

*Outdoor
Patrol Teams
Active*

Douse It!

Equipment: Two stakes, 18 inches apart, connected by a string with a plastic bag of water tied to it 18 inches above the ground.

Method: Each patrol builds the apparatus described above. On signal, the fire is lit under the string. Scouts feed the fire until string burns through and water extinguishes the fire.

Scoring: The first patrol whose fire is doused wins.

*Aquatics
Patrol Teams
Active*

Flying Fish

Equipment: None

Method: Each team stands in line with players about 3 feet apart, legs spread. On signal, the last Scout in line leapfrogs the Scout ahead, dives between the legs of the next Scout, leapfrogs the next, and so on. When he reaches the front of the line, the Scout who is now last repeats the action. Continue until the Scout who was originally last in line is last again.

Scoring: The first patrol finished wins.

Aquatics

Buddy Tags

Buddy tags of some type are used for all Scouts swimming so that the supervisor knows who is in the water. They may be made by painting boys' names on jar lids or on wood circles. Paint with waterproof ink or pens. Buddy tags may also be purchased from your local council service center.

*Game
Patrol Teams
Quiet*

Blind Flying Relay

Equipment: For each patrol, a grocery bag, compass, and a card with degree readings, one written at the top, one at the bottom.

Method: Patrol teams line up in relay fashion in opposite corners. The first Scout on each team is given the bag, the compass, and the card on which the top degree reading is such that it will lead him toward the other patrol on his team. On signal, he puts the bag over his head and is turned around three times. He then uses the compass to find his way to the other patrol. There he gives the equipment to the first Scout in the other patrol, who repeats the procedure, using the lower degree reading (which is 180 degrees opposite from the first reading) on the card to find his way to the opposite corner. And so on, until the partner patrols have exchanged places.

Scoring: The first team finished wins.

*Nature
Patrol Teams
Quiet*

Nature Kim's Game

Equipment: On the ground or large table, spread out a nature display of about 20 items (acorn, rock, oak leaf, pine needle, cluster, bird feather, local wildflower, wild berry or nut, dandelion plant, fern frond, catkin, lichen, etc.)

Method: Patrols are given 5 minutes to study the display, *in silence*. If indoors, the patrols huddle and write down as many items as they can remember. If outdoors, patrols scatter for 10 minutes to try to find as many of the same items as they can. They should not pick living objects.

Scoring: The patrol with the most items listed or gathered wins.

Game
Whole Troop
Active

Standing Staves

Equipment: For each Scout, a Scout stave or 5-foot pole.

Method: Players stand in a large circle, facing inward. Each Scout holds his stave upright before him with his right hand resting on top. When the leader calls, "One up!" all players move to their left and catch the next stave before it falls. If the leader calls, "One down!" all players move to their right and catch the stave. If a player fails to catch the next stave, he drops out of the game, and the gap in the circle remains. If "Two up!" or "Two down!" is called, players must bypass one stave and catch the next. When only two players are left, a leader stands between them. They move to the left of him for "Up!" and right for "Down!"

Nature

Fish Scope

This device allows a Scout to see clearly below the water's surface because it eliminates light distortion. Cut the top and bottom from a coffee can or larger container. Paint the inside black. Stretch a piece of clear plastic over one end and secure with rubber bands. Look through it with the plastic-covered end a few inches under water.

First Aid
Patrol Teams
Active

Rescue Carry Relay

Equipment: Two poles or Scout staves, chair.

Method: Patrols line up in relay fashion. On signal, the first two Scouts make a stretcher with poles and their shirts and transport a third Scout

to a turning line and back. The next two Scouts carry a third Scout with a two-handed chair carry to the turning line and back. The seventh Scout carries the last Scout to the turning line and back with a pack-strap carry. See the *First Aid* merit badge pamphlet for these carries.

Scoring: The first patrol to finish wins.

Note: If carries are done roughly or improperly, Scouts must start over.

Outdoor

Soap Leaves

Equipment: Paper towels, liquid dish soap, cookie sheets, scissors, stapler.

Method: Soak paper towels in a solution of half water and half liquid dish soap. Lay towels on a cookie sheet to dry. When dry, cut the paper towel into 2-by-3-inch strips and staple them together. Store in a plastic bag. When it's washup time, pull a leaf from the pack and use it instead of a bar of soap.

Game
Patrol Teams
Active

Chain-Gang Race

Equipment: 6½-foot long, ¼-inch rope for each Scout.

Method: Patrols line up in relay fashion at the starting line. On signal, the first Scout in each patrol ties his rope around his ankle with a bowline and hands the other end to the second Scout. The second Scout joins his rope to the first with a square knot, then makes a clove hitch around his own ankle and hands the other end to third boy, who does the same. When the whole patrol is joined in this way, they race to the finish line.

Scoring: The first patrol finishing with all knots correctly tied wins.

Wet-Weather Fire Starters

For surefire fire-starting in the wettest weather, use paraffin-coated materials. Or carry a candle stub. To melt paraffin, improvise a double boiler—a can with the paraffin inserted in another can of boiling water. You'll avoid flash fires from the paraffin that way. Do all your work out-of-doors to avoid a fire.

For a simpler way to waterproof matches, drip candle wax onto the entire kitchen match and rub in soft wax.

Cooking
Patrol

Pizza Goes Camping

PATROL COOK KIT: Using a individual cook kit, spoon your favorite pizza sauce on choice of bread, top with your favorite cheese, and place in the plate of a cook kit. Invert cook kit skillet over plate. Place four to eight glowing charcoal briquets on top of skillet for 10–12 minutes or until cheese melts.

TRAIL CHEF KIT: Follow instructions above for official cook kit. More well-lit briquets will be needed.

DUTCH OVEN: Preheat Dutch oven. Follow instructions for preparation of pizza above. More well-lit briquets will be needed.

Game
Two Teams
Active

Bucketball

Equipment: Two bushel baskets or large cartons; basketball.

Method: Place buckets at opposite ends of the room. Play regular basketball rules, except that the ball must stay in the bucket to count for a score.

This can be played as an interpatrol competition. After each score, the patrol that was scored upon leaves the floor and another patrol enters. This should be a fast-moving game, with patrols constantly entering and leaving the game.

Game
Patrol Teams
Quiet

Get the Message

Equipment: As needed—see below.

Method: Each patrol is divided into two groups—senders and receivers—stationed at opposite ends of the room. The leader whispers a very short message to the senders, and they transmit it to the receivers by Morse code, semaphore, or sign language for the hearing-impaired. (The method should be decided in advance and the patrols allowed to practice.) Both senders and receivers may use the *Boy Scout Handbook* as an aid in sending and receiving. Senders take turns in transmitting so that all Scouts are involved.

Scoring: The first patrol whose receivers get the message correctly wins.

Game
Patrol Teams
Parallel File

Split the Match Relay

Equipment: A Scout ax and chopping block for each patrol, and a stick match for each Scout.

Method: Patrols line up in relay formation with a chopping block and ax in front of each. On signal, the first Scout in each patrol walks up to the chopping block, places his match (head up) on the chopping block, and is given three strokes with the ax to split the match. When he has had his three strokes (or less if he splits the match with less strokes), he walks back to his patrol and touches off the next Scout in line, who repeats the procedure. This continues until all patrol members have tried it.

Scoring: The patrol that splits the most matches wins. This is not a race.

Warning: Exercise safety precautions in the handling of axes and matches.

Game
Patrol Teams
Parallel File

Tent Peg-Making Relay

Equipment: Eight pieces of wood, 9-inches long; ax; and chopping block.

Method: From relay formation, the first Scout runs up to a chopping block at the opposite end of the room (or 50 feet away, if outdoors), takes the ax and makes a regular tent peg, pointed at one end and with a notch at the other. He runs back to touch off the next player. Continue until eight pegs have been made.

Scoring: Patrol finishing first, with pegs neat, usable, and uniform, wins.

Variation: Tent Peg-Driving Relay. Each patrol lines up in relay formation outdoors, with eight tent pegs and an ax lying on the ground 50 feet away.

Method: The first Scout runs up, drives all eight pegs into the ground, pulls them all out again, and races back to touch off the next runner.

Scoring: The first patrol to finish eight runs wins.

Game
Patrol Teams
Parallel File

Fuzz Stick Relay

Equipment: For each patrol, one sharp knife and one stick of dry, soft wood about 1/2-inch by 1 inch by 9 inches.

Method: Each patrol lines up in relay formation opposite the equipment. On signal, the first Scout runs up and cuts one sliver on stick, lays knife down, and runs back to touch off the next Scout,

and so on. Slivers should be at least 3 inches long. Twenty slivers, all attached, complete the fuzz stick.

Scoring: The first patrol to finish scores 10 points. The best fuzz stick scores 30 points, the next best 15 points.

Variation 1: Instead of having each player cut one sliver, players cut three or four slivers.

Variation 2: To vary scoring, take off 5 points for each sliver that is cut off the fuzz stick and see how many patrols end up in the "red."

Game
Patrol Teams
Parallel File

Bow-Saw Relay

Equipment: For each patrol, one bow saw, one log about 6 feet long with a 4-inch butt, and one short log or block for support.

Method: Patrols line up in relay formation facing the logs at a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout supports the log while the second saws off a disk about 2 inches thick. As soon as the disk drops to the ground, Scouts change positions and another disk is sawed off. When the second disk hits the ground, both Scouts race back to the starting line and touch off the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.

Scoring: The first patrol to finish is the winner.

Game
Patrol Teams
Informal

Flying Saucer Kim's Game

Equipment: Pack with 15 to 20 items, one empty pack.

Method: Game leader takes an item out of the pack and throws it to an assistant who drops it in his

pack. Each patrol is to identify the flying items, then make a list of them.

Knots
Patrol Teams

Tautline Hitch Race

Equipment: Rope ring around tree. For each participant, rope of sufficient length to reach around peg for tying tautline hitch. Pegs hammered around tree in circle.

Method: All ropes are lying with ends slack on the ground. Scouts line up next to tent pegs. On the word "Go," each Scout grasps a rope end and ties a tautline hitch. When all Scouts in the patrol have finished, patrol gives yell. The first patrol to yell, with all hitches correct, wins.

Knots
Patrol Teams

Clove Hitch Race

Equipment: Set up a rack of three spars on six uprights. Tie rope of sufficient length to the spar in the middle with clove hitches. Drape ends over other spars. There should be one rope for each participant.

Method: Scouts line up at ropes. On the word "Go," each Scout grasps rope end and ties clove hitch around spar. When all Scouts in the patrol have finished, patrol gives yell. The first patrol to yell, with all hitches correct, wins.

Knots for Camp **(Knots for joining and making loop)**

SQUARE KNOT
SHEET BEND
BOWLINE

Knots for Camp **(Knots for attaching rope)**

CLOVE HITCH
TWO HALF-HITCHES
TAUTLINE HITCH

Game
Patrol Teams
Quiet

Patrol Charades

Equipment: None

Method: Each patrol prepares a pantomime of an activity required for any merit badge. (Examples scanning the sky and writing on a clipboard for Bird Study; using Geiger counters for Atomic Energy.) In turn, patrols mime their merit badge activity while other Scouts try to guess the badge.

Scoring: One point for the patrol of the Scout who first guesses correctly what another patrol is miming.

Game
Patrol Teams
Informal

What Do I Feel?

Equipment: 15 to 20 articles (marble, coin, pocketknife, hammer), paper and pencil for each patrol, neckerchiefs for blindfolds.

Method: Have patrols form a circle. Boys face in, put on blindfolds, and hand articles, one by one, to the first Scout in line. He feels each article and passes it on to the next in line. The second Scout feels the article and passes it on. This is continued until all items have made a complete circle. Remove blindfolds and have patrols write down the items in the order in which they were passed.

Scoring: Give 10 points for each correct answer. The patrol with the highest score wins.

Note: Instead of a circle, have patrol in a line, standing or seated on a log, without blindfolds, and pass items behind their backs. The game leader feeds items to the first Scout, and picks them up from the last Scout.

What Do I Smell?

Equipment: Paper bags with different-smelling article in each; paper and pencil for each patrol.

Method: Prepare a number of paper bags and put a different article into each (licorice, onion half, coffee, orange peels, cinnamon). Place these bags about 2 feet apart on a table or bench. On signal, each Scout (blindfolded) walks down the line and sniffs each bag for 5 seconds. When all members of each patrol have passed by, they go into a huddle and write down the names of the different articles smelled.

Scoring: Give 10 points for each correct answer.

Note: Instead of bags, have smells in 35mm film containers (tops punctured; liquid on cotton) or in cups (covered in foil, taped on, punched with fork holes). Scouts sit at table, passing and smelling items.

Kim's Game

Equipment: Several items (20 or 30), a large cloth or neckerchief, and paper and pencil for each patrol.

Method: Spread the items on a table and cover with a cloth or neckerchief. Gather the patrols around. Lift the cloth for 1 minute and allow patrols to observe. Cover the items after the minute is up and have patrol members list them on a slip of paper.

Scoring: Allow 1 point for each correct item listed. The patrol with the most correct items is the winner.

Variation: Up-and-Down Kim's Game. Tie items along a length of rope. Throw one end of the rope over a tree limb. Items are out of sight (in pack or ice cooler). Game leader pulls rope, revealing items, then lowers them again. Patrol writes list, in correct order.

The Leaking Packsack

Equipment: Various pieces of camping equipment or items that would normally be included in a "lost kit." Paper and pencils.

Method: The game leader arranges various articles not too conspicuously along one side of a path. They may include a flashlight, toothbrush, soap, toothpaste, stocking, spoon, comb, etc., or compass, map, piece of fishing line, matchbox, etc. The whole troop passes slowly along the trail in single file. No one is permitted to walk back when he has passed a certain article. Afterward, patrols go into huddles and prepare a list of the articles they saw, in the right order.

Scoring: The patrol with the most complete list wins.

Variation: Each patrol arranges their list of items in the order in which they consider the various pieces of equipment of importance to a camper or to a lost person.

Haunted House

Equipment: Blanket hung up as a curtain, miscellaneous props for making sounds.

Method: Patrols are seated in front of the curtain. Behind the curtain are two boys who produce various sounds for the Scouts to recognize and remember, such as: turn pages of a book, unwrap cellophane wrapper, break stick, strike match, hammer nail, and so on. After the demonstration, patrols retire to their corners to make a list of noises heard.

Scoring: Three points for each sound listed.

Variation: Overheard Plot. Instead of making noises, the two Scouts behind the curtain engage in a dialogue—planning, for example, the burying of a dead skunk or the killing of a turkey—speaking in either case of "him" instead of calling

the animal or fowl by name. Patrols go to their corners and write reports. Their results may surprise you.

Game
Patrol Teams
Parallel File

Choppers' Relay (Splitting)

Equipment: For each patrol, one hand ax; two boards, 6 inches wide, 9 inches long, 1 inch thick; one chopping block.

Method: Patrols line up in relay formation. The first Scout runs up, picks up one board and ax, and splits off a strip of board, holding the board flat and using contact method. Scouts 2, 3, and 4 follow, making five pieces of even size (about 1 inch by 1 inch) of the first board. Then Scouts 5, 6, 7, and 8 do the same to the second board.

Result: Ten pieces of wood made with eight cuts. Patrol gives its yell when finished.

Variation: Chopping Relay (Splitting and Cutting)

Equipment: Same as for Choppers' Relay.

Method: The first part is the same as the Choppers' Relay. The second part is to cut each piece in half, using the contact method.

Knots
Half Patrol Teams
Informal

Tent-Pitching Contest

Equipment: For each half-patrol team, one two-boy tent, poles, pegs, and guy lines, properly packed; one or two axes.

Method: Teams line up across from the equipment. At the signal "Go," each team erects its tent. When completed, guy lines must be taut with knots correctly tied, tent sides smooth, pegs properly placed, and tent door closed.

Scoring: First patrol gets 100 points, second 80 points, and third 60 points. Deduct 5 points for every incorrectly tied knot or any other fault.

Tent-Striking Contest

Method: Tent is already pitched. The object is to take down the tent, fold it, and tie it up neatly. Pegs are to be pulled out of the ground and placed beside the folded tent. Judge for correctness and teamwork.

Knots for Camp **(Whipping rope end before tying to prevent unraveling)**

Make a loop of twine and place at the end of the rope. Wrap twine tightly around the rope, starting $\frac{1}{4}$ inch from rope end.

When whipping is as wide as the rope is thick, pull out ends hard. Trim off twine close to whipping.

Reference: *Boy Scout Handbook*

For another method of whipping, see the sailmaker's whipping in the *Fieldbook*.

Game
Patrol Teams
Informal

Checkerboard Kim's Game

Equipment: Mark a large piece of cardboard into 16 squares. Number them and place an item on each square: key, pocketknife, nail, acorn, etc.

Method: Each patrol walks silently around the board. All items are then removed and put in a pile. Patrol members walk around the table again, each boy replacing an item in the correct square, without talking. (A boy can use his turn to move an item he feels is incorrectly placed.) Continue walking around the table until all objects are replaced.

Scoring: The patrol with the most items correctly replaced wins.

Game
Patrol Teams
Informal

Knot Trail (Knot Kim's Game)

Equipment: Tie several pieces of rope of varying thicknesses together, using different knots (square, sheetbend, bowline, two half-hitches, tautline hitch). Tie one end of rope to a tree with clove hitch, the other end to another tree with tautline hitch.

Method: Each patrol is told to walk along the rope from tree to tree and back again, silently, to observe and remember (approximately 2 minutes). Patrols then go into a huddle to come up with a list of the knots seen (including knots around trees) in the right order.

Scoring: The patrol with the best list wins. Trick question for extra points: How many ropes were used?

Game
Patrol Teams
Informal

Sloppy Camp

Equipment: Set up a tent and simple fireplace with many things wrong—ax on the ground, glass jar in the fireplace, poorly set tent pegs, wrong knots on guy lines, etc. Also include personal items like these: two blankets and one sleeping bag in the tent, two neckerchiefs of different colors draped over guy line, two Scout shirts with different troop identification and name tags, etc.

Method: Each patrol studies the camp for 5 minutes without talking. Scouts are permitted to touch what they see, but **must** replace items exactly as found. Each patrol **then gets** into a huddle to come up with a list of wrong things.

Scoring: The patrol with the best list wins.

Extra: When a patrol turns in their list, they get a card with questions such as these: "How many boys camped in the sloppy camp?" "To what troops and patrols did they belong?" "What were their names?" (according to items used).

Game
Patrol Teams
Informal

Invisible Kim's Game

Equipment: Two empty packs (and lots of imagination).

Method: Patrol members listen, in silence, while game leader opens "full" packs, takes out nonexistent (therefore "invisible") items, shows in pantomime how item is used, then puts it in "empty" pack. Samples: rope (show how knot is tied), wrist-watch (winds it, shakes it), flashlight (can't get it to work), telephone, handkerchief, lollipop, etc.

Scoring: Patrol coming up with the most correct list wins.

Game
Patrol Teams
Informal

What Happened?

Equipment: Prepare a tracking pit by digging up and raking an area about 10 feet by 15 feet. Then stage a simple tracking project to be observed and deduced.

THE GOOD TURN: Blind man (with cane) walks into the tracking pit. A Scout joins him, takes his arm, walks him out.

TABLE CARRY: Four men carry a heavy patrol table into the tracking pit. They stop, put down table, rest on benches, stand up, pick up table, carry it off.

TIRED SCOUT: A Scout comes stumbling in, gives up, sits down. Other Scout enters, picks him up, carries him off.

Patrols study tracks for 5 minutes, go into huddle, and present their deduction verbally. The game leader does not indicate right or wrong, but rakes the pit and calls in the original track makers to repeat action.

Knots
Patrol Teams
Informal

Tripod Lashing

Equipment: For each patrol, three 8-foot spars, one 8-foot length of lashing rope, and one 6-foot length of rope for suspension.

Method: On signal, patrol members lash the three staves or saplings into a tripod using the tripod lashing shown in the *Fieldbook*. When finished, they set up the tripod, tie a bowline in one end of the short rope, and place the bowline loop over the top of the tripod. Tie a bowline in the free end—high enough so the loop cannot touch the ground. One Scout stands on the bowline loop and holds his balance by hanging onto the line coming down from the top of the tripod.

Scoring: The first patrol with a Scout standing in the bowline loop with the tripod supporting his weight is the winner.

Knots
Patrol Teams
Parallel File

Snake Race

Equipment: Eight staves and seven lashing cords for each patrol.

Method: Patrols line up in relay formation and place the staves in line between their legs. On signal, the staves are lashed together into a long "snake" with single shear lashings. When secure, the "snake" is passed forward, then up and overhead to the rear, and down and forward between the legs to the original position.

Scoring: The first patrol to finish wins.

Knots
Patrol Teams
Informal

Reactor Transporter

Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a 1/2-inch bolt.

Method: On signal, each patrol builds a transporter by lashing a three-sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. The nut is also hung from the top of the tripod. It hangs down into the can but does not touch the bottom or the sides. When finished, three patrol members pick it up by the three corners and carry it to a finish line at least 100 feet away. If the nut swings and hits the side of the can, the patrol must return to the starting line and start the carry again. The object is to transport the reactor so gently and evenly that it is not jarred.

Scoring: The first patrol across line wins.

Knots
Patrol Teams
Informal

Roman Chariot Race

Equipment: For each patrol, six Scout staves and nine pieces of sash cord for lashing.

Method: Equipment is placed in piles across from patrols. On signal, patrols run and lash a "chariot." This is done by making a trestle frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to the opposite two sides. When the frame is finished, two Scouts pull the "chariot" and rider down the field around a marker and back to the finish line.

Scoring: The first patrol to cross the finish line with "chariot" intact wins.

Knots
Patrol Teams
Informal

Flagpole Raising

Equipment: For each patrol, five Scout staves, one patrol flag, eight pieces of sash cord to tie four double lashings, three wooden stakes, one mallet for driving stakes, and three guy ropes about 18 feet long.

Method: Patrols line up with four Scout staves and the patrol flag attached to the fifth staff. On signal, the Scouts lash the five staves together, omitting frappings. Next, they attach three guy lines about two-thirds of the way to the top, raise the pole, and stake down the guy lines, so the pole stands vertically. When finished, the patrol forms a single line at the base of the pole and comes to attention.

Scoring: The first patrol finished wins. Give extra points for the tallest pole.

Game
Patrol Teams
Informal

Silver Dollar Hunt

Equipment: For each participant, one orienteering compass, one fake "silver dollar" (3-inch circle from tin can top), one card with distances and directions such as "50 steps X degrees (X being less than 120 degrees)–50 steps X + 120 degrees–50 steps X + 240 degrees."

Method: Scatter participants over a field with fairly tall grass. Place a "silver dollar" at the feet of each Scout. On the signal "Go," each Scout sets his compass for the direction on his card and walks the specified distance. The same is done for second and third bearings. When done, the "silver dollar" should be at his feet (or at least within his immediate sight).

Scoring: The patrol with the most Scouts winding up within 7½ steps of their "silver dollars" (5 percent error) wins.

Game
Patrol Teams
Informal

Blindfold Compass Walk

Equipment: For each patrol, eight small, numbered stakes, set in the ground 5 feet apart in a north-south line. For each Scout, one orienteering compass and one large paper bag.

Method: One Scout from each patrol stands at each of the eight stakes. Scouts from one patrol set their compasses between 45 degrees and 135 degrees; boys from the opposing patrol between 225 degrees and 315 degrees. A paper bag is then placed over the head of each Scout, making him just able to see the ground and compass in his hand. Each Scout turns around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing (orienting the arrow point *toward* him instead of away from him) for 95 steps. Only Scouts within 10 steps of their marker score.

Scoring: The patrol with the most scoring boys wins.

Game
Patrol Teams
Informal

Direction Hunt

Equipment: Eight (or more) tall stakes with pointers, pointing to distant landmarks or clearly identified objects (large tree, large rock, etc.). Each participant has an orienteering compass, pencil, and paper.

Method: Scouts from each patrol distribute themselves at the different stakes. They check landmarks toward which the markers on stakes are pointing, set their compasses for the degree directions to the landmarks and write them down. The Scouts then move to the next pointer and determine the next degree direction. At the end of the specified time, each Scout turns his findings over to the judge.

Scoring: The patrol with the most correct degree directions (within 10 degrees) within the time limit wins.

Game
Patrol Teams
Parallel File

Map Symbol Relay

Equipment: Several identical sheets of paper with numbered map symbols—including contour lines drawn on them. See the *Boy Scout Handbook*.

Method: Patrols line up in relay formation facing opposite wall, on which map symbol sheets (one for each patrol) have been posted. On signal, the first Scout runs up, names the first symbol, and runs back and touches off the next Scout, who runs up and names the second symbol. Continue the relay until all symbols have been named.

Scoring: Score 2 points for each symbol correctly named and subtract 1 point for each symbol incorrectly named. Add 10 points for the patrol that finishes first.

Game
Patrol Teams
Informal

String-Burning Race

Equipment: For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

Method: Before the race, the two sticks are pushed into the ground, 24 inches apart; one piece of string is tied between the sticks, 12 inches off the ground; the other, 18 inches above ground. Each patrol gathers native tinder and firewood. The patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After lighting, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire first burns through the top string wins.

Game
Patrol Teams
Informal

Water-Boiling Race

Equipment: For each team, one No. 10 tin can (or other size, same for each team), one teaspoon soap powder or detergent, two matches.

Method: Before the race, each patrol gathers native tinder, firewood, and three rocks for the fireplace. The can is filled with water to within 1 inch of top, with soap or detergent added. The patrol then selects its two representatives. On signal, the two Scouts set up their stone fireplace, lay and light a fire, place the can of water over the fire, and keep feeding the fire until the water boils.

Scoring: The first team to get water boiling over wins.

Variation: Have two-man teams start fires by flint and steel or by friction. One log is allowed per team, and wood for fires must be chopped from the log during the race.

Knots
Patrol Teams
Parallel File

Knot-Tying Relay

Equipment: One 6½-foot rope per patrol; Scout staff or long stick.

Method: Patrols line up in relay formation with the first Scout about 10 feet from the staff, held horizontally 30 inches off the ground. On signal "Bowline (or other knot)—Go!" the first Scout runs up, rope in hand, ties rope to staff with bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who runs up, repeats the performance, and so on until eight knots have been tied.

Scoring: The first patrol to finish wins.

Note: Square knot, sheet bend, fisherman's knot—for these, join ends of rope with taut knot, staff running through loop. Clove hitch, two half-hitches, timber hitch—tie rope to staff, pull taut. Tautline hitch, bowline—tie knots so that staff runs through loop.

Knots
Patrol Teams
Parallel File

Knot Hoop Relay

Equipment: One 6½-foot piece of rope for each patrol.

Method: On the signal "Go," the first Scout ties the rope into a hoop with a square knot (or sheet bend, fisherman's knot, or other joining knot) and passes it over his head and down his body. He steps out of the hoop, unties the knot and passes the rope to the next Scout, who repeats the procedure, and so on down the line.

Scoring: The first patrol to finish wins. If there are different numbers of boys in the patrols, announce a specific number of knots to be tied, such as ten. This will mean that one or more Scouts may have to tie two knots apiece.

Variation: Instead of rope, use pieces of wool yarn. If yarn hoop breaks, it must be tied again—making the hoop smaller and therefore more difficult to get through.

Knots
Patrol Teams
Facing Lines

Bowline-Sheet Bend Draw

Equipment: One knotting rope at least 6 feet long for each Scout.

Method: Each patrol forms two facing lines. Each player holds rope in his right hand, raised above his head. At the word "Go," each races to tie a bowline around his waist, then joins ropes together with sheet bend. Players lean backward with full weight to test knots.

Scoring: The first patrol to have all knots tied correctly and all Scouts leaning backward wins.

Variation: Bowline Pull. Players line up in relay formation. Patrols face each other. A line is drawn down the center so that each man is across from a player from another patrol on the other side of the line. On signal, each player ties a bowline around his opponent's waist and tries to pull him across the line. When time is called, the patrol with the most players on its side wins.

Knots
Patrol Teams
Parallel File

Rescue Race

Equipment: For each boy, one 4-foot piece of rope.

Method: Patrols line up in relay fashion, each boy with a short piece of rope. Patrol leaders take up position 20 feet in front of the first Scout in each patrol. The patrol leader is supposedly drowning and must be rescued by having a line thrown to him. On signal, all patrol members tie their ropes into one long line. The first boy coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. It is best to trade patrol leaders around so that no leader is rescued by his own patrol.

Scoring: The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Knots
Patrol Teams
Parallel File

Chain Gang

Equipment: One rope at least 14 feet long for each patrol.

Method: Patrols line up in relay formation. At the signal "Go," the first man ties a bowline around his right ankle and hands the long end to the next Scout, who ties a clove hitch around his right ankle, and so on down the line until the team is "all tied up." The team then races to a finish line.

Scoring: The first patrol to reach the finish line with all clove hitches and the one bowline tied correctly wins.

Game
Patrol Representatives
Informal

Indian Leg Wrestling

Equipment: Blanket, if desired.

Method: After a formal challenge, or elimination contests within the patrols, two patrol representatives lie down on a blanket, side by side. Contestant's backs are flat on the ground, their legs in opposite directions. On signal "one," contestants raise their inside leg to a vertical position. On "two" they repeat this action, and on "three," each tries to lock legs with the opponent and twist him over.

Scoring: The Scout twisting his opponent over two out of three times is the winner. If both players are twisted over simultaneously it is a tie. As in all duel contests, the winner should be promptly challenged in a more or less formal manner by someone else until: a troop champion is found; one Scout has been the winner three times in succession; a certain number of rounds have been played; or until a certain time has elapsed.

Game
Patrol Representatives
Informal

Indian Hand Wrestling

Equipment: None

Method: One contestant places the outside of his right foot against the outside of the other's. Both brace themselves by placing their left foot behind them. They grasp right hands and attempt to throw each other.

Scoring: The first to succeed in making the other move a foot or lose his balance wins. Run the contest for the best two-out-of-three.

Slap Jack

Equipment: None

Method: Contestant No. 1 places open hands, palms down, on the upturned palms of contestant No. 2, who tries to pull one hand, or both, away quickly and slap the back of his opponent's hands.

When he fails, contestants change hand positions and No. 1 has his chance.

Scoring: The first contestant to make a given number of slaps is the winner, or the most slaps in a given amount of time wins.

Game
Patrol Representatives
Informal

Indian Arm Wrestling

Equipment: None

Method: The two contestants face each other across a table. Each places his right elbow on the table in front of him and grasps the hand of his opponent. On the signal to start, each Scout presses to the left in an attempt to make his opponent's knuckles touch the table or to make his elbow leave the table. The Scout is not permitted to use any other part of his body.

Scoring: The first Scout to make his opponent's knuckles touch or elbow raise scores a point. Two points out of three tries wins.

Variation: **Indian Thumb Wrestling.** Scouts place fists on table, thumbs up and knuckles touching. Thumbs are raised and linked together. Scouts try to twist first so that opponent's fist is raised off the table. Two points out of three tries wins.

Game
Patrol Representatives
Informal

Stick Fight

Equipment: One Scout stave.

Method: Players face one another, with feet placed in a wide, firm stance. Players grip stick firmly with both hands, each with his left hand on the inside of opponent's right hand. On signal, each tries to get the stick to touch the ground on his right side by pushing down with the right hand and pulling up with the left.

Scoring: Player succeeding in two out of three tries is the winner.

Variation: Stick Twist. Players face one another and stand about a yard apart, gripping stick in similar manner as in Stick Fight, with the exception that contestants hold the stick at eye level or higher. The object is to bring the staff straight down without bending wrist or elbows or having stick twist in hands.

Fitness
Whole Troop
Single Line

British Bulldog

Equipment: None

Method: Troop lines up along one side of the room. One player takes position in the center of room, facing the troop. At "Go," the entire troop charges and tries to reach other side of room without being caught. To catch someone, the "bulldog" in the center must lift a player off the floor long enough to yell "1-2-3 British Bulldog!" A caught player becomes one more "bulldog" for the next charge. Not more than three bulldogs can tackle a player. If a struggling player is not lifted completely off the floor while whole troop slowly counts to 10 seconds (one one-thousand, two two-thousand, etc.), he is declared free and joins the troop for the next charge. The game is run until everyone has been caught.

Scoring: The last man caught is the winner.

Fitness
Half-Troop Teams
Facing Lines

Ball Over

Equipment: Ball, about basketball size; whistle.

Method: Draw a line across the game area, and assemble teams on either side of the line. Players take positions at various points on their side of the line. Players cannot cross the line. One Scout with a whistle is blindfolded. When he blows the whistle, the leader puts the ball into play. The object of the game is to keep the ball in the oppos-

ing team's territory. Whistle should be blown frequently.

Scoring: One point is counted against the side that has the ball when the whistle is sounded. At the end of the game, the side with the lowest score wins.

Game
Whole Troop
Circle

Swat 'Em, or Whipped to the Gap

Equipment: Newspaper rolled up into swatter.

Method: Troop forms a circle, with all players facing in, hands behind back. The game leader walks quietly around the outside of the circle and places newspaper swatter secretly in the hands of one of the players. The player with the swatter starts hitting the player to his right with swatter. He continues swatting while the victim runs around the outside of the circle and back to his place in the ring. The player with the swatter now goes around the circle (his place in the ring has been taken by the first leader) and hands the swatter to another player. Game is continued as long as desired.

Note: If troop is large, use two or three swatters.

Game
Whole Troop
Confusion

Numbers

Equipment: None

Method: Scouts are scattered throughout the room. The leader says, "Form fives" (or fours, or threes, or twos). Scouts have to get into groups of whatever size is announced. Those who don't get into a group of the correct size are out of the game.

Scoring: The last two Scouts remaining in the game are the winners.

Variation 1: On leader's command "Sit in five," Scouts try to sit down in groups of five, or whatever number was called. Should the leader say "Stand in five," nobody moves. Those who sit at that command drop out.

Variation 2: Whenever a number is mentioned by the leader in telling a story, the Scouts all sit down. The last Scout to sit down drops out of the game. Game ends when only one Scout remains—the winner.

Game
Whole Troop
Confusion

Barnyard

Equipment: Slips of paper with names of animals; each name appears on two slips.

Method: The slips of paper are put into a hat. When everyone has taken a slip, each Scout starts making the animal sound that is appropriate to the animal name on his slip of paper. The object of the game is for each boy to find his “mate” who is making the same animal call as he. When a Scout finds his mate, both stop calling and step to one side.

Scoring: None. This is strictly for fun.

Variation: Barnyard Surprise. To add some fun to this game, make one slip with the name “donkey.” The hee-hawing at the end by one lone Scout will make everyone laugh.

Game
Patrol Teams
Parallel File

Fun Relays

For a fun session at a troop meeting, use a series of relay games. In each case, each patrol runs eight runners.

LUCK RELAY. 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 his patrol and touches off the next Scout.

IZZY-DIZZY RELAY. The first runner runs up to a line, puts one finger on the floor, and circles

around his finger seven times, then races back and touches off the second Scout, and so on.

GRASSHOPPER RACE. Each runner hops to the line and back with a Scout cap between his knees.

Games
Patrol Teams
Parallel File

Mixed Relay

Equipment: None

Method: Patrols line up at the starting line in relay formation. At signal, Scout No. 1 runs to the wall, touches it, and returns to touch off Scout No. 2. Scout No. 2 holds one foot, hops to the wall, and returns to touch off Scout No. 3, who runs backward to the wall and back. Scout No. 4 jumps sideways to the wall and returns to touch off Scout No. 5, who runs to the wall and back on his hands and feet. Nos. 6 and 7 then form a “chair” with their hands and carry Scout No. 8 to the wall and back.

Scoring: The first patrol to complete the course is the winner.

Game
Patrol Teams
Parallel File

Caterpillar Race

Equipment: None

Method: Patrol members line up in single file behind the starting line. Put one chair for each patrol about 25 feet from the starting line. The first Scout in each patrol places his hands on the floor. Other Scouts bend down and grasp the ankles of Scouts in front of them. On signal, patrols move forward, swing around chair, and return to the starting line. The first Scouts must walk on hands and feet throughout. If the line is broken, the team must stop and re-form line before continuing.

Scoring: The team finishing first is the winner.

Wheelbarrow Relay

Equipment: None

Method: Establish a starting line and, 20 feet away, a turning line. Patrols line up in relay formation at the starting line. On signal, the first Scout from each patrol places hands on the floor and the second Scout grasps his ankles and lifts his legs. In this position, they travel to the turning line, with the first player traveling on his hands. On reaching the turning line, they reverse positions and return, touching off the second pair of Scouts, who follow the same procedure. Relay is continued until all patrol members have competed.

Scoring: The patrol finishing first is the winner.

Game
Patrol Teams
Parallel File

Horseback Relay

Equipment: None

Method: Patrols line up in relay formation with the smallest member of each patrol at the front of his patrol line. On starting signal, he jumps up on the back of the second Scout in line and the two race around a mark set about 20 feet in front of the patrol. As soon as they reach the starting line, the "rider" must transfer to the next Scout in line without touching the floor. If he touches the floor in making the transfer, he must get back on the "horse" that just took him over the course and ride around again **before** making the transfer. This continues until the rider has made the rounds, riding each Scout in the patrol. If patrols are less than eight, the first horses will have to repeat to make a total of seven laps.

Scoring: The first patrol to complete seven laps of the course is the winner.

Knots

Long-Legged Puddle Jumper

No time to build a bridge, but you don't want to get your feet wet? All it takes are three stout spars, three lengths of lashing line, and three ropes for guy lines. Lash the three poles together. Be creative in making it.

Knots
Patrol Teams
Active

Get 'Im Up!

Equipment: For each patrol, three Scout staves or poles; one 8-foot length of lashing rope, and one 10-foot length for suspending the Scout.

Method: On signal, each patrol lashes the poles together with a tripod lashing, ties a bowline in the shorter rope, and passes the running or free end of the line over the top of the tripod. One Scout stands in the bowline, grasps the free end of the rope, and is lifted up. (On a slippery surface, one Scout may need to steady each stave.)

Scoring: The first patrol with a Scout in the bowline with his weight fully supported by the tripod wins.

Game
Patrol Teams
Quiet

Octagon Compass Course

Equipment: Drive stakes in a rather large area to form an octagon, and mark stakes from "A" to "H." For each Scout, a compass, pencil, and card with directions as shown below.

Method: One Scout from each patrol is at each stake. His card tells him to proceed to two other stakes and return, taking bearings and measuring distances as he goes. (Example: "A to F ____ degrees, ____ feet; F to D ____ degrees, ____ feet; D to A ____ degrees, ____ feet.") Have cards for many combinations of letters.

Scoring: The patrol with the most accurate answers wins.

Game
Patrol Teams
Quiet

Getting Your Bearings

Equipment: Topographic map, compasses, pencils; for each Scout, photocopy of a section of the master map.

Method: On signal, the first Scout in each patrol runs to the master map. The leader names or points to two locations or features on the master map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scout takes bearings from one to the other, draws the route on his photocopied map, and writes bearings on it. He then runs back to touch off the next patrol member.

Scoring: The winning patrol is the one with the most compass bearings correct, within 5 degrees. This is not a speed contest; however, if two patrols have identical scores, the fastest one wins.

Game
Half-Patrol Teams
Active

Log-Walking Race

Equipment: For each three- or four-boy team, two logs about 6 inches in diameter and 6 feet long, with ropes for tying to feet.

Method: Ropes are looped around log and tied over instep of Scout's shoes. On signal, each team starts walking toward the finish line 20 feet away, moving one log at a time. (The team's leader should call out the cadence, so that all right legs are raised at the same time, then all left legs.)

Scoring: The first team to finish wins. If you don't have enough logs, each team can be timed; the fastest time wins.

Aquatics
Patrol Teams
Active

Porpoise Relay

Equipment: Three or more inner tubes or other rings for each patrol; other obstacles as desired.

Method: In chest-deep water, lay out an obstacle course for each patrol, using rings to go through, buoys to go around, Scout staves to swim under, etc. All items are anchored to the bottom. On signal, the first Scout in each patrol swims (or walks) the course, going through, around, and under the obstacles, and swims back to touch off the next Scout. Continue until all have covered the course.

Scoring: The first patrol finished wins.

Aquatics
Patrol Teams
Active

Lifeline Relay

Equipment: For each patrol, one 40-foot length of sisal, manila, or nylon rope (unweighted), and a target made of a 5-foot board (to represent outstretched arms). Tie a bowline in one end of the rope to fit around thrower's wrist.

Method: Each patrol team is about 30 feet from the target. The first Scout coils the rope and, holding one end, tosses the coil at the target. The second Scout then recovers and recoils the rope and throws, and so on until all patrol members have competed.

Scoring: Score 5 points for each throw that hits the target. Add 20 points for the patrol that finishes first.

Outdoor
Patrol Teams
Active

Packing Practice Relay

Equipment: For each patrol, one pack, all items needed by one Scout for an overnight campout, plus

other extraneous items—tennis racket, math book, volleyball, one dress shoe, baseball cap, etc.

Method: On signal, the first Scout in each patrol runs to his patrol's pile, selects one item, places it into the pack, and runs back to touch off the next Scout. Continue until the patrol leader is satisfied that all necessary items are neatly and properly packed.

Scoring: The winning patrol is the one finishing first, provided that all necessary items are packed (and none of the unnecessary ones), and that the pack is neat.

Game
Patrol Teams
Quiet

How High?

Note: Play outdoors, if possible. If indoors, eliminate the measuring-by-pace test.

Equipment: A string 50 meters (165 feet) long, sticks, pan of muddy water.

Method: In turn, each Scout paces off what he judges to be 50 meters. (Leader checks his distance with string.) The Scout then estimates the height of some landmark (tree, flagpole, building) with the Pencil, Tree Felling, or Muddy Water Method shown in the *Boy Scout Handbook*.

To save time, have several Scouts compete at the same time.

Scoring: The Scout scores one point for his patrol if his distance estimate is within 2 meters of 50 meters; one point if his estimate of height is within 3 feet of being correct.

Nature

Backpack Cover

Use clear or colored polyethylene plastic sheeting 4 to 6 millimeters thick. Cut a circle about 48 inches in diameter. Lay strong, 14-foot cord around the edge of the plastic and fold a 1- or 2-inch hem. Pull cord fairly tight after pack is covered. Tie ends of cord together.

This cover also makes a good washbasin, a quickie poncho, a firewood cover, and a tablecloth.

Game

Fire by Friction (from 1911 *Handbook for Boys*)

Simple bow with stout leather thong: Bow is about 27 inches long, $\frac{5}{8}$ -inch thick. Simple drill socket of hardwood. Fire board should be nonresinous wood. Yucca or cypress or redwood work well.

For more on primitive firemaking, see today's *Boy Scout Handbook*.

Game
Patrols
Quiet

Lost Quiz

Ask each patrol 5 to 10 questions about what a person or a patrol should do if they are lost. Base questions on the *Boy Scout Handbook* and *Wilderness Survival* merit badge pamphlet. Each patrol huddles and writes answers. Sample questions: What is the main thing to do if you are lost? (Be calm and think.) How can you use landmarks to travel a straight line? (Line up two landmarks in a straight line.) What's the universal distress signal? (Three of anything—sound or sight signals.)

Knots

Dead Man

Bury crossed sticks in snow and attach a loop of line that extends above the snow level. Do not tie tent line directly to dead man. Snow may freeze and force you to cut the tent line.