone with each patrol who will run alongside of each Scout for a few yards after he finishes revolving and catch him if he topples.

Scoring: The first patrol finished is the winner.

Game

Long, Short, Round

A good game to sharpen alertness, if the leader keeps it moving fast. For each patrol you will need two coffee cans or similar containers. Place three objects in one can of each patrol: a long one, such as a pencil; a short one, such as a toothpick; and a round one, such as a penny. The patrols line up

single file, each Scout a good distance behind the one in front of him. Then they sit down, feet extended, and count off so that each Scout in the patrol has a number. There must be the same set of numbers in each patrol, so some Scouts may need to take two numbers. At the start the can with the objects is at the front and the empty can at the back of the patrol line. To play the game, the leader signals with his arms to indicate long or short or round, then calls a number. Scouts with that number race to their can, pick out the object signaled, transfer it to the can at the other end of the patrol line, and return to their places. The first Scout back in place wins a point for his patrol. Keeping track of the location of the objects soon gets to be a mental challenge, and, of course, if a Scout heads for the wrong can he's bound to lose the race.

Game

Over and Under Relay

Front player has a ball—or other large object—which he passes over his head, using both hands, to the player behind him, and so on down the line. When the last player gets the ball, he runs to the front and passes it between his legs back down the line; next time over the head, and so on. The ball must be passed, not thrown. The first team to regain its original order wins.

Variation: The front player always passes over and the next under, and so on alternately.

Nature

Tree Hunt

Patrols are given 10 minutes (on a hike or in camp) to gather one leaf from as many different trees as they can locate. When brought in, they are arranged on the ground or on a blanket, and slips of paper with names are placed next to them. The patrol that correctly identifies the most leaves wins.

Tree Spotting

During a rest period on a hike or while in camp, the troop's nature expert paces a circle with a radius of about 200 feet and makes a list of the trees found within the circle. On signal, the patrols investigate the section and bring in their findings. The best report wins.

Game

Tug-of-War Steal-the-Bacon

Line up according to the regular game of Steal-the-Bacon. Scouts on each side have opponents on the other side with a number that matches theirs. Place a tire or stave in the center, between the two lines. The leader shouts out a number. Scouts with this number run out, grab the tire or stave and try to pull it back over to their side. Score a point for the side who wins each bout.

Game

Walking Statues

Two half-troop (or patrol) teams start from opposite ends of a room or field, advancing on a leader who stands halfway between them. A team can only advance while the leader is facing the opposite way. He turns around at will, whereupon everyone he faces must be motionless. If he detects the slightest movement, the guilty party is sent back to the starting line to begin again. This continues until **some** player reaches the center and touches the leader, thus winning for his team and becoming the next leader.

Wet-Weather Fire Building

Run as a normal fire-building contest, but dunk all wood for 10 seconds in a bucket of water. A variation to add fun is to sprinkle contestants intermittently with a garden hose to simulate rain. The first patrol to successfully build a sustained fire is the winner.

Knots

Blindman's Knots

You need a 3-foot length of rope for each Scout. Each patrol lines up in relay fashion and all Scouts blindfold themselves. For each patrol, a leader passes a familiar knot down the line which the Scouts may feel up to 10 seconds. They are then given rope and asked to reproduce the knot. Score 1 point for each correct knot.

Game

Overtake

Scouts form a circle and count off. You must have an even number in the group. All even-numbered Scouts in the circle make up one team and all odd-numbered Scouts the other team. Hand a basketball to Scout No. 1. Give the other ball to the even-numbered Scout on the exact opposite side of the circle. On signal, Scouts pass the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team's ball.

Raiders

A three-team tag game. Three teams form parallel lines some distance apart. Members of each team are numbered off. The leader calls a number, and the players with that number on each of the end lines try to catch the player of the same number in the middle team. The player to catch him first scores one point for his team. After all numbers have been called, the team with the fewest points goes into the center for the next round.

*Game***Ringleader**

Troop is seated in a circle. "It" leaves the room. While he is out, Scouts select a ringleader. Scouts make the same motions as ringleader while "it" tries to determine which Scout is the leader. The leader must change motions at least every 15 seconds. Ringleader may clap hands, rub head, leg, arm, stomach, pat knee, etc. If "it" can identify the ringleader in three guesses, he can stay "it" for the next round. If he fails, the ringleader becomes "it."

*Game***Rubber Ball Relay**

Patrols line up in relay formation. The first Scout in each patrol has a rubber ball in his hand. About 25 feet in front of each patrol is a pop bottle on a chair. On signal, the first two Scouts in each patrol place the ball between their foreheads, carry it in this manner without using hands, and deposit it on top of the bottle. Once the ball is on the bottle, one Scout picks the ball up with his hand and runs back to starting line, giving it to the next two Scouts in line, who repeat the process. If the ball is dropped, the pair must pick it up and return to the starting line to start over. The first patrol finished is the winner.

Ships in the Fog

Patrol members are blindfolded in single file with hands on each other's shoulders at some distance from their patrol leader, who is not blindfolded. By giving shouted orders, he tries to pilot his patrol through a given harbor mouth formed by two chairs. The first patrol through wins.

*Game***Skin the Snake**

Each player stoops over, putting his right hand between his legs and grasping the left hand of the player behind him. At a given signal the last man in line lies down on his back, putting his feet first between the legs of the player in front of him. The line walks backward, straddling the bodies of those behind, with boys immediately lying down when they have no more to straddle. When finished, all are lying on their backs. The last man to lie down rises to his feet and strides forward up the line, the rest following as fast as their turn comes. A team that breaks its grasp is disqualified.

*Game***Stiff**

The leader has two blocks of wood. Scouts move at will within a specified area. The leader stands where he can observe all action. When he claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts his name and immediately the rest of the Scouts gang up on the guilty party. The leader is in complete control and, as soon as the offender is caught, he strikes the blocks together, again requiring all action to cease and Scouts freeze. The leader again looks for movement and shouts out the name of another Scout, if he detects motion. If he is unable to distinguish motion, he says "Mill around," which permits Scouts to move at random around the meeting place until he strikes the blocks together again.

Game

Tags

Cross Tag—"It" must continue chasing the same Scout until he catches him, or until another Scout crosses between them, in which case "it" must catch the Scout who crossed.

Ankle Tag—To escape being tagged, players must grasp another Scout by the ankle. The Scout whose ankle is grasped, however, is liable to be tagged unless he has hold of someone else's ankle. The playing area must be small enough to make the game feasible.

Chain Tag—The first man tagged joins hands with the man who is "it," and as each man is tagged he is added to the chain. The playing area must be limited so all can finally be caught.

Skunk Tag—Each player holds his nose with one hand, and holds up one foot with the other. A player can only be tagged if he lets go with either hand.

Game

Take the Mat

Two opposing teams line up the same distance from a mat or space of about 25 square feet, chalked off on the ground. At the leader's signal they rush for the mat and try to place as many players on it as possible. At the end of 1 minute a whistle is blown and the team with the most players on the mat wins. Opponents can be pulled, pushed, or thrown, but clothing must not be grasped.

*Nature
Patrol Teams
Facing Lines*

Leaf Matching

Equipment: Large table (or two tables) with seating capacity for two patrols.

Method: Part 1—Send patrols out to collect one leaf from as many different trees as they can find. They

have 5 minutes to do the job. Part 2—One patrol is seated on one side of the table, the other on the other side. A Scout from one team holds up a leaf, identifies it, and scores 10 points. The first Scout on the other team to hold up a similar leaf scores 5 points for his team. This Scout then holds up a leaf, identifies it, and scores as above. If a team identifies the leaf it holds up incorrectly, it scores nothing, but the other team can score 10 points if they correct the mistake. If a team cannot match the opponent's leaf, they miss a turn and the opponent holds up another leaf for matching.

*Nature
Patrol Teams
Informal*

Nature Memory Hunt

Equipment: On a large table, spread out a nature display consisting of approximately 20 items, such as:

Acorn cups
Small rock
Large burdock leaf
Bundle of pine needles
Broken bird egg shell
Bird feather
Local wildflower
Fern frond
Local wild berry or nut, etc.

Method: *Part 1*—Patrol has 5 minutes to observe the display, in silence, as Scouts try to memorize the items. *Part 2*—After a huddle, Scouts scatter for 10 minutes to collect corresponding items and place their items next to those in the original display.

Scoring: The patrol that gathers the most items in the given time wins. (If time permits, try to identify the items.)

Edible Plants Who's Who?

Equipment: 20 (or more) edible plants in No. 10 tin cans, numbered from 1 to 20. Card at each plant that gives the name of the plant and the part that is edible, for instance "Cattail—pollen for flour—shoot for greens—root (rhizome) for starch." Pencil and paper for boys.

Method: *Part 1*—Patrol members walk silently around cans as they read descriptive cards and try to learn plants and edible parts. *Part 2*—All the identifying cards are removed. The patrol again walks around cans. The Scouts try to identify and list all plants and edible parts. Each patrol goes into a huddle and makes a list of plant names and edible parts.

Scoring: 5 points for each plant correctly identified.

Nature Scavenger Hunt

Equipment: Sealed letter for each patrol.

Method: Each patrol is given a sealed letter containing the following instructions: "Greetings, my friends! Your senior patrol leader has contracted a terrible disease. He is suffering from acute mogigraphia and will not get better until he drinks a dose of my patent antimogigraphia formula. For this I shall need the items from this list within an hour from the moment you read this: 12 pine needles, 6 inches of sassafras branch, 14 dandelion seeds, a bit of rabbit fluff, five dead flies . . . Good luck and good hunting! (signed) Crambambuly, Witch Doctor." (The list should contain about 12 to 20 items, fitting your locale and the season.)

Scoring: Patrol bringing in the largest number of items within 1 hour wins.

Freak Plant Hunt

Equipment: Pad and pencil for each patrol; items for "doctoring up" plants.

Method: In a given area, "doctor up" a number of different trees and plants—i.e., tying ash leaves on a tulip tree, having an orange "grow" on an oak tree, making daisy flowers "bloom" on a spicebush, etc. Explain the area to be covered, give a definite time limit for returning, then send patrols out for 10 minutes to find these freaks of nature.

Scoring: The patrol bringing back a report of the greatest number of nature oddities wins.

Variation—Have leaders lay a simple trail. Place freak plants and nature oddities along the trail. Run the game as a speed and observation test.

Scoring: The first patrol to return wins 25 points. The patrol with the longest list of freaks wins 50 points—or proportionate points according to things seen.

Log-Rolling Relay

Equipment: For each patrol, one log 3 feet long and 12 inches in diameter, eight stakes set in ground in zigzag pattern.

Method: Patrols line up in relay formation facing the course. Two Scouts in each patrol roll the log up the course, between the sets of stakes, around the turning point, and back through the set of stakes to the starting point. The next pair of Scouts takes over and repeats the process, and so on until eight Scouts have taken part.

Scoring: The first patrol to roll the log four times through the course is the winner.

Game
Patrol Teams
Parallel Line

Log-Raising Relay

Equipment: For each patrol, a crossbar 10 feet high, a 3-foot log about 12 inches in diameter, and a 50-foot length of 1/2-inch rope.

Method: Patrols line up in relay fashion at starting line, 25 feet from crossbar. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties timber hitch, pulls rope from crossbar, carries one end to the starting line, and touches off the next Scout in his patrol, who repeats the performance until all eight members have run the course. Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish is the winner.

Game
Patrol Teams
Parallel Line

Log-Hauling

Equipment: For each patrol one log, 5 to 6 feet long; one rope, 100 feet long. (Or use one log and one rope for all teams, and time with a stopwatch.)

Method: Each patrol ties a timber hitch around the log. Then each Scout ties a bowline-on-a-bight at intervals along the rope (or overhand knots on double line, forming large loops). Then, the patrol places bights over their shoulders as a harness and drags the log 50 feet across the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Game
Patrol Teams
Parallel File

Log-Chopping Relay

Equipment: For each patrol, one 3-foot log, 10 to 12 inches in diameter, held firmly in place with four stakes; one Explorer (three-quarter) ax.

The object is to cut the log in half with the fewest number of strokes.

Method: On signal, Scout 1 runs up to the log, takes six strokes, sticks ax in log, runs back, and touches off Scout 2, who runs up, takes six strokes, and so on. Continue until log is cut in two.

Scoring: The patrol that cuts the log in two with the fewest strokes wins, not the patrol that does it fastest. Stress accuracy over speed.

Game
Patrol Teams
Various Formations

Group Events

Log-Sawing Events

Bow-Saw Relay—cutting 6-inch log disks with bow saw.

Crosscut-Saw Relay—cutting 4-inch disks from 8- to 12-inch log.

Scout Staff Events (If not used previously, or as a repeat if they are popular).

Roman Chariot Race
Reactor Transporter
Flagpole Raising

Others

Chain-Gang Race
Tent-Peg Drive Relay
Tent-Pitching Contest

Knots
Patrol Teams
Informal

Hot Isotope Transport

Equipment: Isotope "container" is a log, 6 to 8 inches in diameter, 10 inches long, set in the center of a 20-foot circle fenced with rope. The transporter is a 2- to 3-inch wide rubber band cut from an inner tube. Several lengths of rope are tied to the rubber band. The object is to pick up the isotope container from within the circle (supposedly radioactive) and place it on the ground outside of the circle.

Method: Patrol lines up around circle. Each Scout grasps a rope. Under leadership of the patrol leader, Scouts pull rope to stretch rubber band, then bring expanded band down over container, relax band to fit tightly around container, then lift and deposit container upright outside of the circle.

Scoring: The patrol doing the job in the shortest time wins. (Or have several containers. The patrol with the most out in a given time wins.)

Knots
Patrol Teams
Informal

Kick Bridge

Equipment: Two 12-foot spars, two (or four) 20-foot guy line ropes, one 6-foot rope, one 20-foot recovery.

Method: Patrol ties guy lines to the top of the spar to be upright. Then they tie upright and horizontal spars together with 6-foot rope, using clove hitches, so horizontal spar hangs loose. Recovery line is tied to the free end of horizontal spar. Two (or four) Scouts man guy lines. The first Scout to cross runs to the upright, swings on horizontal spar across "stream," and gets off. Horizontal spar is swung back for next Scout, etc. Guy lines are eventually brought to the opposite side.

Scoring: The patrol getting Scouts across in the shortest time wins. Deduct for Scouts falling into the "water."

Knots
Patrol Teams
Informal

Remote Clove Hitch Tying

Equipment: For each patrol, a tree around which a 10-foot-radius area is staked out, not to be entered; one 50-foot rope.

Method: Two Scouts grasp rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other Scouts are permitted to help with advice and by raising rope as needed. This is a fooler, it requires lots of thinking!

Scoring: Patrol finishing first (or in the shortest time) wins.

Variation—Square Knot Two-Man Tying

Equipment: A 50-foot rope for each patrol.

Method: Two Scouts grasp rope ends and cannot let go. The object is to tie the rope ends together with a square knot. Other Scouts can help with advice.

Knots
Patrol Teams
Informal

Catch the Snapper

Equipment: Four Scout staves, several lengths of cord, and a mousetrap for each patrol.

Method: To form a "river," draw two parallel lines 15 feet apart. Patrols line up on one side of the "riverbank." On the opposite bank is a cocked mousetrap. Each patrol must lash their staves into a long fishing pole with a fishing line.

Scoring: The first patrol to catch its snapper wins.

First Aid
Patrol Teams
Informal

First Aid Problems 1

Problem A: A boy zigzagging on a bicycle is hit by a car. He receives a cut on the left forearm which severs the artery. He also sustains a simple fracture of the right leg.

Problem B: A driver speeding along a country road has a tire blow out. The car smashes into a pole. The driver receives a simple fracture of the right forearm and a gash on the right shoulder, causing arterial bleeding.

First Aid
Patrol Teams
Informal

First Aid Problems 2

Problem A: While on a hike, a patrol of Scouts finds an electrical repairman lying at the bottom of a transformer pole. He is not breathing and has burns on both hands.

Problem B: While swimming in a country pond, one boy jumps from a rock ledge and does not come up. The other boys notice he is gone, jump in, and pull him out. He is not breathing and has a gash on his forehead that is bleeding profusely.

Note: Each Scout must show how to get the victim into the correct position for rescue breathing, without giving actual mouth-to-mouth resuscitation.

First Aid
Patrol Teams
Informal

First Aid Problems 3

Problem A: A boy is riding his bicycle when a dog bites him on the right ankle. The boy swerves to get away, and falls heavily on the road. He lacerates a large area of his left elbow into which dirt and sand are ground. His left wrist is swollen and painful.

Problem B: A man is pinned under a pickup truck that has overturned at the side of the road. When he is released, it is found that his head has a cut over the right eye and is spurting blood. His right ankle is very painful and swelling rapidly.

First Aid
Patrol Teams
Informal

First Aid Problems 4

Problem A: On an extremely hot day, a group of boys are sitting on a fence in front of their high school, watching a parade. One of the boys falls to the ground. His face is hot, dry, and flushed, and his pulse is exceptionally rapid. His left ear is torn and bleeds profusely.

Problem B: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running 5 inches from front to back of his head—it is bleeding profusely. The skin on his face is very cold and the ears are pale.

First Aid
Teams
Informal

Bandage Relay

Equipment: Scout neckerchief or triangular bandage for each Scout.

Method: Patrols are seated in their patrol corners. A judge is assigned to each patrol. Each Scout selects a buddy from his own patrol. The name of a bandage is announced. On signal, one Scout from each team ties the named bandage on his buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. When the judge approves both bandages for each team in the patrol, the patrol has finished the first round. They use another type of bandage for the second round, etc.

Scoring: Score 1 point for the first patrol to finish a round. The patrol with the most points wins.

Arm Sling Relay

Equipment: Neckerchief or triangular bandage for each Scout.

Method: Patrols line up in relay formation, with one Scout acting as a patient and standing across from his patrol on the opposite side of the room. There is a judge for each patrol. On signal, the first man in each patrol runs to the patient and applies an arm sling. The judge observes. The instant he sees that the sling is correct, he shouts "off," and the Scout removes the sling and runs back to touch off the next member of his patrol. This continues until all in the patrol, except the patient, have tied a sling.

Scoring: The first patrol to finish wins.

Notes to judges: Slings must be correctly applied and adequate to serve the purpose.

Two-Man Carry Relay

Equipment: Single turnaround post.

Method: Scouts line up in relay fashion facing a single turnaround post located 30 feet from the starting line. Scouts in each patrol are numbered from 1 to 8. On signal, Scouts 1 and 2 carry Scout 3 with a four-hand seat carry (for a conscious patient) up to and around the turnaround post and back to the starting line. Scout 3 will then join with Scout 4 to carry Scout 5 around the course. Then Scout 5 will join Scout 6 to carry Scout 7 around the course, and finally Scout 7 will join with Scout 8 to carry Scout 1 around the course. If at any time a victim touches the ground, the Scouts transporting this victim must stop, reform their carry, and continue.

Scoring: The first patrol to make the full circuit with the four victims is the winner.

Remedies

Equipment: A complete first aid kit for each patrol; splints and other first aid supplies as needed.

Method: The patrols sit in their patrol corners. A leader then takes from the kit those first aid items that have been used to treat a hypothetical first aid case. The patrol members carefully observe the items as they are presented. The leader then replaces all the items, and the patrol must decide what the injury has been.

Scoring: The first patrol to come up with the correct answer wins. If a patrol guesses wrong, they are disqualified.

Variation—Yes and No Remedies: After the leader replaces the first aid items, he may answer the patrol's questions, but only with "yes" or "no." Score as above, or limit the number of questions.

Stretcher Relay (Not for speed)

Equipment: Two staves, one strong blanket, and one inflated balloon for each patrol.

Method: Patrols line up in relay formation, with two "victims" in front of each. On signal, two members of each patrol run up with blanket and two staves, make a stretcher, put one victim on it. Junior leader (or judge) places inflated balloon on the victim when the stretcher carriers are ready to lift the stretcher. The victim is carried to the starting line without the balloon falling off (balloon is to assure care rather than speed). At the starting line, the victim is lifted off, and two other Scouts run up to make stretcher for transporting the second victim.

Scoring: Patrol bringing both victims most carefully (without balloon falling off) to starting line wins.

Game
Teams
Active

Prisoner's Base

Method: Mark goal lines at opposite ends of the room or playing area. Behind each goal line, mark a box about 10 feet wide and 5 feet deep for the prison. Teams stand behind goal lines. Play starts with a player from either team sallying out, daring to be tagged. *One* player from the other team chases him. If the pursuer tags him before he gets back to his own goal, he is a prisoner and must go immediately to the other team's prison. The original pursuer may now be tagged by an opponent. A player may only be tagged by an opponent who has left his goal line *after* he did. Prisoners may be released by being touched by a teammate.

Scoring: The game continues until all players on one team are prisoners, or within a certain time.

Game
Patrol Teams
Active

Grand Prix Game

Equipment: Tin can and broomstick or long dowel for each patrol.

Method: With string or chalk, make a big figure 8 on the ground or floor—the bigger the better. Mark a starting point for each patrol at intervals around the figure 8.

Patrols line up at their starting mark. On signal, the first player in each patrol starts sliding the tin can around the outside of the figure 8. (All patrols go in the same direction.) When the first player gets back to his patrol, the second starts, and so on until all have run. To make sure no one cuts corners, place boxes inside the curve at each end.

Scoring: The first patrol to finish wins.

Game
Patrol Teams
Quiet

Map Symbol Kim's Game

Equipment: Nine flash cards, each with one map symbol; blanket; pencils and paper.

Method: Arrange the symbols in any fashion you wish. (Keep a record of how they are arranged.) Cover the display with a blanket. Scouts gather by patrols around the display. Uncover the display for exactly 1 minute. Then cover it again and tell the patrol to huddle. Give patrol leaders a pencil and paper and tell them that their patrols have 2 minutes to write the names of all map symbols they remember, write their meaning, and place them in the proper position in the display.

Scoring: Score 1 point for each symbol listed by a patrol, 1 extra point for the correct meaning. If there is a tie, the winning patrol is the one with the most accurate positioning.

Variation: Use Scout badges or any objects you wish instead of map symbols.

Game
Patrol Teams
Active

Direction-Finding Relay

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards naming two towns or clearly identifiable map features.

Method: Patrols line up near their map and compass. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. The Scout writes the bearing on the card and hands it to the judge. He then runs back to touch off the next Scout. Continue until all have raced.

Scoring: 10 points for each bearing within 5 degrees of being correct; 5 points for bearings within 10 degrees.

First Aid
Patrol Buddy Teams
Quiet

Buddy Bandaging

Equipment: Neckerchief or triangular bandage for each Scout.

Method: Patrols are divided into buddy teams. Judge is assigned to each patrol. Leader calls name of bandage, and—on signal—Scouts tie that bandage on their buddies. When judge approves the bandage, the Scout who was the first “victim” ties the bandage on his buddy. When all patrol members have been approved, that round is finished. Next round is for a different bandage.

Scoring: One point per round for the fastest patrol with accurate bandaging.

First Aid
Patrol Teams
Quiet

First Aid Kim's Game

Equipment: Blanket or tarp; collection of 10 or more first aid items—gauze pads, bandages, splints, adhesive tape, absorbent cotton, soap, scissors, tweezers, sunburn ointment, snakebite kit, calamine lotion, thermometer, etc. Also, 10 or more items *not* used in first aid—ball, paper clip, *Scoutmaster Handbook*, pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

Method: Spread all items on the floor and cover with the blanket or tarp. Group patrols around the blanket, then remove cover for exactly 1 minute. Afterward, patrols huddle separately and write down all *first aid items* they remember.

Scoring: The patrol with the most complete list wins. Subtract 1 point for each non-first aid item listed.

Cooking

Corrugated Cardboard Box Oven

Use a sturdy, corrugated cardboard box with a lid. Staple heavy-duty aluminum foil to inside surfaces. Punch holes in the sides for stiff wire rods which make grill. The heat source is an aluminum pan holding charcoal briquets. Three rocks or unlit briquets keep the briquet pan off the bottom of the box. Try baking pies, cakes, biscuits, meat loaf, etc.

Game
Individual
Active

Spud

Equipment: Soft rubber ball

Method: Scouts scatter around the playing area. One is in the center with the ball. The game starts when he drops the ball and calls the name of a Scout. That Scout retrieves the ball and calls “Halt!” All other players must freeze. The Scout with the ball tries to hit one of them. The target Scout may duck and dodge, but he may not move his feet. If he is hit, a “spud” is scored against him; other players scatter; he retrieves the ball, calls “Halt!” and throws at another player. If a thrower misses, a “spud” is scored against him.

Scoring: Scout with the fewest spuds against him at the end of specified time is the winner.

Outdoor

Pittillator

There are several variations of this hand-washing device. The more elaborate version uses a clean bleach jug with a small hole at the bottom. When the cap is loosened, water flows. The simpler variety is a 2-pound coffee can hung from a stick between two holes punched near the top. The hole at the bottom for the water flow is plugged with a tapered stick.