

SCOUT IDEA BANK

A COLLECTION OF PROGRAMME IDEAS



2 years of Planned Troop Meetings

	Incident 1	Incident 2	Game 1	Game 2	Patrol time
1	323 BURN SISAL	274 SUPPORT A GLASS	SEDAN CHAIR	STAVEVS2	548 LOWERING A PERSON
2	25 HORROR VIDEO				
3	479 BILLY TRANSFER	530 RECORD BREAKERS	PHARAOH'S CHAIR	DODGER	107 OVERHAUL CAMP GEAR
4	54 TELESCOPE	467 CHAIN REACTOR	TORPEDO	HANG ON	164 WOGGLES
5	23 TIE DYING	288 FRAMEWORK	KNOT LOOP	SCOOP	556 FIRE EXTINGUISHERS
6	WIDE GAME	*490*Incident Trail			
7	314 WATER BOILING RACE	273 MAKE A BEAM	FIVE CLUES	FIND IT	66 STAR CANS
8	68 PHONE HOME	464 CUT POSTCARD	TIN POLO	TWO HAND CARRY	42 MASK
9	567 MORSE CODE	267 ICE INCIDENT	ARCH RELAY	BLOOD HOUND	161 SENNITS
10	338 FIRST AID PROBLEMS	276 CARD TOWER	ONE, TWO, THREE	KNOTS	624 DESERT SURVIVAL
11	197 TIN CANS	506 CHOCOLATE RAISINS	RISING CIRCLES	LEAP FROG	329 CUTS AND STRATCHES
12	498 HAVE A BASH	58 OUT UNDER THE STARS	ELEPHANTS	STORM THE CASTLE	543 EYESPLICE
13	28 ONE ACT PLAY	275 BUILD A BRIDGE	RUSTLER	BUCKET TOSS	80 KNIFE SHARPENING
14	WIDE GAME	*505*Dark night activities			
15	331 FIRST AID BASES	488 SWAMP	STAVES	TARGET	388 PATROL GYM
16	130 TOWN PLANNERS	465 SMELL MAKING	HUMAN BRIDGE	ARE YOU AWAKE	249 TRAINING AIDS
17	476 IN ONE MINUTE	277 CARRY A MARBLE	HEADS	BULL IN THE RING	603 FIRE BY FRICTION
18	257 LIGHTWEIGH RUCSACK	152 SAWDUST COOKER	CHALLENGE	SILENT MOVEMENT	225 BIKE CARE
19	330 DIRT AND GRIT IN EYE	278 OXO CUBE STRUCTURE	FIND IT	OVER AND UNDER	95 GADGET PREFAB
20	31 MAGIC	141 TURKEY BAG OVEN	CIRCLE TUG A WAR	HIDDEN WATCH	90 LIGHTING SYSTEM
21	WIDE GAME	*51*Opium smugglers			
22	337 STRETCHERS	115 BELAYING	STRIKE A MATCH	BALANCING RELAY	455 COMPASS PRACTICE
23	155 PANCAKE COOKING	280 BUILD A RAFT	BARRICADE	STAVES 2	145 PLAN MENU
24	393 MAP PUZZLE	456 CLOCK FACE ORIENT.	PRISONERS	ESTIMATION	93 WASTE DISPOSAL
25	457 ORIENTEERING COURSE	487 CONCEAL YOUR PATROL	ONE TWO THREE	DODGER	173 ARCHERY
26	196 ROPE TRICKS	229 BIKE RODEO	BLITZREIG	KNOT LOOP	549 COMMANDO ROPES
27	WIDE GAME	*227*Cyclo-cross			
28	335 FIRST AID CARRYS	317 FIRE BY FRICTION	HANG ON	BULL IN THE RING	82 TENT PITCHING
29	WIDE GAME	-56- Defend the light			
30	151 CONSERVATION STOVES	482 BRICK TOWER	STRIKE A SAFETY	HERE BOY	537 MINI PIONEERING
31	514 REACTOR TRANSPORTER	114 PRUZZIK KNOT	DIAMOND HUNT	LEAP FROG	541 LINE THROWING
32	WIDE GAME	*503*It's a knockout			
33	630 INVENTION CHALLENGE	584 SUPERSTARS	OVER AND UNDER	SCOOP	319 CUT SOD
34	316 FIRE ON WATER	499 ROPE LADDER	STAVES	SEDAN CHAIR	343 SCOUT PACE
35	517 ABOVE GROUND	287 ELASTIC BAND POWER	CIRCLE TUG	TORPEDO	255 STOVE DESIGN
36	265 LIFELINE	507 SHEER LEGS	OUTLINE		614 SHELTER KNOTS
37	43 MIME	485 HORNETS NEST	BALANCING	TIN POLO	163 LANYARDS
38	WIDE GAME	*58*String burn			
39	272 KNOW WHAT TO DO	279 25CM X 25CM	TARGET	RISING CIRCLES	399 CONVENTIONAL SIGNS
40	62 NASA EXERCISE	57 SKY GAZING 21	TRIPLE TEST	SILENT MOVEMENT	542 WHIPPING
41	501 PARAGRAPH PUZZLE	289 FREE FALL	BLITZREIG	PHARAOHS CHAIR	235 WIRE A PLUG
42	602 CUP OF TEA	307 PAPER BAG GAME	KNOTS	ARCH RELAY	339 PLAN HIKE
43	266 EMERGENCY	496 RADIO ACTIVE GROUND	BUCKET TOSS	ARE YOU AWAKE	401 RELIEF MAP
44	WIDE GAME	*29* Shadowing			
45	385 KEEP FIT	283 CANDLE POWER	DODGER	CHALLENGE	358 WASH STAND
46	532 TAPE RECORDING	524 CUT A STAKE	TWO HANDED	HIDDEN WATCH	569 MORSE CODE-TORCH
47	304 TRADING GAME	491 BANK ESCAPE	STAVES 2	HEADS	334 TRIANGULAR BANDAGE
48	508 ELECTRIC FENCE	282 ADVENTURE PLAYGROUND	BARRICADE	OUTLINE	650 WIND SCALE
49	230 DIY	478 REPLACE JAR	LEAP FROG	FIVE CLUES	138 PATROL COOK BOOK
50	WIDE GAME	*432*Environmental warriors			
51	533 LIGHTHOUSE PROBLEM	281 MARBLE TOWER	THE CASTLE	HUMAN BRIDGE	99 CAMP GADGET
52	383 INTERNATIONAL CUISINE	562 DRUGS ROLE PLAY	STRIKE A SAFETY	ELEPHANTS	605 FIRE LIGHTING
53	20 KITES	486 FLOOD WARNING	TARGET	ESTIMATION	269 SOS SIGNALLING
54	234 HOME MAINTAINANCE	492 TIME BOMB 13	RUSTLER		259 PERSONAL BIVVY SHEET
55	WIDE GAME	*60*Mr. Goldbricks message			
56	531 BALLISTA	623 EDIBLE PLANTS	BLOOD HOUND	SILENT MOVEMENT	112 RIVER CROSSING
57	495 THE ISLAND	293 ESTIMATION	HERE BOY	RISING CIRCLES	302 PLANE TABLE
58	WIDE GAME	*622* Back to the stone age			
59	489 ROPE A THON	96 HIKE TENT FUN	STRIKE A MATCH	TRIPLE TEST	587 FINDING NORTH
60	626 SHELTER	627 BOIL WATER IN A BAG	OVER AND UNDER	PRISONERS	538 TRESTLE RACE

2 years of Patrol Meeting suggestions to compliment the Troop programmes

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|--|-------------------------------|------------------------|
| 1. Patrol Screens (172) | Patrol Identity (471) | |
| 2. Cook a meal using one pot (147) | Ballista (531) | |
| 3. Two match fire (605) | Boomerangs (16) | Star Chart (56) |
| 4. Craving (79) | Elastic band cars (287) | |
| 5. Radio Play (532) | Triangular bandages (334) | |
| 6. Sheer legs (507) | Table signalling (576) | |
| 7. Semaphore (570) | Compact stove (521) | |
| 8. Stalking (632) | Camp deck chairs (97) | |
| 9. Pioneering Project (535) | | |
| 10. Pitch and Putt (583) | | |
| 11. Water in a bag (627) | Stretchers with coats (332) | |
| 12. Sawdust cooker (152) | Scout Stave (204) | |
| 13. Magnetic neddle (460) | Stilt walking (488) | Observation test (441) |
| 14. Lowering a person (548) | Splicing ropes (543) | |
| 15. Smoke filled room (560) | Belts and sennits (161) | |
| 16. Hot air balloons (462) | Have a bash (498) | |
| 17. Wound replicas (336) | Commando ropes climbing (110) | |
| 18. Compass practice (455) | Pruzzik knot (114) | |
| 19. Bike rodeo (229) | Raft Fire (316) | |
| 20. Planked fish (136) | Shelter (72) | |
| 21. Service project (237) | | |
| 22. Summer Projects - Don't just sit there (520) | | |
| 23. Visits to..... (641) | | |

Adventure

1. The call of the wild is so clear and strong for so many young people that we must make every provision to create opportunities for our members to experience adventure.

High land adventures

- # Abseiling
- # Bouldering
- # Caving
- # Fell running
- # Ice climbing
- # Mountain biking
- # Mountaineering
- # Orienteering
- # Pony trekking
- # Rock Climbing
- # Search and Rescue exercises
- # Hill Walking
- # Snow activities
- # High level camping

Water adventures

- # Bird watching
- # Boardsailing
- # Bridge building
- # Canoe building
- # Canoeing
- # Fishing
- # Gorge and gulley trails
- # Ice skating
- # Raft construction and rafting
- # Rowing
- # Coragle building
- # Rubber rafting
- # Sailing
- # Swimming

Night adventures

- # Night hikes
- # Star trails
- # Wide games
- # Backwoods cooking
- # Night navigation
- # Bivouacking
- # Wild life spotting
- # Orienteering

Low level adventures

- # Archery
- # Backpacking
- # Cycling
- # Farming
- # Forestry
- # Horse riding
- # Obstacle courses
- # Pioneering
- # Camping
- # Survival hikes

- # Tracking
- # Environmental projects

Ocean Adventures

- # Coastal hikes
- # Fishing
- # Island survival
- # Life saving
- # Sailing
- # Dolphin and whale spotting
- # Diving
- # Snorkelling
- # Beach combing
- # Bird watching

Air Activities

2. Name the starting place of an aircraft and state the direction and speed of flight, and give the time spent in the air. So who is the first to plot the landing place on the map.
3. Make a kite
4. Make model planes - Airfix or balsa models
5. Visit a nearby airfield or harbour and work out the compass course of aircraft and shipping.
6. Obtain a book on making paper planes and get Patrols to make different designs. Have a landing contest, longest flight contest. Best flyer etc.
7. Make plastic parachutes and use them to experiment as to the best size to float different weights to the ground
8. Ask a pilot to visit the Troop and demonstrate how a plane is navigated from airport to airport
9. Borrow a computer and bring down to den. Arrange to have a flight simulator programme available for Patrols to try.
10. Visit an airport
11. Arrange an air symbol and aircraft shape quiz.
12. Learn about air traffic control signalling and radio procedure. Visit an air traffic control centre.
13. Have a Frisbee throwing competition.

14. Construct a model rocket and launch it in open ground after permissions have been obtained.
15. Give each Patrol a number of sheets of thick aeroboard and ask them to sculpt a piece of art.
16. Make boomerangs and learn how to throw them.
17. Make hovercrafts using aeroboard and card and an elastic band powered propeller. Have an Inter – Patrol races once trails have been completed by Patrols.
18. Lay a model aircraft or small boat on a map. Each Scout in turn works out the compass bearing of the model from a given direction.
19. Darken the room. The light of a moving torch flashing on the ceiling represents an aircraft. Each Scout in turn calls out its compass direction.
20. Patrols are given the where with all to make a kite. First Patrol to make and fly their kite is the winner

Art

21. Arrange the members of the Patrols so that by using a strong light a profile shadow can be cast onto a piece of paper placed on a wall. Create shadow profiles of each member of the Troop.
22. Get each Patrol to explore the art of batik - designs are created on cloth using wax, which are then dyed in coloured dyes. When ironed the wax is removed from the cloth.
23. Get the Patrol to explore tie-dyeing. Make a unique design for Patrol T-shirts etc.
24. Arrange an Inter-Patrol photography Competition with a 'Patrol camera' as a prize.
25. Patrols are given 20 minutes to arrange to give sound effects for thunder, wind, horse galloping, broken glass (without breaking any), chopping down trees (without using an axe), sausages sizzling, creaking gate, waves on a shore, etc.
26. Try blow painting with a straw and some paint.
27. Put on a Scouting display. Patrols are

- requested to build display stands and decorate them. Invite parents, teachers and young people to display
28. Prepare and perform a one act play
 29. Give each Patrol 5 minutes to select a place not too far from your den that they know how to get to. The Patrol must then present a mime of their 'mystery tour'. This might include getting on buses, crossing at traffic lights, cycling etc. Other patrols have to guess where they are going.
 30. Provide Patrols with a number of dyes and allow Patrols to experiment with tie dying.
 31. Each patrol are given photocopies of a number of magic tricks and are given a set time say 15 minutes to perfect the trick or tricks. Hold a magic contest later.
 32. Provide each Patrol with a desk lamp, some large sheets of paper and a pencil or felt – tipped pen. Each Scout is shadowed on a sheet of paper and the outline of his head drawn out while he remains still. Cut out each outline and challenge the other Patrols to identify each other
 33. Make a small screen printing press and have Patrols print their own neckerchiefs or T-shirts for camp.
 34. Create a real mess! Patrols are given large pieces of paper and poster paints and invited to create finger paintings.
 35. Create mobiles from driftwood or other items found while hiking or camping.
 36. Invite a photographer to your meeting and learn how to take and develop your own photographs
 37. Using an old toothbrush and some paint create splatter prints of leaves and other objects which can be used later for Kim's Games
 38. Patrols create a collage on a selected subject using pictures etc. from old magazines and newspapers.
 39. Create a Patrol or Troop newsletter. Set it up using a desktop publishing package and print it on Unit duplicator or with assistance of local printer, who may also let you do the work under direction.
 40. Make potato prints by carving a design on sliced potatoes. Use poster paints or fabric paints to print designs on paper or fabric.
 41. Obtain samples of calligraphy writing and have Patrols create an opening page for their Patrol logs.
 42. Using the technique of paper mashie create masks for the members of each Patrol. Paper strips are placed on mould and using Polybond layers are built up to create mask or other objects.
 43. With the assistance of a drama teacher or mime artist Patrols should create a short mime act. Some ideas:-
Walking with a high wind behind you
Pushing through a crowd
Walking as an old person
An old person getting out of a chair
Knocking in a nail while balancing on a high ladder
Carrying a heavy load
Walking a tightrope
 44. Patrols are given short plays and have 30 mins. to learn their lines and perform the play for the Troop.
 45. Obtain a book about facepainting and give each Patrol a small face painting kit. The Patrol must face paint each other. Perhaps as the animal the Patrol is named after. Good activity for Halloween Party.
 46. Make a horror video. Patrols must create all effects and make the 'monster' as well as direct the filming. Video camera can be borrowed from parents.
 47. Patrols make a number of puppets and put on a play for the rest of the Troop.
 48. Using only your hands and body parts create shadowgraphs - shadow puppets and put on a short play for the Troop.
 49. Using paper and charcoal sticks or crayons create a number of 'brassrubblings' in your local graveyard or old church. Or as an alternative you could 'brassrub' tree barks or manhole covers.
 50. Create a number of pottery pieces using the coil or slab method and fire using a camp kiln or as potter to show you how to made pottery on a wheel.
 51. Macnas, the Galway Art Group, create weird and wonderful costumes for their parades.
 - Set the Patrols the task of creating costumes for a space age parade or other weird event.
 52. Visit an art gallery. Create a wide game/ treasure hunt relating to the detail in each of the paintings.
 53. Make a viewfinder for use when drawing panoramas. Obtain a piece of strong card and make a viewing slot 200mm X 100mm. Divide this opening into a grid with thin string or wire. Look through the viewing slit when using it.

Astronomy

54. Borrow a telescope, and try stargazing on a clear night.
55. Carry out a night hike, finding the way by the stars.
56. Try making a star chart to hang up in the den. It could also show the various constellations, comets and moon phases.
57. Sky Gazing – all lie on your backs. How many different things can you see without moving your head (e.g. clouds, birds, planes, trees, etc.)
58. One of the most vivid memories you can create in the minds of Scouts is to spend a night out under the stars. A groundsheet on the ground and a warm sleeping bag, plus the talk of stars and planets not to mention spaceships and ET life on other planets. You will nearly always end up talking about the wonder of the Universe and the place of God in its creation
59. Make Star charts to enable your Scouts to quickly identify the constellations while out and about watching the skies.
60. Make a moon compass, which can be used to determine direction when travelling at night.
61. Visit an observatory or planetarium
62. Challenge your Patrols with the NASA exercise that requires the patrol to choose from twenty items, which are available on their crashed space ship. The items must be chosen and their choice must be justified.
63. There are many space-related video games available at the moment. Seek out the games that require thinking rather than shooting and

- blowing up and have a space game evening on computers
64. If there is a leisure complex near your area, bring your Patrol Leaders out for a treat on the virtual reality machines.
65. Make home made telescopes to aid in viewing the skies. If you feel really ambitious you could contact astronomers whom often build their own large telescopes and will be able to advise you on designs etc.
66. Create training aids by punching holes in the bottom of tin cans to represent the different constellations. These can be used by pointing the tin can at the light so that light shines through the holes.
67. Space – the final frontier. Explore the possibilities of space travel with your Scouts. You could devise a programme theme around this subject matter.
68. ET Phone Home – could your Scouts set up a mechanism that would allow them to contact home from space? Can your Scouts contact people on Earth – by phone, E-mail, Fax, etc.

Axemanship

69. Visit a sawmill or place where tree felling is taking place.
70. Cut fire wood for the aged and sick
71. Find a farmer or landowner that would allow the patrol to help him with logging up and sawing, or felling light timber and trimming hedges. (This is an ideal way of obtaining staves for pioneering).
72. Using only a hand-axe build a lean - to or natural shelter.
73. Make sheaths for axes
74. Try carving and whittling
75. Scouts should be able to repair a broken axe shaft. Put on a new shaft and fix the head using wedges.
76. Make a 'stone-age' axe as used by primitive man
77. Rig up a chopping block, saw-bench and grindstone in the den, and practice chopping and sawing and sharpening axes and knives

78. Hold a quiz on the safety first rules of axemanship
79. Using sharp penknives carve a decorative walking stick, woggle or trophy.
80. Make sure all of your Scouts know the rule of knife and axe and are able to handle a knife properly and sharpen it when required.
81. Strike the match – Place a match in a piece of board. One board for each Patrol and an axe. Patrols approach the boards in relay fashion and try to split the match using the axe.

Camping

82. Divide the Patrol in half. See which half can pitch a tent in the shortest time.
83. Try tent pitching in the dark
84. Build a sleeping shelter in a tree
85. Make hike shelters from plastic slung from trees
86. Finish off a campfire or meeting by making popcorn.
87. Scouts should know how to make a bed with two blankets and some blanket pins.
88. Experiment with different kinds of beds, using leaves in bags, ferns and spruce tree branches
89. Make a camp loom
90. Devise a lighting system for your tents on camp. Practice wiring methods so that this system can be set up quickly on camp
91. Make sure everyone is informed on camp. Set up a camp notice board to act as a focal point for information.
92. Go on a night hike using only the stars to find direction
93. Waste disposal is a serious consideration on camp. Make sure your Scouts know the rules of hygiene and waste disposal and how to make above ground water waste filter and disposal units.
94. Who needs tents – camp out under the stars, make a bivvy using your bike as the shelter support, sleep in a barn.
95. Patrols are given the necessary materials so that they can create a number of

prefabricated gadgets for use on camp. Ideas might include: - tabletops that can be rolled up, camp seats, wash up stands, patrol boxes.

96. Hike tent fun –
 #Blind fold tent pitching. All the Patrol blindfolded except the patrol Leader who is chair-bound five metres away.
 # Chain gang pitching. Tie the patrol together in a chain, left wrist of number one to right wrist of number two, and so on. Variation – try it again this time with their ankles tied.
 # Island Tent pitching. Peg out the groundsheet. Place 'aboard' the Patrol, tent, poles and pegs. Patrols have to erect the tent without leaving the area of the groundsheet.
97. Patrols are challenged to construct camp deck chairs
98. Experiment with a hammock slung between two trees and covered with a shelter sheet.
99. Run a camp - gadget - making competition between members of the Patrols
100. Obtain permission when hiking to use a farmer's barn instead of a tent. (Try and do him a Good Turn before leaving).
101. Try the following types of camp: boating, cycling, hiking and trekking.
102. Organise explorer camps. Make maps as you go and bring back full reports of the area explored
103. Make bivvy sheets and lightweight tents
104. On Camp Patrols should be encouraged to create weird and wonderful campsite gates.
105. Construct a Patrol trek cart, capable of going anywhere.
106. Make model Patrol and Troop camps for handicraft exhibitions
107. Overhaul camp gear.
108. Hold a camp with a Viking theme. Patrols dress up as Vikings, make Viking gates, jewellery and artefacts (visit museum for ideas) and hold a Viking feast.

109. Build a double decker tent tower and sleep in the tents overnight.

Climbing

110. Try climbing trees with commando ropes
111. Practice walking and climbing when roped together.
112. Practice the procedure for crossing rivers so that your Patrols are prepared for this occurrence should the need arise.
113. Exposure can be a real killer for those who venture into wild countryside. Make sure all your Patrol Leaders are aware of the symptoms and know what to do
114. Learn how to make a prussic knot and climb up a rope.
115. Patrols should know and practice the methods of belaying a climber for use while climbing or for rescue work
116. Under supervision of a trained and experienced climber abseil down a cliff or building.
117. Visit an indoor climbing wall and learn to climb
118. Practice climbing techniques by climbing at low level on large boulders, stone walls and small outcrops of rock.
119. Invite a mountaineer to your meeting to talk about climbing and mountaineering and show you some slides of his/her adventures
120. Take part in a Regional or National Mountain Pursuit Challenge
121. Make a small climbing wall in your den

Codes

122. Make a secret code 'gadget'. This could consist of two revolving discs pinned together at the centre. The ordinary alphabet is on one disc and the Morse and semaphore alphabets on the other. To use, read from one disc to the other, after setting it.

123. Patrols devise a simple code and encode a message that is passed to another Patrol to decipher. See which Patrol deciphers the message first.

124. Establish a secret code for use among your troop members, which can be used in wide games etc.

125. A well-corked bottle has been found washed up on the beach, and contains a map relating to hidden treasure, with directions in code. Leader pins map on bulletin board, for each team, on signal, to copy out, decode, follow instructions, and try to be first to locate hidden treasure

126. A week before the next Troop meeting each Scout receives – by mail to his home address – a message in the Troop code. The message when deciphered tells of a surprise activity on the coming Scout meeting night and gives instructions.

Community

127. Organise special Good Turns for people in your community
128. Take your patrol Leaders to the local courthouse so that they can see how the court system works.
129. Organise some fictional court case and have your Patrols act for the defence and prosecution. Venturers could be asked to role-play the various witnesses.
130. Give Patrols a map of a fictional area that consists of a river a main road, a bog, a pond and an historical site. Patrols are asked to design a town, which consists of housing of all types, schools, shopping centre, factories and leisure facilities.
131. Contact your local tidy towns committee. There is always something that Scouts can do to enhance their local area. Take on a project rather than 'slave labour' jobs such as picking up litter.
132. Make and erect a community notice board

133. If you live in an interesting area of the country or if there is potential to establish an historical trail in your town or area, set up your Patrols as tour guides during the summer months.

Cooking

134. Each Patrol makes an altar fire and cooks something on it.
135. Make conservation stove and boil a billy of water on it.
136. Plank a fish. Build a reflector fire. Obtain a clean plank or flat face of a log and pin a gutted fish, flesh side facing out, to the plank using hardwood pegs or metal pins. Place plank near the fire, rub butter onto flesh of fish and cook fish by reflected heat.
137. Use tin foil to make a reflector oven. Cook scones or buns in it.
138. Make a Patrol cookery book.
139. Cook at Patrol meetings, if necessary on a stove. See also what can be done on a candle.
140. Entertain another Patrol to a patrol feast.
141. It is possible to make a simple oven using bamboo canes, a tin foil tray and a turkey oven bag. The bamboos are placed in the ground and the tinfoil tray is fixed to the bamboos so that it can contain charcoal. A further tray is placed above the charcoal tray. You should now have a small tower structure. The turkey bag is placed over the bamboos and you have your oven. As the turkey bag is clear you can see your food cooking. Have your Patrols experiment with this idea.
142. An oven can be created using two terracotta flowerpots. The pots are placed one on top of the other, opening to opening. When food is placed inside the pots are then sealed with mud and the pots are placed in the fire. Have your Patrols experiment with this idea by making some brown bread or scones.
143. Each Patrol is challenged to produce a meal for £2

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| 144. Invite the cook from the local Chinese restaurant to your meeting to show you how to cook the Chinese way. | pancakes with food dyes, making the biggest pancake. | 168. Learn how to make a Turks head woggle and then teach your Patrol Leaders who can teach their Scouts |
| 145. Every Patrol should be able to plan a detailed menu for a weekend camp, which obey the suggested food groupings and diet, list quantities required and cook all of the dishes. | 156. Make a solar cooker and cook a hot dog in it. | 169. Learn to darn and sew |
| 146. Scouts should be able to prepare and cook all of their meals whether at home or on camp. | 157. Hold an international cooking night. Give each Patrol a country from which they must produce a dish or tradition meal at the next meeting. When meal is cooked Patrols taste the food of other Patrols. | 170. Make a pair of Moccasins or sandals |
| 147. Patrols should experiment with cooking a meal on a stove with only one pot. Careful planning is required to have everything ready to eat at the same time. | 158. Experiment with hay box cookers made using cardboard boxes and insulation material – fibreglass or the more traditional – crumbled newspaper or straw. | 171. Make a small pouch for you belt in which a survival kit can be placed. |
| 148. It is a good idea to encourage Patrols to keep a record or cookery book with details of favourite recipes and meals. | 159. Using self – raising flour and water make dough, which can be used to make twists by twisting the dough around green sticks and baked over a fire. | 172. Make a portable screen for Patrol corners. |
| 149. Every Scout should know how to set a table properly. | 160. Ash breads – Sweep the coals and ash of your fire to one side, and cover the fire – bed with leaves. Lay several 25mm thick cakes of dough on the leaves cover them with more leaves and replace the hot coals on top. Test in 10 minutes by pushing a wooden splinter into the dough cake. If it comes out clean, the bread is done. If dough sticks, give it a bit longer. | 173. Patrols are requested to bring the necessary materials down to the next meeting to make bows and arrows. When made have an archery contest |
| 150. When your Patrols and scouts are cooking always insist on the highest standards of food hygiene, particularly when cooking on camp. | | 174. Provide Patrols with sisal and request them to produce a string bag which will hold 6 tennis balls. |
| 151. Patrols make and experiment with conservation stoves make with 5 lt. Oil cans. These stoves are more proficient at burning fuel than conventional open fireplaces. | | 175. Provide Patrols with sisal and rope and ask them to make a hammock capable of holding a person. |
| | | 176. Make a totem pole |
| 152. Patrols are asked to construct a sawdust cooker using a bean tin and some sawdust. Patrol test efficiency of stove by boiling a pint of water in a billy. | | 177. Ask all of your Scouts to bring a bar of soap down to the next meeting. Provide Patrols with sketches of objects they can carve and set them free to sculpt. |
| 153. Make a camp oven using an oil drum covered in clay. The chimney can be constructed from tin cans. Use it to cook a chicken or bake bread on camp. | | 178. You have heard of ships in bottles – why not challenge your Patrols and Scouts to put a campsite inside a bottle. |
| 154. Ask a Scout parent renowned for his or her cooking to spend some time with the Scouts to teach them new techniques and recipes. The Scouts can then be challenged to produce a top – class three course meal for important guests, such as your Troop's helpful parents or maybe for the youngest members of the Patrol. | | 179. Make a Patrol table, and candle sticks, log chairs etc. |
| 155. Hold a pancake party – Patrols make batter and make pancakes on stoves. Novel items might include: - pancake tossing contest, making multi – coloured | | 180. Many Scouts have a wide variety of hobbies. Try and discover some of the more unusual ones in your troop and ask them to do a short presentation to the Troop. |
| | | 181. Hobbies exhibition – Each Scout brings a number of objects connected to their hobby and puts them on display in their Patrol Corners. |
| | | 182. Provide the Patrols with the material to make a pin hole camera – tin, tinfoil, photographic paper, chemicals for processing and an instruction sheet and send them out to get the best picture possible. |

Crafts/Skills

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| 161. Make plaited belts and sennits |
| 162. Make woggles and Patrol flags |
| 163. Make knife and whistle lanyards. |
| 164. Each Patrol should learn how to plait a tradition leather woggle. Take a standard woggle and de-plait and ask Patrol to re-plait. Provide Patrols with instruction sheet to follow. Once plaiting is mastered Patrols could make their own woggles with coloured leather. |
| 165. Leather craft – Provide Patrols with strips of leather some cutting tools and instructions for making axe cases, belt purses, woggles and moccasins |
| 166. Make a campfire blanket |
| 167. Hold a board game night – snakes and ladders, Ludo, Chess, Draughts, 4 in a row etc. |

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|---|---|---|
| 183. Making things – Go cart, Climbing net, Film, Hammock, Yacht, Raft, Furniture, Hot air balloons, Bike, Stilts, Candles, Fishpond, Pannier Bags, Toys, Model cars, Gliders, radio controlled models, Tree house, Float for parade, Axe masks, skateboards, surfboards, Magazine, Adventure trail | 197. Provide Patrols with a number of tins and a pair of tin snips and a rivet gun and ask Patrols to recycle the tins and create a useful item such as a stove or a cup. | Troop? Hold a contest to discover the best storytellers in your Troop. |
| | 198. Scouts are challenged to make a miniature campsite in a matchbox for judging at next weeks meeting | 213. Use programme themes based on Irish legends and stories. |
| 184. Learn new skills – Painting, bowling, poster making, trail biking, Scout show, plays, magic acts, fishing, roller skating, ice skating, water skiing, kite making, boomerang making, electronic experiments, woodwork, carving, copperwork, enamelling, sailing, pottery, snooker, swimming, first aid, photography. | 199. Make a pipe for blowing up a fire. Elder wood, with a pithy centre taken out is good for this. | 214. In olden times the Taintean Games took place each year at Tara. Devise a Taintean Games for your next camp. |
| | 200. To decorate the walls of the den, paint Native American Indian and Scout signs on bright colours on sheets of old tent fabric. | 215. Make whistles and learn to play an Irish gig on it. |
| 185. Keep a Patrol logbook and songbook. | 201. Practice feeling the way through bushes and trees, using a Scout stave or bamboo cane, blindfolded or in the dark. | 216. Patrols are challenged to explore the old customs and old wives tales of their district. Try out some of the customs and remedies suggested |
| 186. Make a Patrol box for storing gear. These can also be used as seats. | 202. Practice climbing and pole jumping with Scout staves | 217. Make Bridget's Crosses from rushes. |
| 187. Explore photography with the help of a local photographer. | 203. Try using Scout staves as fishing rods | 218. Discover and play old street games – parents can help |
| 188. Try making a basket using raffia. | 204. Carve and decorate a Scout stave | 219. Visit the museum and run a treasure/scavenger hunt in the museum. |
| 189. Using soft metal challenge Patrols to make toasting forks, branding irons, pot stands and fireplaces for camp. | 205. Make friendship bracelets, using Patrol colours in the design. | 220. Visit an art galleries compare old art with modern art by visiting the National Art Gallery and the Museum of Modern Art. In particular explore the art of Irish artists |
| 190. Try burning mottoes and pictures in wood. | 206. Using leather design a book cover for the Patrol log. | 221. Discover old herbal remedies and make and try them out (under supervision) |
| 191. Run a weekend camp especially for cooking experiments, and the making and using of camp ovens, etc. | 207. Make tripod camp seat using leather for the seat and three poles arranged in a tripod for the support. | 222. Invite a local poet to your Troop meeting to read some of their poems to the Troop. Create your own poems with the help of the poet. |
| 192. Make useful utensils out of old tin cans | 208. Lay a small object or 'treasure' on the den floor. Try finding it blindfold, by feeling the way with Scout staves or bamboo canes. | 223. Patrols are challenged to discover a traditional craft and make pieces for display for the next meeting |
| 193. Carve wooden spoons and cups | 209. If you can borrow the necessary bodyguards, try quarterstaff fighting with Scout staves. | 224. Patrols are asked to bring down to the next meeting old photographs so that the Patrols can compile a mental picture of life in days past. |
| 194. Crave the classic ball and chain from a piece of wood. | | |
| 195. Create a camp band by making musical instruments from odds and ends such as 'wavin' pipe, tin cans, cardboard boxes etc. | | |
| 196. Issue the Patrols with instruction for a number of rope tricks and request Patrols to perfect one of the tricks and display it to the troop later in the meeting. | | |

Culture

210. Encourage your Scouts to learn an Irish ballad or play a piece of Irish Music on a musical instrument.
211. How many of your scouts know how to do some Irish dancing – Riverdance style or the simpler Ceilí dances
212. Storytelling is a much-treasured skill. Have you a storyteller of note in your

Cycling

225. Scouts bring bicycles to next meeting and demonstrate care of bicycles and how to repair puncture.
226. Organise a quiz on the rules of the road.
227. Organise a cyclo – cross event – Cyclo – cross is a competitive cross-country race on bicycles, including some stretches where the riders need to dismount and

228. Patrol Leaders choose a topic from the following list for the Patrol to investigate during a cycle hike. Many areas of the country have special features peculiar to the locality and these may provide subjects for investigation. Bridges, country crafts, county industries, crops, gates, historical sites, place names, rocks, signposts, tombstones
229. Organise a bike rodeo – this is a suitable activity to run in a local park or supermarket car park or school playground when not in use. Obstacles can include:-
- # Can drop – set up large empty tins in rows. Give each contestant a number of small stones, which must be dropped into each tin as the race around the course.
 - # Spiral course race – draw a big spiral on the ground. Each contestant tries to wind around the spiral and reach the centre without touching the lines of the spiral at any time.
 - # Obstacle course – set up a mini obstacle course, up planks, through barrels, over a bridge, over a see – saw, through a slalom course etc.
 - # Slow and steady – The object of this race is to see who can ride the slowest over a given course.
 - # Straight line riding – see how long Scouts can travel along a painted line without wobbling off; or paint a figure of eight for the same purpose.

DIY

230. Invite a number of people to your meeting who can do unusual things – put cement on a brick, roll pastry, draw a cartoon face, shave cream of a balloon without it bursting, juggling. Patrols are given a short demonstration and then have to do their best attempt. Points awarded for best effort.
231. There are always odd jobs to be done around the Scout hall/den. Hold an odd jobs night, and award contracts to Patrols to complete the jobs. Patrols are paid with 'Monopoly' money, which can be redeemed, later for sweets, tea and bickies or bags of chips.

232. Arrange a practical session with a local mechanic. Patrols learn how to change a wheel, change spark plug, etc.
233. Get patrols to construct Patrol trek Carts that can be used on camp or for carrying equipment to local campsite. Take part in trek cart races and enter National Trek Cart Race.
234. Run a series of home maintenance bases. Patrols changing every 10-15 minutes. Bases might include: - Unblocking a drain, Fitting a tap washer, Replacing a broken window, handle on a door, replace a lock, put up wall paper, painting a wall, laying a brick.
235. Bring along to the next meeting all the equipment required to allow each Scout to wire up a 13-amp plug. Screwdrivers, wire, plugs, pliers and instruction charts (available from ESB shops)
236. Patrols are assisted in the construction of Patrol Boxes – one for den use, the other for camp use.
237. Patrols should be encouraged to undertake a service project for old folk such as gardening and light repairs.

Duty to God

238. Make Christmas cribs, crosses or Scout Law wallchart
239. Signal the number of one of the Scout Law. See who writes down the Law first. Act plays based on the Scout Law.
240. Have Patrols discuss the differences between the Ten Commandments and the Scout Law.
241. Visit other places of worship and study the differences in architecture, stained glass windows and other features.
242. Some of our best opportunities to talk about God come when we would appear to be least prepared. It is during the troop hike, sitting around the campfire or while bivouacking on top of a mountain.
243. Each member of the Troop or the Patrol is asked to design a Christmas Card or a number of Christmas Cards to send to their friends in Scouting.

244. Looking at the twelve items of the Scout Law, pick out five that are most needed to improve Patrol spirit in your Patrol and put them in order of importance. Patrols to share their answers with the Troop.
245. Each Patrol discovers the art of candle making and make a number of candles. These candles could be used as Advent candles or as an Easter candle with the symbols Alfa and Omega, a cross, and the year placed on the candle. The candle could then be lit during Easter time for the opening and closing of the meeting.
246. Pair off members of the Patrol. Each pair in turn acts out one of the Scout Laws without speaking. The rest have to say which Law was acted out.

Electric's

247. Patrols make a nerve tester with wire, battery and buzzer and hold a 'steady hand' contest later
248. Know how to wire up a simple lighting circuit and use this knowledge to create a tent lighting system.
249. Make training aids by creating a true / false board – a buzzer is placed across two points and if answer is correct buzzer will sound.
250. Patrols make a generator. This can be used in conjunction with a small windmill to generate electricity.
251. On camp rig up an old bicycle dynamo to a windmill and generate electricity to power the lighting system in your tents.
252. Using basic electronic and electrical circuits to create a minefield for use on your next incident course or wide game.
253. Make an imitation campfire using a red light and fan for use at indoor campfires in the den.

Equipment

254. Hold a price survey to discover the best deals on equipment items from camping and outdoor stores.
255. Test out the efficiency of different stoves to boil water and discover the differences of design.

256. Compile the perfect gear list, so that nothing is forgotten the next time you go on camp.
257. Have Patrols put together a rucksack for a lightweight camp, cutting weight to the bare minimum.
258. Equipment can be expensive to buy. Explore the possibilities of making your own.
259. Each Scout should be encouraged to make a personal bivvy sheet.
260. Every Scout should have their own personal survival kit and first aid kit contained in small tins or waterproof container.
261. Find out about the latest developments in equipment such as GPS compasses and pass on this knowledge to your Patrol Leaders.
262. Hold a 'sew-in' evening. Ask some parents with sewing machines to come down to the meeting and instruct your Scouts in their use. Make some simple items of equipment.
263. Check out the stores. Have Patrols take an inventory of equipment, checking the state of repair, and store away equipment carefully. A useful exercise after the camping season.
270. Patrols should know and be able to do land to aircraft signals.
271. The Patrol must rescue a person who is in contact with a live 'electric' cable
272. Know what to do if:-
 # a person falls through ice
 # A child is caught up a tree
 # A person is having a heart attack
 # A house is on fire
 # You come across or are involved in a car crash
 # A boat capsizes
 # You have to call of the emergency services
 # How to make a May Day call and use a radio
 # How to send an SOS message
 # If you have to use ground to air signals
 # You get lost
 # If you have an accident on the hills
 # If someone is trapped on a cliff
 # If someone is drowning
 # A person has to be carried to safety
 # A chip pan went on fire
 # You have to survive till help arrives
 # You have to administer first aid
 # If you have to throw a lifeline
278. Build a free-standing structure that will support an OXO cube as far away from the edge of a table without touching the floor. Equipment 50 drinking straws, 40 pins and 1 OXO cube.
279. Build a device within an area 25cms X 25cms that will allow your entire team to stand 60cms off the ground at the same time. Equipment 6 spars and a rope.
280. Build a raft able to hold the largest mass without sinking. Patrols may use as many sheets of paper as you like, but may not cut them to make them smaller. After 10 minutes construction time, Patrols must put their rafts to the test by floating them. Patrols are not allowed to test their rafts before the final float test. Equipment available – a stack of A4 paper, pennies and marbles for testing.
281. In 20 minutes build a free-standing tower that will hold a four marbles one metre above the floor. Equipment – tape, drinking straws, elastic bands, paper clips and marbles.
282. Design and construct a vertical 'Adventure playground for a marble. The aim of the exercise is to produce a system of interesting devices and events that will delay the marble's descent from one metre without the application of external power (shoving the marble). The winning devise will be the one that delays the marbles descent for the longest time and includes the greatest number of devices. Equipment – various odds and ends and a marble.

Engineering

273. Using one sheet of thin card, sticky tape and a 250 gram weight make a beam, with a span as wide as possible that will support the weight at its mid point.
274. Support a drinking glass on a bridge made from a £5 note (you require a crisp new £5 note)
275. Use one tabloid newspaper to build a bridge that will span one metre and hold the largest load possible. You have 25 minutes. Supply patrols with newspaper, paperclips, staples, glue, objects of varying weights.
276. In 20 minutes, build the highest possible tower using all the cards in a pack of playing cards.
277. Patrols are given the following equipment; 2 sheets of card, 100 paper clips, 10 drinking straws, 40 pins, one marble. Patrols have to construct a structure or mechanism that will carry a marble over the greatest horizontal distance before it comes to rest.
283. Use a warming candle to provide the power source to a mechanical device that will move an object a distance of one metre.
284. Figure out how to drop a 10p coin and a slip of paper from the same height, at the same time, so that they reach the floor at the same time.
285. Make a paper helicopter that will take the longest time to fall to the ground from a height of 3 metres.
286. Put a piece of paper underwater without getting it wet.
287. Construct a devise that will propel itself along the floor. Power the devise with an elastic band.

Emergencies & Rescue

264. Visit a fire station or lifeboat station.
265. Make a lifeline about 20 meters in length. It should have a padded weight on one end and a loop on the other. The weight should be able to float.
266. Tackle one kind of emergency at a time and dramatise them; e.g. an injured person is found near a time bomb (alarm Clock). Render first aid before the 'bomb' explodes.
267. Patrols are given an ice accident to deal with. Plastic sheeting can be used to simulate ice.
268. Patrols deal with a person who is on fire.
269. Patrols are challenged to send SOS by a number of signalling methods

288. With the fewest drinking straws possible, build a framework that will support a cup full of water at least 50 cms off the ground. You have 25 minutes to complete your task. You may test your frame as you build but only with half a cup of water. Equipment; drinking straws, pins, elastic bands, tape, paper clips, plastic cup with drinking straw through the top (just below the rim, punch a hole on opposite sides of the cup and slip in a drinking straw.

289. Each Patrol has to design a vehicle made from a milk carton that will transport an egg from a free fall position 10 metres above the ground to safety (the egg intact after impact of vehicle). Equipment for each Patrol should include:- Elastic bands, cling film, newspaper, tape, pipe cleaners, milk carton which is the vehicle, paperclips and odds and ends. It is a good idea to cover the floor of the den with plastic sheeting. Each patrol is responsible for clearing up the mess they create.

Estimation

290. Work out the food menus for hikes and camps. Estimate weights and quantities. Also work out menus which are easy and quick to cook, and methods of cooking without utensils.

291. Patrols are divided into pairs and sent out to estimate the dimensions of suitable objects around the den or in a nearby park.

292. Blindfold each Scout in turn and ask them to walk a given distance, or tell him to walk for a certain length of time.

293. Combine nature study with estimation. Choose a well-wooded place where there are several kinds of trees. The Scouts are told to estimate for example the height of the beech which stands thirty meters due North of an elm tree, or width of a pool forty meters South - east of a twenty meter fir tree.

294. Make a Scout stave and mark on it centimetres and meters

295. Collect a number of objects of different but known weights for training purposes.

296. Each Scout should make a note of his/her personal measurements.

297. Guess the dimensions and weights of small objects blindfolded.

298. Estimate the weight of articles carried on a hike, and the weight of a packed rucksack.

299. Estimate distances on map and check results.

300. Estimate the number of words on a page and pages in a book.

301. Scouts should be able to create maps by using field notes made on hikes

302. Scouts should be able to make a map of a campsite using the plane table method

Enterprise

303. Set up a small company project in your Troop so that your Patrols can explore the world of business

304. Run the 'World Trading game' with your Troop so they can understand the complexities of world trade and how it affects those countries that are poor.

305. Have Patrols explore the world of stocks and shares and arrange a visit to the stock market. A wide game could be devised on the subject.

306. During Bob-a - Job week set up each of your Patrols as a working unit that will work like a small service business for the week. Car washing, bag packing, gardening company etc.

307. Play the 'Paper Bag game' with your Patrols so that they can understand the difficulties of working in a third world country.

308. Encourage you Patrols through games and challenges to invent something that can be used to create a new enterprise.

Fire lighting

309. See which Patrol can lay and light the most fires in a given time. The fires must be kept going. See also who leaves the tidiest patch of ground after clearing up.

310. Practice starting fires with as many different substances as possible i.e. birch bark, orange peel, hemp and so on.

311. Make clothes drying fire and frame. Use it for drying something.

312. Light fires in the rain, or wet the ground and wood.

313. Practice lighting fires in windy weather or snow.

314. Hold a water boiling race

315. Build a campfire and have a singsong. If possible invite another patrol.

316. Lay and light a fire on a raft, floating on water

317. Try making fires without matches (i.e. flint, friction, glass)

318. Light fires and cook in the dark

319. Scouts should know how to cut a sod, light a fire, replace the sod and leave the area without a trace.

320. When using a fire scouts should be encouraged to make pothooks and holders to enable the safe use of the fire as a cooking place.

321. Find and log for future reference the fuel value of different kinds of wood.

322. The next time you are organising a campfire why not start the fire by the use of a blazing arrow. The arrow is directed towards the fire by way of a wire that is stretched from the top of a tree to the base of your campfire.

323. Place a number of bamboo poles in the ground and stretch a piece of sisal about 60 cms above the ground. Patrols are invited to light fires and burn through the sisal as quickly as possible.

First Aid

324. Make a box for first aid gear. Paste instructions inside the lid.

325. Make up a small first aid kit for use on hikes.

326. Hide an 'injured' Scout. Signal his

- whereabouts, or give a map reference, and what is the matter with him. When found render First Aid and bring to safety.
327. Make a Red Cross flag for use in camp
328. Try putting on bandages blindfold.
329. Most injuries on activities involve simple cuts and scratches, which unless treated properly can lead to infection. Ensure all Scouts know the importance of treating these simple injuries immediately.
330. Dirt and grit in the eye is another common occurrence, yet without proper treatment can cause serious damage to your eye. Ensure your Scouts know how to treat it.
331. Set up a number of first aid incidents and run them as bases, Patrols changing every 10-15 minutes. Incidents might include:- Road accident, Fall from a truck, Accident to a mechanic, burns of various kinds, axe injuries, boy caught up a tree, child who has fallen from a tree and is caught in branches
332. Practice making stretchers with coats and poles or scout staves
333. If it is not possible to get your hands on an artificial dummy to practice artificial respiration on then try constructing your own using wash bottle, tubing and plastic bag weighted with a heavy book.
334. Scouts should be aware of the many uses for the triangular badge, perhaps the most versatile of all the bandages.
335. Patrols should be able to demonstrate and use the various methods of lifting a casualty to safety.
336. Using wound replicas (such as grease paint, flesh coloured modelling clay etc.) make up a member of each Patrol so that they can be treated for cuts, burns etc.
337. Patrols improvise a number of different stretchers – rope, spar, ladder, base board etc. when stretchers are made hold an inter – Patrol stretcher race.
338. What would you do! This exercise was discovered in a St. John's ambulance magazine reporting on a competition that was held. This is the instructions the
- teams were given. How would your Patrols handle this situation?
- Time: allowed 6 minutes. Place: a typical semi – detached three-bedroom house.
- Situation: you are returning home from duty in uniform and a neighbour calls you over to help as she has heard noises coming from the house.
- Living room: A middle aged man has been painting a picture of the beach at St. Tropez on the ceiling, when a lion, which has escaped from a nearby circus rushes into the room, knocking over the step ladder the man was using. The man is lying on the floor, with a 2 Lt tin of flesh coloured paint over his head. The 2-inch brush he was using cannot be found, and may have entered his lower back region.
- The lion, which has previously ravaged the greenhouse, has multiple lacerations and a Cactus in a 3-inch pot jammed fast in its left ear. It may recover consciousness at any time during the test.
- Main bedroom: A middle aged woman is in bed, weak from a hunger fast in protest at the closing of the local bingo hall three weeks ago.
- Middle bedroom: The daughter of the house is in bed in an advanced stage of labour. She is totally deaf. With her is her boyfriend who is a psychopath on weekend leave from a nearby hospital. He is not normally dangerous, but when excited can inflict grotesque injuries on uniformed persons. He is also foreign and speaks no English.
- Small bedroom: The son of the house has been doing his chemistry homework, but has miss-read the instructions and produced dense clouds of highly toxic yellow gas. The window of the room is defective and cannot be opened.
- General: The telephone has been disconnected and the local ambulance crew is on strike!
- What would you do?
341. Go on a hike and sketch interesting objects along the trail for inclusion in logbook or for exhibition in the den.
342. Try a bee line hike
343. Scout pace is a method of covering a long distance in a fast time without becoming over tired. You take 20 paces running they 20 paces walking. Have patrols practice this method of travel over a set distance.
344. In some countries the threat of an emergency such as floods or earthquakes gives the Scouts an opportunity to show they are prepared for anything. We many not have quite the same problems, but we do have emergencies of our own. Why not call an emergency and see how fast your Patrols can mobilise. Each patrol should work out the exact details for a range of possible situations; how each Scout would be contacted, what each would bring, where they would meet, and so on. Then they put the plan into action.
345. Have the Patrols dropped into an unfamiliar area (they could travel from home to drop zone blindfolded). On arrival supply Patrols with a map and compass and get them to find out their exact position on the map and the best route to take back to base (hiking back)
346. Patrols set off without map and compass but armed with a set of directions provided by the Leader. For example: 'Follow the lane NE for 3 km. Turn NW along footpath by an old red barn. When the church spire is due west of you, head for the small clump of trees on the hill to the north...' and so on.
347. Produce a set of photographs of interesting items on a hike route to be followed by the Patrols. The Patrols are given the route and have to identify what and where the items are.
348. Give each Patrol a properly equipped rucksack (containing emergency rations, survival bag and so on) and suggest that one member of the Patrol is suffering from hypothermia. Get the patrols to deal with the emergency, taking action as appropriate. This should ideally take place in the open.

Hiking

339. Plan hikes and treks on the map. Work out times and distance, gear to be taken, menus, etc. Check weights of various items
340. Explore the old Pilgrim ways. Combine a hike with a pilgrimage

History

- stands so that they can be easily reproduced under camp conditions.
- using the Internet. Many associations, troops and individuals are contactable on the Internet.
349. Visit the National Scout Museum.
 350. Baden-Powell wrote many books about Scouting. Every Scout Leader should read one of the best 'Aids to Scoutmastership'.
 351. Hold a 'Brownsea Island' camp. Camp on an island and run a similar programme to that run on the Brownsea island camp in 1907.
 352. Run some of your meetings on a 'Time Machine' theme and use the opportunity to revisit such events as the 'First ever Patrol Meeting', The first camp in Larch Hill in 1938, Travelling to camp by trek cart, Scout games from the early years, dressing up in old Scout uniforms.
 353. Encourage your patrols to have a copy of 'Scouting for Boys' in their Patrol Library
 354. Do you know the history of your own Troop? Patrols should be challenged to discover the stories of past times by visiting old Scouts and past members. Valuable information may be available from the National Scout Museum.
 355. There are many possibilities for the development of programme themes from our history; themes based on the Fianna, 1798 rising, The Tain, The Vikings, The Celts etc.
 356. Scouts are required to know how Scouting started and some of its history and milestones. Do some research so that this material is available to your Scouts? You could develop a Scout history board in your den with items from general Scouting history and your Unit history.
 357. An interesting project for Patrols to undertake is to research and discover the local history of your area. A simple project could be to collect photographs from different time periods and compare how your area has changed over the years.
 359. On camp make a camp shower.
 360. Patrols should be familiar with the need to store food properly on camp. Scouts should be told about the dangers of food contamination by flies and insects.
 361. The greatest care needs to be taken in preparing food under camp conditions. Patrols need to be given opportunities to learn how best to prepare food in a hygienic way. Professional cooks and chefs and parents could be invited to do a demonstration or practical cooking night in the den.
 362. If chemical toilets are being used on camp the duty Patrol with the assistance of a Scouter should be charged with the cleaning and maintenance of the toilets each day. A rota should be set up so that each Patrol has a turn and learns to understand the importance of clean and hygienic toilet facilities. On a campsite where toilets are available, the duty Patrol should again be responsible for the cleanliness of the toilets – washing them down, toilet rolls etc.
 363. As part of your meeting there should be an inspection where personal cleanliness should be as important as whether the uniform is worn. On camp there should be a personal hygiene inspection each morning, ensuring that face and hand have been cleaned, clothes changed, teeth washed etc.
 364. While hiking check to see that all Scouts have comfortable footwear and that no blisters and foot problems are developing. The placing of a rolled plastic bag between the boot and the sock (not covering the sock) will transfer friction within the boot to the plastic rather than the skin of the hiker and will help to prevent blisters.
 367. Those members of your Troop who collect stamps might be encouraged to collect the wide array of Scout stamps that exist.
 368. Hold an international cooking night. Each patrol chooses a country and has to produce a traditional meal of that country.
 369. Bring your troop to an international camp or jamboree and experience international Scouting first hand.
 370. All your Scouts should be able to say 'Hello' and 'thanks' in as many languages as possible.
 371. Try using a large flag for a flagpole, and hoist flags up to it.
 372. Collect duplicates of as many national flags as possible. Each patrol makes a flag pole and hoist up the national flag signalled as quickly as possible.
 373. See who can recognise a given flag from the greatest distance.
 374. Obtain a number of small cards, and paint, sketches, use stickers of different flags on each.
 375. Give each Patrol a map of the world and a number of flag cards. The Patrol has to match flags to countries in as quick a time as possible.
 376. Discover and play the traditional games and sports of another country.
 377. Devise an international wide game. Base the game on some exciting well – known international event in another Scouting country.
 378. Encourage the members of your section to earn the merit badges with an international dimension.
 379. Take part in JOTA (Jamboree on the air) this event usually takes place in the autumn. Originally this event took place on the airways using ham radios. Now, as well as the tradition ham radio method it is also possible to take part using the Internet.

Hygiene

358. On camp a wash handstand should be basic equipment on all Patrol sites. Patrols should practice making simple
365. Set up a pen pal exchange linking your Troop with another in a different country
366. JOTA takes place on the Internet as well as on radio; however, it is possible to communicate with Scouts worldwide

International

380. Set up a notice board in your Scout hall/den and place items of international news on it. International Scouting News can be had through Scout magazines or from the International department in H.Q.
381. Collect badges and postcards from other countries. This could be done using a pen-pal method.
382. Stage an international campfire.
383. Organise an evening of international cuisine. Each Patrol should be given a country, which they must research and discover a meal that they can cook.
384. Have a rich world – poor world meal. Rich world meal might be a 'Big Mac meal'; poor country meal might be a bowl of rice.

Keep Fit

385. How fit are your Troop – ask a gym instructor to come along to the next meeting and put your Patrols through their paces.
386. How a mini – marathon with all the patrols taking part in a sixteen legged race (if you have eight members in a Patrol) around an agreed course.
387. Devise a keep fit programme for your troop with the help of a gym instructor
388. Invite patrols to make a gym for the troop using odds and ends – ropes, pulleys, logs and tin cans.
389. Organise a regular swimming session for the Troop to attend in the local swimming pool.

Map reading

390. Make sketch maps of local bridle paths, streams, and walkways
391. When out on a hike let each Scout in turn pinpoint the exact location on the map and orient (set) the map correctly.
392. Go hiking without a map but with a home made compass
393. Glue old maps onto toy wooden blocks so as to make a puzzle with 6 maps on it.

Challenge the Patrols to make one of the maps working without a reference.

394. Encourage patrols and Scouts to act as a navigator while out driving with parents or travelling to camp or hikes.
395. Go on a hike with each Patrol starting from a different location and arranging to meet at a set location, pin pointed on the map. Try also at night.
396. Make jig-saw puzzles out of maps
397. Make a map of a local lake or a local campsite.
398. Each Scout makes a sketch map which could be given to a stranger to help him find his way from the local bus stop or station to your den.
399. Cut a number of small cards. Draw one conventional sign on each, use these in Kim games.
400. Make sets of model houses, church, trees etc. Use these to plan town layouts
401. Make relief maps using aeroboard and plaster of Paris matting
402. Make a ruler suitable for measuring distance on a map.
403. Take the Patrols to a place with a big wide view of surrounding countryside. Bring maps, compass and binoculars and practice spotting map features and tracing them back to the map
404. When a thick fog occurs on a dark night, plan a short trip on a map. Then go out and try to follow the course so planned.
405. Signal the names of conventional signs. As these are signalled the Scouts have to draw them
406. Make a mapping board. Fix a compass on it, and draw scale down the sides.
407. Mark an area on an Ordnance Survey map and see which Patrol makes the best-enlarged map of the same area.
408. One Patrol describes the country travelled over while hiking, giving distances travelled etc. The rest of the Patrols must draw sketch maps of the hike as

described. The route is described from studying a map and the sketch must be checked against this map when they are completed.

409. Give each Patrol a copy of the same map and run a competition to see which can find in a given time, the most bridges, churches, etc. or the steepest or highest hill.
410. Using tracing paper, make a tracing from a map but omit names. See who is first to find the location.
411. Show a simple sketch map to Patrols. The whereabouts of a hidden treasure is marked on the map. After a good look at the map the patrol must draw similar maps from memory.

Nature

412. Construct bird boxes and tables and bat boxes.
413. Find out how many cloud formations are known, and what kind of weather they foreshadow.
414. Go bird watching. Track deer in a park. Try taking photographs of your discoveries.
415. Go out at dusk and run a competition in camouflage. Each Scout in turn stands in front of a bush or tree. Each Scout must depend on the way their camouflage blends into the background rather than hide behind an object.
416. Hold a competition to see who can move through undergrowth as silently as possible.
417. Make a collection of pressed wild flowers and leaf impressions to be used for training purposes
418. Make a collection of pressed edible and medicinal herbs and flowers to be used for training purposes.
419. Make and collect casts of animal and bird tracks and footprints.
420. Run a small allotment garden and grow organic vegetables on your plot.

421. Create a tape recording of common sounds, with about 30 different sounds on the tape. Play the tape to your Patrols and see how many sounds they can identify. You could also have a tape of natural sounds and bird-songs.
422. Go hunting – use tracking and stalking skills to get close to animals then shoot them with your camera. Best shots win the competition.
423. Get a copy of the Nature and Woodcraft skills handbook and discover the many exercises that can be used to introduce nature and the out of doors to your troop.
424. Undertake a survey of your community to see how man has impacted on the natural environment in which your town/village/ community exists.
425. Make nature hides or visit public hides which are available at nature reserves so that you can view nature at close quarters.
426. On waste ground create the elements that will attract wildlife to this area.
427. Make a water scope and explore the life under the surface of the water.
428. Make a periscope to enable you to view wildlife undetected.
429. Plant a tree or trees in some wasteland and as part of National Tree Week.
430. In the autumn collect acorns. The acorns can then be sent to 'Crainne' who will plant them and raise seedlings for regeneration of our national oak forests.
431. Patrols should be set projects to explore the recycling of waste materials. Recycle materials for use in games and on camp recycle tin can to make stoves and utensils.
432. Set up a wide game where the Patrols act as 'Environmental Warriors' ready to tackle environmental problems. The problems will be normal Patrol challenges with an environmental twist. – Lifting logs into position in a puzzle could be radiation rods in a power station. Mapping exercises could be tracking the movement of illegal whaling ships etc.
433. Create a smell trail using distinct smells (perfume, onion, orange peel, and lemon peel). Each smell is rubbed onto a piece of

card and the cards are placed on trees in a forest. Each card has a letter on it. Patrols must follow a selected trail listing the letter from each card discovered.

434. Create a smell box. In the box you should have a number of small boxes containing different smells. Patrols are blindfolded and requested to name the smells in the box.
435. Using natural pigments – juices of leaves, buds, flower, fruit, squashed caterpillar, etc. paint a picture on a sheet of card provided.
436. Collect a number of flowers and leaves with strong scents. Each Scout in turn had to identify them by smelling them when blindfolded.
437. Prepare and maintain a sanctuary for native plants, animals and birds.
438. Clean and maintain – roadside areas, beaches, an island, riverbanks, and graveyard.

Observation

439. Send Patrols out and about to look at advertising hoarding. See how much detail they can remember on their return.
440. Take the Troop to a harbour area and send out Patrols to explore. The Patrols must recall from memory the names and details of the craft seen.
441. An old idea, but still one of the best, place 40 objects on a table and give patrols 30 seconds to look at them. Cover the items and invite Patrols to list them.
442. Put together a tray of photographic slides. Show the slides one after the other. Each slide to be on the screen for 5 seconds only. Patrols must list slides or state slides in sequence.
443. A quick filler for a spare moment in your meeting is to give patrols spot the difference puzzles – great at developing observation skills.
444. Pictures are available showing common mistakes, in particular with regard to safety. Use these with Patrols to improve their skills.
445. Cut out a number of small well-known advertisements and stick them on sheets.

See if Patrols can recognise them without their titles.

446. Cut out news story headlines from the newspapers of a week ago and ask Patrols to tell you the details of the story.
447. Make a squared board like a draughtboard that can be used to place objects on for observation games.
448. Sit in a circle and pass around a number of items. See who can list the objects in sequence from memory.
449. One Patrol is left in the den while the others play a game. The Patrol in the den acts out a crime, leaving clues. The others have to deduce by these clues what has occurred.
450. The story goes that the local greengrocer has been robbed but as the culprit escaped he fell into the onions! Before the meeting rub plenty of onion into trees in a local forest or park, remember it must be at Scout nose height. Patrols have to find the culprit den in the woods.

Orienteering

451. Make a compass. Cut a circle on light card, marking it with the 16 points of the compass.
452. One of the Patrol is told to point to a given compass point e.g. East. He is then blindfolded and turned round several times. See if he can point out the same compass point while still blindfolded.
453. Signal a compass point e.g. NE. See which Scout is first to call or signal back its opposite i.e. SW
454. Each Scout should draw a sketch map from imagination. A 16-point compass should be added, and all conventional signs worked in. Compete for the best map of a given area.
455. Compass practice – Place a coin on the ground between your feet and set your compass for 40 degrees. Walk this bearing for 20 paces. Add 120 degrees to the compass bearing, making it 160 degrees and follow this bearing for 20 paces. Again add 120 degrees to your bearing, making it 280 degrees and walk this bearing for 20 paces. When you stop the coin should be at your feet.
456. Set up a clock-face orienteering course in a

football pitch to enable your Patrols to improve their compass skills

object of the exercise is to fill the room with as many appetising smells as possible.

your Patrols to create a single archway that will stand unsupported from one wall of the den to the other.

457. Invite patrols to design an orienteering course. Provide Patrols with orienteering maps of a given location. Patrols design a course of 10 points. The course designs are then passed over to other Patrols who must complete them.
458. In order to allow Patrols to practice in safety set up a small-scale representation of a known map. Put flagged cocktail sticks in the ground to mark position of mountaintops and stream junctions. Patrols then plan a hike in the normal manner and follow it in the miniature landscape so that bearing can be checked.
459. Plant a number of flagged sticks, out of sight of each other and not in a straight line. Mark on each the compass bearing and distance to the next. (Polar explorers leave depots of food at long distances apart marked by cairns and flags.
460. Magnetise a needle and stick needle on card and float in saucer. Check accuracy with real compass
461. Take bearings of prominent objects around the den or camp. Log the results.

466. Allow five minutes for the solution of this problem- the retreating army has sabotaged the pontoon bridge by removing all the manhole covers from the pontoons. At the moment the manholes are above water level, but as soon as vehicles come onto the bridge, the pontoons will be depressed and will flood. A long line of vehicles is waiting to cross the river in pursuit of the enemy. You are in charge. You have no way of replacing the manhole covers. What would you do?
467. Let each Patrol construct a 'Chain – Reactor System' which from the initial impulse will trigger – off a series of movements of the greatest possible variety e.g. a string is burnt through by a candle flame and releases a weight which raises a miniature portcullis which allows a stream of pebbles etc...and so on. The 'Reactor System' which has the greatest variety of movement and lasts the longest is the winner.
468. Hold a ten minute Patrol competition to see how many items can be crammed in a matchbox
469. Go carol singing at Christmas
470. Each Patrol should be encouraged to have regular Patrol hikes and at least once a year hold a Patrol camp.

471. Each Patrol should be encouraged to establish its own identity – Patrol corners, Patrol flags, Patrol signs on Patrol corners, Patrol logs etc.
472. Invite your Patrols to set up and manage a Patrol Internet site.
473. In the past every Scout had a scout stave which was brought to the meeting each week and could be used for a variety of activities. Collect together a number of light spars, which can be placed in Patrol corners for use at meetings.
474. If a Patrol meets in the home of one of its members try to do a good turn for the hosts.
475. Provide your Patrols with a number of light spars and some sisal and challenge

476. The purpose of this exercise is to test the ability of your Patrols to organise and give precise verbal instructions to their Patrols. You should allow time for Patrol Leaders to brief their patrols before the exercises begin.
1. In exactly one minute from now the room will be plunged into darkness for the space of 60 seconds. You have one minute to organise your Patrol so that when the lights go out you can build a human pyramid three Scouts high which will still be intact when the lights go back on.
 2. Without using knots, join six knotting ropes together to make the longest possible line which will hold together when held by its extremities clear of the ground.
 3. Organise your Patrol so that when a signal is given – in about 3 minutes- all the following tasks can be carried out simultaneously in one minute or less:
Set a map
Put a bandage round an injured knee
Make a tripod
With a handkerchief only demonstrate how you would drag an insensible person from a smoke filled room
Without the use of a compass, draw a chalk arrow on the floor or ground pointing north-north east.
You have exactly three minutes to organise a relay race in which every Scout in the Patrol carries every other Scout from one end of the room to the other. Be ready to go when the signal is given.
477. Patrols compete to make the longest 'lifeline' with article of their own clothing. No great strain need be put on the line but it must hold together when held by its extremities without touching the ground.
478. Mark out an area about 6 meters in diameter and place in the centre, about one metre apart, two jam jars, one containing a lighted candle. Provide Patrols with sisal. Instructions: Working from outside the area, reverse the position of the jars in relation to each other. If the light goes out, your failure will be complete.

Patrol Activities

462. Make hot air balloons using tissue paper and burning cotton wool soaked in spirit to provide heat source.
463. Get Patrols to practice the high – speed stretcher technique. (One Scout grips the ends of two Scout Stave or light spars and his shirt/sweater is stripped off him directly onto the spars. The process is then repeated at the other end of the stretcher.
464. Give each patrol a postcard and ask them to cut it in such a way that it can be opened out to create an unbroken loop, which can pass over their bodies.
465. For a laugh hold a smell-making contest. Each Patrol is given a stove and a collection of food scraps- bacon – rind, onion, apple, mint, coffee, black treacle, anything that smells when heated. The

479. Mark out a 'River' about three metres across. In the middle, place two billies, without handles, one containing water, one without. Supply Patrols with light spars and sisal. The problem - working from the sides of the 'river', pour water from one billy to the other and back without spilling a drop.
480. Mark out a 'river' about four metres wide. On the bank, opposite each Patrol place three washing up bottles, filled with water and loosely tied together at the necks. Each Patrol is given a selection of light spars, sisal and some soft wire. The problem - Without crossing the river, improvise a device that will enable your Patrol to recover the bottles without spilling any of their contents.
481. Give the Patrols bamboo garden canes and elastic bands and challenge them to construct the highest standing tower in the shortest time.
482. Give the Patrols bamboo garden canes and elastic bands and challenge them to construct the highest standing tower that will hold a brick on top of it.
483. Give Patrols plain postcards and pencils for each of its members. Ask each Patrol to draw a sketch map that will enable a highly intelligent foreign Scout who can't speak a word of English to find his own way from the nearest railway station or nearest bus stop to your Scout Hall or den. Put finished maps on display and invite comment and criticism.
484. A campfire stunt - Each Scout needs an empty drink bottle of a different colour and a powerful torch. The contents of the bottles are reduced by drinking sip by sip, until blowing across the top of the bottle can produce notes of the scale. A good deal of rehearsal is required to perfect this. The 'orchestra lines up, each holding his torch below the bottle, pointing upwards. As each Scout blows a note in a tune he lights up his torch, red, blue, yellow as the tune progresses.
485. The hornets of Santa Cortez - An explorer has fallen from a tree knocking himself out and breaking his arm in the process. First aid must be given where he lies and he can only be moved by the use of a stretcher. In falling he has disturbed a nest of vicious hornets, whose sting is known to be fatal. The swarm is hovering above the injured man and is descending at a rate of 12 inches every minute. The rate of descent can only be slowed down by dense clouds of smoke.
486. Flood warning - Within ten minutes the whole area will be inundated to a depth of four feet. Darkness is approaching rapidly. A beacon fire must be lit to warn the villagers across the valley. The only gear available consists of six spars, four lashings, one old billy and a box of matches.
487. You are to conceal your patrol and this (some awkward looking item) in a tree at least 3 metres from the ground. Storms are expected so make a tree shelter.
488. Your Patrol has come upon a swamp containing deadly snakes that can reach up to 1 metre above the surface of the swamp. Cross the swamp. Patrols are given the necessary equipment to make a set of stilts.
489. Arrange eight used motor tyres so that they hang, at varying height, from a strong rope or spar. The object is to get your whole Patrol through them in the shortest possible time.
490. An incident trail - if you really want to be ambitious, you try putting together an incident trail over a two day period with patrols travelling over a course about 15 - 20 miles around a circular course. Incidents you might consider could include:-
A series of tyres suspended from strong branches - Scouts have to get through them, pick up an object (wooden spar) and return.
Scouts complete two brain teasers and identify a number of sound effects played to them on a tape recorder.
Each team is given the equipment to make a 'transporter' using Scout staves or light spars and then have to carry a 'dangerous' substance through a maze without the 'transporter' touching the sides of the maze.
Each Patrol has to assemble a bicycle after which one Scout has to ride it over short course.
The Patrols are blindfolded except the Patrol Leader's who must direct their Patrol to pitch a tent
- # A scene is set up with a bicycle lying in the road beside a car with 'driver', 'victim', and 'passer-by' reacting appropriately. The Patrol has to deal with the situation.
The Patrol has to cross a deep 'canyon' using only the rope and pulleys provided.
The Patrol have to cross a mine field using three tyres; the idea was to have two people on each tyre while a third was moved forward for one of the pairs to get on to and so on across the 'minefield'
Each team is given a number of light stars, which they must use to retrieve a number of batteries, which are out of direct reach. The batteries are then used to power a tape recorder on which they receive their next instruction.
The Patrol must get over an 'Electric fence' (garden net) without touching it
Retrieve a box (of explosives) from the middle of a stream using ropes and transporting it to a 'safe' area.
Letters for an anagram are transmitted over a distance of 50 meters using semaphore. This leads to a tape recorder that is locked in a box; on the box is a photograph showing the location of the key; the tape indicated the location of the next clue that is hidden in a test tube at the bottom of a pipe that can no be reached by your arm. Water is in containers nearby, so Patrols have to think of floating the clue to the top by pouring water into pipe.
- All the bases could be linked using map reading and references. All bases should have a time limit of no more than 15 minutes.
491. A problem for your Patrols - Bank employees have been trapped in a safe. A deadly poison will be released if the alarm is tripped. The problem for the Patrol is to negotiate the security system, open the safe, and rescue the bank employees from gas fumes. Each member of the patrol has to wear a gas mask, which restrict vision and voice communication (swimming goggles and cotton wool). 'Infra red beams' made by connecting fishing line to mouse traps are connected across the corridor leading to the safe
492. A time bomb has been found. A wiring diagram is available. The problem for the patrol is to de-arm the bomb. One person who is communicating with the Patrol using a walkie-talkie however can only see the drawing.

493. A selection of ideas using old newspapers:-
 # Make sculptures from rolled, folded and crushed newspaper, held together using sticky tape.
 # Using identical newspapers for each Patrol call for the first Patrol to find a photograph of a particular person, article, advertisement, answer to a crossword clue etc.
 # Each Patrol is to create clothing for a member of their patrol using newspaper provided. Best-dressed Scout wins.
 # Using newspapers only construct the tallest tower possible – provide patrols with elastic bands and sticky tape.
 # Using newspapers only construct a rope that will hold together when stretched from its ends free of the ground.
494. Provide each Patrol with a few old newspaper and see who can produce a paper rope which can be secured to an overhead branch, beam or what ever you have available and will support the weight of a Scout.
495. Set up 'islands' 10 meters in diameter and maroon each Patrol on the 'islands' for an hour. While on the 'island' they must do a number of activities – make a cup of tea, set up a signalling system, make a flagpole and raise a flag. Provide necessary equipment.
496. A patch of ground is radioactive and your Patrol must cross this area using 4 logs or boxes a rope and a light spar. Logs or boxes must be placed on the ground and not thrown into position.
497. You have 20 minutes to demonstrate square and diagonal lashings by lashing two Scouts together.
498. Have a bash – a series of activities perhaps run in base fashion, Patrols spending a short time at each base before moving to the next.
- Physical dexterity
 # Stand on one leg blindfolded for one minute without moving from a given spot marked out with chalk on the ground.
 # Hold a Scout stave or other light spar horizontally with both hands in front of you. Swing it back and forward six times and jump over it without leaving hold.
- # Balance a Scout stave or light spar on the tip of one finger for one minute.
 # Skip 30 forward and 30 backwards without stopping.
 # Do 15 press-ups, clapping your hands on the rise.
- Scoutcraft
 # Demonstrate the fireman's lift and the four-hand lift.
 # Put a knee bandage on your own knee using your neckerchief.
 # Estimate the height of a given feature in the locality (tower, spire, tree, flagstaff, and telegraph pole)
 # Set a map using a Silva compass
 # Be able to secure a rope to a pole using the Highwayman's hitch
- General proficiency
 # Change the wheel on a car
 # The lights have fused. How would you deal with this situation?
 # Demonstrate how to sharpen a knife using an oilstone.
 # Be able to direct a stranger from one point of your town to another not less than 1 kilometre away.
 # Demonstrate the proper use of three garden tools
- Arts and crafts
 # Make a whistle from a piece of sycamore twig
 # From memory draw the outline of the tallest building in your locality
 # Make two decorative knots
 # With your fingernail, tap out the rhythm of any two well – known songs on a table.
499. Patrols make a rope ladder and use it to climb a tree or a pioneering tower.
500. Each Patrol is given three tin cans, which they can only use to cross an area of poisoned ground. The first Scout crosses the ground and then rolls the cans back to the next member. quickest Patrol across to safety wins.
501. Puzzling paragraph – Give a copy of the following paragraph to the members of your Patrols and see how long it takes them to solve the puzzle :-
 'How quickly can you find out what is unusual about this paragraph? It looks so ordinary that you would think nothing is wrong with it at all and, in fact, nothing is. It is still distinctly odd,
- though. If you study it for a bit you may find out what is missing. Who Knows? Go to work and try your skill.' The answer is simply that, although the letter 'e' is the most commonly used letter in the English alphabet, it does not appear at all in the given paragraph.
502. Have your Patrols ever –
 # Slept in a home – made hammock,
 # Built a tree house with your Patrol,
 # Made twists over a campfire,
 # Assist in the running of a Cub meeting with other Patrol Leaders,
 # Built a Morse code generator,
 # Cured the skin of a rabbit you have skinned yourself.
 # Spent a weekend with your Patrol tidying up a garden of an elderly neighbour,
 # Spent a weekend practising survival techniques,
 # Gone on a cycling or canoeing expedition with your Patrol
503. Run a 'It's a Knockout' competition. Some suggestions might include:
 # Shower bath. One player on roller-skates in centre standing on a small board. Outside a circular area another player throws water filled balloons to his partner from piles placed around the circular outer rim.
 # Stilts. Player using tin can stilts race down course – over bench, round poles, over steps etc. bursts balloon at end of course. Quickest time wins.
 # Sack football. Players, 8 per side wearing a sack each as would be the case in a sack race. Game played as per soccer. First Patrol to score wins.
 # Wheelbarrow netball – one player picks up a ball and is carried in a wheelbarrow by his partner towards the basketball net. The Scout in the barrow then tries to place ball in net. Team whom scores the most nets in the time allowed.
 # Froggy waiters – Three players per team, all wearing swimming flippers, carry a tray bearing one cup of water down a course. The course should include a number of items. One players carries tray to a point and other player carries it to next point and so on. Water is collected in container at end of course. Team with most water in time allowed is winner.
 # Bumpy – ride – One player pushes a

- wheelbarrow in which sits a team mate holding a bucket of water over a course of poles. The empty the water remaining in a container. Team with water in time allowed is winner.
#Stepping stones. Using a number of stepping-stones made with cardboard, teams cross a course in quickest time.
#Cycle -o-rama. A circular course is created and two bikes provided. Two players start at different points and cycle around set markers to arrive at box of ball. Each player gets a ball and tries to throw it into a bin placed in the middle of the course. Most balls collected in time allowed wins.
In an emergency how fast could you mobilise your troop or Patrols? Work out a method that will enable you to mobilise your Troop within an hour or two. Then try it out perhaps as part of a wide game
504. Choose a letter from the alphabet, avoiding awkward ones like 'X' or 'Z'. Each Patrol has a set time, 5 minutes, to find as many objects as possible beginning with the chosen letter.
505. Dark night activities –
Test the rate of flow of a river by placing a lighted candle in a jam jar on a makeshift raft and timing it over a measured course.
Divide the Patrol into two teams, equip each with a hurricane lamp and send them off in opposite directions round a circular course, the aim to arrive back dead on time without having been spotted by a rival Patrol.
Each Patrol is given a stove and map references where they can pitch up the ingredients for a slap – up midnight feast, and set them on their way.
Each Patrol is to make a hot – air balloon using large 'light' plastic bags and cotton wool balls soaked in meths as the fuel source. All balloons have to launch at a set time from a given location in a Local Park or open ground.
506. See if your Patrols can: -
Make chocolate – covered raisins (nowhere near as easy as it sounds, the raisins must be completely covered)
Build a realistic model of the Eiffel Tower using garden canes and elastic bands
- # Have a meringue – making contest
Build a devise that will open a can of coke and pour the contents into a cup by remote control. Nobody is allowed to touch the can or the cup at anytime.
507. A well know method of crossing a river is by means a sheer legs. The sheer legs are constructed on one bank and placed in the middle of the stream. Then using another spar the sheer legs are pushed into an upright position with a Scout on board. Once across he sends the sheerlegs back for the next Scout.
508. An 'electric fence' is set up (garden net) and the problem for the patrol is to get over it without touching it, anyone that does requires one minute of artificial respiration by another member of the Patrol.
- ### Alternatives
- Patrols are given a plank and a barrel which they can use to get over a fence. The fence is created as an X between to upright poles. The problem for the Patrol is that they have to take the barrel and plank with them to the other side of the fence
- A 'spiders web' is created between two upright poles or trees and the Patrol must pass a member of the Patrol through each opening in the web without touching it.
- The members of the Patrol are joined together at the elbows and knees and must get over a fence (above waist height) without touching it. (Needs careful planing)
509. Make the smallest cup of tea in the world. Light a fire on a £1 coin and boil a thimble full of water on it. Add 1 tealeaf, 1 grain of powered milk and 2 or 3 grains of sugar.
510. Patrols are challenged to either pitch their tents on a platform as high above ground as possible or on water at least 4 yards away from the bank of a river or lake.
511. Top Secret Research – Arrange for an important looking person to arrive at the Scout hall and request the help of your Scouts with a research project. The project could involve some Scouting activity like designing a bridge that can be constructed using 3 poles or the best knots to use for tying up wild horses.
512. Trading post. The Leader provides the where with all in the form of ropes, spars, compass and maps etc. to enable the Scouts to complete a number of basic skills which are listed on the trading post chart. Each Scout who complete an item is awarded a number of tokens or points. The Patrol with the largest number of tokens is the winner.
513. Reactor transporter – Each Patrol is requested to make a tripod, which has its legs, lashed apart in such a way that it resembles a pyramid. From the top of the tripod a billy is suspended on light string. A rock is also suspended so that it dangles in the middle of the billy. Patrols have to carry the Transporter around a course without allowing the rock come in contact with the billy.
514. 'I bet you can't challenge' to Patrols: - make an umbrella, Make a positive plaster model of your Patrol Leader's nose. Disguise one of your Patrol as Frankenstein, invent a code, Design a 'Coat of Arms' for your Patrol.
515. A river is created using sisal lines 4 metres apart. In the 'river' are placed a number of mousetraps. Patrols have to make fishing rods and catch as many 'snappers' as possible in a given time.
516. Take a photography of your entire Patrol in a passport photo machine
517. Above ground – Starting at a point say 2 metres above the ground, how far can you get without dropping below that height. Allow a period of time for Patrols to prepare.
518. Cooking on water - Challenge your Patrols to make a cup of tea in the middle of a lake or river.
519. Patrol Challenge – You have one month from now for your Patrol to attend the meeting of another Uniformed Youth Organisation's meeting and give a report to the Troop at the end of this period.
520. Don't just sit there – the following is a list of activities during the summer by a group of 750 Scouts and Guides who took part in a special summer programme. This is what

- they did over 6 weeks – repaired an engine- looked at wind machines – went boating 3 times – developed and printed photographs – swam 10 times – saw sleeping bags been made in a flurry of feathers – climbed to the top of a power station – went 5 miles underground through a coal seam – abseiled – played football, snooker, table tennis, operated a discotheque – build backwoods shelters – slept in bivvys – learnt to handle boats and gliders – did the athlete, canoeist, swimmer, camp cook and camper merit badges, visited the Theatre, a fire station, - went bowling, ice skating, played squash, and tennis, did casualty first aid make up, visited a nature reserve, camped and climbed mountains over 2,000 ft, travelled over 22,000 miles on trains and bus between us – canoed over 20 miles to complete Scout tests – built a raft, slept in a tree house we made, painted a number of pictures and made masks, cycled over 200 miles and camped along the way.
521. Make a compact stove by rolling up corrugated cardboard inside a small tin. Pour candle wax into the tin so that all the holes in the corrugated cardboard are filled with wax. Char the cardboard by lighting to create a wick. Place lid on tin it is now ready to use.
522. Hold a needle-threading relay wearing boxing gloves or any sort of gloves.
523. A circle is created with sisal with a radius of 2 metres. In the centre is placed a wooden stake. Patrols have to cut the wooden stake in half without entering the circle. A saw and some sisal are provided to each Patrol.
524. Indoor Olympics – standing broad grin – measure the widest grin in the Troop. Shot Putt – Try to throw peanuts into the basket at the bottom of the hall. Vocal High Jump – record the highest and lowest notes sung by members of each Patrol. Long Glum – Player who keeps the straightest face, while the other players laugh and joke, wins the game. Whistling contest – Upon signal each contestant eat two cream crackers. First to whistle wins.
525. Try anything once! – Issue your Patrols with a list of unusual activities and ask them to at least try any of them once. Items might include – darning a sock, peel an apple keeping the skin intact, swim underwater for the length of a swimming pool, go ice skating, carve a woggle, help a local charity, etc.
526. When on camp provide Patrols with some pottery clay and get them to make some camp pottery. When pottery clay has dried out fire the pots in a red – hot campfire.
527. On camp make a 'bucking bronco' by lashing a barrel between four trees. Player climbs onto the barrel and the ropes attached to the barrel are shaken by the rest of the Patrol. Longest time 'on board' the bronco wins. Place some soft material under the barrel to soften landing.
528. A popular stunt to try on camp or in the local park is where two buckets are joined by rope, which is passed over a pulley mounted at the top of a tree. The lower bucket is full of water, the top one is empty, and the challenge is to transfer water by relay through your patrol from the bottom to the top of the tree and eventually to get the buckets to balance. A variation is to use three buckets. The buckets are partially filled with unequal quantities of water and placed over a number of branches. The object is to balance the buckets by pouring water from one to another using mugs until all the buckets are hanging at an equal height above the ground.
529. Record breaking challenges to your Patrols – Stand on one brick simultaneously, pitch a hike tent in under 1 minute, Make a matchbox knotting board 12 knots minimum, Transmit a message over 1 kilometre in less than 2 minutes without transport or telephone. Pick up 20 peas with chopsticks in less than 1 minute.
530. Have Patrols make giant catapults or ballistas capable of firing wet sponges some distance. When completed have an inter – Patrol water fight.
531. Patrol Leader swap – Arrange for the leaders to swap with the patrol Leaders and let the patrol Leaders run the meeting or better still a day at camp.
532. Tape recorder ideas
Interview techniques. Study some interviews on radio news broadcasts and see how much is packed into a very short time. Try recording some simple interviews.
- # Music poll. Record short extracts from many different types of music – film music, popular classics, rock and roll, folk etc. Carry out a survey of your Troop to see what are the most popular pieces of music from the recorded pieces.
- # Children's hour. Take a children's short story book and translate it into sound for a ten-minute broadcast, complete with introductory music, sound effects etc.
- # Newscast. Produce a five-minute item, with different newsreaders, interviewers and reporters, based on last week's edition of the local newspaper.
- # Sound picture. Assume you are sending a sound picture of your local community to someone in America who has never seen the country.
- # Using tape recorders, the patrols are given ten minutes to record a radio jingle for an imaginary radio station named after their Patrol name.
- # Sound commentary. Record a commentary of a slide show for a parent's night, including music.
- # Act one. Record a short play, reading the parts obtained from a school or library and add sound effects.
- # Each Patrol writes scrip for a brief documentary on Scouting. Then using tape recorders a report is created using vox-pop comments, interviews, and comment

Pioneering

533. Lighthouse keeper, stormy night, lamp fuel run out, ship about to flounder on the jagged rocks. Fresh supply of fuel to come from cliff by runway - cliff top to lighthouse about twenty feet. Each Patrol to construct a runway, throwing line to lighthouse keeper. Using a bucket, Coastguards (Scouts) are to transport to PL (lighthouse keeper) dry wood, matches, etc. and first fire to be properly alight wins.
534. Make an aerial runway
535. The only way to learn pioneering is by building projects big and small. Consult the Ropework Skills handbook for ideas for projects.
536. Make bridges from staves

537. Each Patrol is given a different mini – pioneering project to do. The list might include - An automatic fire extinguisher, raft building, a chair for the Scout Leader, a free-standing camp gateway.

538. Each Patrol create a 'Chariot' in the form of a trestle frame using light spars, When 'chariot' is complete 'reins' are attached and a Scout climbs on board. Two Scouts pull the 'chariot' around a set course. Run a race among the Patrols.

Ropework

539. Make and use a rope ladder for rescuing purposes

540. Go hiking and look for medicinal herbs and plants

541. Hold a life line throwing competition

542. Learn how to whip ropes

543. Patrols learn how to do a back splice and an eyesplice and then make standard rope lengths for each member of their patrol with an eyesplice on one end and a back splice on the other. The ropes can be used for a variety of activities.

544. Learn how to splice ropes

545. Make rope rings for deck tennis and quoits

546. Make knot boards, and knot frames.

547. Make a rope ladder

548. Practice lowering from a sandpit, tree, wall or window

549. Make a commando rope. A commando rope is 3 meters long, one rope per Scout, and has an eye splice at one end and a strong wooden toggle at the other 200mm long. Rope and toggle when joined together must be strong enough for climbing, and for heaviest Scout.

550. Organise a blindfold-knotting race.

551. Mountaineers have to tie knots sometimes with frozen fingers. Run a game where Scouts have to tie knots with heavy industrial gloves on their hands.

552. Give each Patrol the same length of sisal and a number of staves and see which

Patrol makes the most useful gadget.

553. All Patrols are blindfolded and a number of knots are passed around which they should feel. The Patrol must then tie the knots from memory.

Safety

554. Organise a fire drill so that you can quickly evacuate your den or hall if the need arises

555. Road safety is no something that you learn when you are a small child. Patrols should be requested to set up an awareness campaign within their Patrols. Particular attention should be paid to cycle safety and safety precautions when hiking on roads.

556. Invite a fireperson down to your meeting to talk about the work of the fire brigade but also to show your Scouts how to use fire extinguishers.

557. Patrols could take on a service project related to the promotion of smoke alarms. Local service agencies provide smoke alarms for free to old folks living in your area. Contact these agencies and see how your Patrols can be involved.

558. Practice reading building plans. Then send your Patrols into a building with plans and let them discover the location of a casualty that is hidden in the building. Using building plans is a useful basic step towards map reading.

559. Practice using escape ladders and ropes to escape buildings

560. Practice escape from a smoke filled room by crawling on the floor. Increase the difficulty by making the members of the Patrol blindfolded or use swimming goggles smeared with Vaseline to obstruct vision.

561. Patrols should be aware of the necessary precautions to be taken while walking on the hill and in open countryside.

562. All Scouts should be aware of the dangers of substance abuse and in particular peer pressure in this regard. Organise a number of role-play games to highlight this growing problem in our community.

563. All Patrol Leaders and Scouts should be aware of bullying. Patrol Leaders in

particular should seek and stamp out any incidents of bullying that exists within the Troop. All incidents should be dealt with through the Court of Honour.

564. As a Leader safety should be always at the back of your mind. Scouting is a flexible activity and many programme possibilities are possible but don't lose sight of the dangers of some activities. Correct training of your Scouts will minimise the danger but you should always keep a watchful eye. Be careful but do not kill the fun.

Service

565. Undertake a regular service project in your community. Some ideas to think about :-

People who live alone and who because of their age or infirmity cannot get about so much might like help of the following kinds – collecting shopping, doing odd jobs and repairs, doing the garden, general housework, call and have a chat, change library books, send birthday greetings.

Conservation means keeping the natural assets we have in our country in the best possible condition. Some ideas you might consider: - Nature trails, bird tables, clear graveyards and historical sites, help farmer with harvest, clean rivers and streams, plant trees.

Parish service- your own parish and the Church in general often need help. Some ideas might include: - assisting in controlling parking at church, stewarding at special events, Provide road crossing patrol. Make Christmas crib.

There are many useful things that can be done to help make our communities better. Here are a few: - Clean – up an area, road safety campaigns, fire protection campaigns, assist community surveys, help tidy towns committee, do nature survey of community, act as tourist guides.

Signalling

566. Try long distance signalling, from one hill or tower to another or across a lake.

567. Construct a number of Morse buzzers and send a message to another Patrol

568. Use drums for Morse signalling. Or use

- whistles.
569. Send a message using Morse code flashed by torch at night.
570. Your Patrol have two minutes to master the first circle of the semaphore code and be prepared to send a message using the semaphore grid method. A grid is drawn 1 – 6 on top and 1-6 on the side and letters of the alphabet are placed in each square of the grid. Letter are transmitted by first signing the bottom letter then the side letter the Letter B would be 2, 1.)
571. Use Scout whistle to send a signal over a long distance – best done in an open area or park. Try using Morse code long blow for a dash, short blow for a dot.
572. Try smoke signalling
573. Seafarers use a signalling method using flags. Challenge patrols to learn this signal method and give them a flag message for them to decode.
574. Try signalling using a long piece of sisal stretched over a distance. Message is sent by a series of pulls.
575. Make a set of signal cards in semaphore and /or Morse. There must only be one letter on each card. These cards can be used as part of a number of activities.
576. Practice signalling by blinking the eyes, tapping on a wall from one room to another, also tapping on a table with fingers. One finger represents a dot, and fingers on the other hand a dash.
577. Obtain two telephone books or atlases. Signal the name of a telephone subscriber or place. The Patrols must discover the number or place first gets the points.
578. Signal a simple sum. Each Patrol takes it down. The first patrol to give the correct answer is the winner.
579. Signal the number of a Scout Law. See who is the first to repeat it correctly.
580. Write out directions in sign language showing how to find a hidden treasure. Patrols are set off to discover its location.
581. Find your nearest stables and have a horse – riding session.
582. Visit your nearest go – kart track or build a 'Scout car' and have your own races.
583. Visit a local pitch and putt course and hold an Inter – Patrol competition.
584. Hold a Superstars competition. Some suggested items might include:-
#Egg and spoon crawl. Hard-boiled eggs on spoons placed in mouths. Patrols operate in relay fashion crawling around a track on hands and knees
Water shoot – Use water pistols to extinguish flame of candles standing in tins of sand or clay.
Candle race – carry a candle around a course without it going out.
#Archery – Shoot at balloons hanging from a branch or create field archery course.
Swing ball – paint tins with bright colours and number them from 1 – 10. Cans are placed under a tree and a ball or log attached by a string to branch of the tree is swung so that it can knock down the cans. Top score wins.
#Frisbee Throwing course. – Longest throw, landing near target, best catch etc
#Fly walking – walking up a vertical plank lashed to a tree.
#One legged soccer
Javelin throwing using scout staves
Long jump
585. Experiment with Hay box cooking
586. Cook a meal without utensils, i.e. backwoods style.
587. Practice finding the North by means of watch and sun, and at night by the Pole star.
588. Be able to find your direction using nature compasses – moss on backs of trees, stars etc.
589. Catch a fish (or buy from a fish shop). Then cook it using the 'planking' method
590. Ask a local butcher to order a number of rabbits – un - skinned. Bring these down to the meeting and demonstrate how to skin a rabbit. The local butcher maybe able to help with the demonstration.
591. Skin a rabbit and cook it on a spit over a fire.
592. Make cooking utensils from natural materials – forks, ladles, pots etc.
593. Patrols are asked to construct solar water still using a sheet of plastic and a container. This exercise is best done on a sunny day on camp. Test results after a period of time
594. Patrols have to make a solar cooker using cardboard and tin foil from instruction sheet and cook a sausage on it.
595. Catch fish using fishing line and hooks only. Trout can be caught with your bare hands – try it.
596. Cook an egg inside a potato, orange skin or mud ball
597. Catch a fish (or buy from a fish shop). Then cook it by wrapping in cabbage leaves and mud
598. Make kabobs (pieces of meat and vegetables on a stick).
599. Try cooking on a stone slab.
600. Scouts should be encouraged to make their own personal survival kits that can be carried easily in a small pouch on their belts.
601. Arrange a survival weekend in which the Patrols are given a small supply of food and precious little else. The must survive until they are rescued on Sunday afternoon.
602. One log, one axe, one match, one billy, one tea bag – first Patrol to brew the scout Leader a cup of tea is the winner.
603. Learn how to light a fire using flint and steel.
604. Learn how to light a fire by friction
605. In survival situations matches will be scarce, therefore skill in firelighting using at most 2 matches should be practised.
606. Know how to make fuzz-sticks essential to successful firelighting
607. Make 'hobo' stoves and cook something on them.

Sport

Survival

608. Send out Patrols to discover how many things they can find in a radius of 500metres from the Scout den that would help them to find north.
609. Hot eggs – Each member of the patrol to cook an egg by a different method. Spud egg; fry on hot metal plate or stone; cover with 25mm of clay or mud and place in embers; cook in a half of an orange skin; supported by wire or skewer; boil in the outer layers of a large onion; cook on a spit by cutting a small hole at each end of the egg and pushing a green stick skewer through and supporting it on two 'Y' shaped sticks.
610. Patrols are asked to make some nettle tea and pine needle tea. Marks are awarded for brew that is drinkable.
611. Light a fire using a magnifying glass.
612. Explore different types of fires and know how and why we use them.
613. Make plastic bivvy sheets and discover the different types of shelter that can be made from them
614. Brush up on your knots and lashings, which will be useful in shelter construction.
615. Learn how to make natural shelters using ferns etc.
616. Next time it snows; try to make a snow hole or an igloo.
617. Make a loom which could be used to weave a roof of straw etc. for a shelter
618. Collect water by soaking it up from grass heavy with dew.
619. Try digging for fresh water on a local beach above the high tide mark.
620. Collect water using condensation methods by placing plastic bags over plants and leaves.
621. Be able to find your way using natures compasses – stars, trees, mosses etc.
622. Have a Stone Age event – choose an area with plenty of undergrowth, so that it adds to the storyline. You may also wish to ask your scouts to dress up in Stone Age costumes. Give each Patrol a Stone Age pack, before they enter the land that time forgot. The pack might include the following sisal, fishhooks, leather tong, food, axe, saw. By far the majority of their time will be spent constructing a shelter and cooking their food however the event can be made more interesting by the inclusion of the following addition activities
- # Make a water carrier
 - # Make fire by friction
 - # Make cooking utensils
 - # Make bows and arrows for hunting
 - # Make a dinosaur trap
 - # Make pottery
 - # Ground seed into flour and make twists
 - # Paint a cave drawing using natural pigment from flowers and plants.
 - # Eat edible plants and berries
 - # Lift heavy objects using primitive methods (make mini dolmens or mini Stonehenge)
623. Under the supervision of a reliable Patrol Leader armed with a good plant identification book, send the Patrols out to gather edible berries and fruits. When the patrols return to base they must create a meal from the 'food' they have collected and, of course, name the delicacy
624. Desert Survival – Patrols are given some time (perhaps with the assistance of a Venturer) to put together a list of basic equipment, which they think, will be required to survive in the desert. In itself this is a good exercise – but much better if the Patrol can put the equipment together and have the opportunity to try it out, perhaps during the summer holidays
625. Use tin foil to cook a meal backwoods style. You can also use tinfoil to make utensils and ovens.
626. Each Patrol is to enter a forested area and using only natural materials make a shelter in which they could sleep protected from the elements. Lashings etc must be created using plant fibre or strips of bark. Patrols are allowed a saw and penknives.
627. Make a container using a sheet of A4 paper that can be used to boil water in. It is possible to boil water in a paper bag or container provided the heat source is applied to the area of the container that is in contact with the liquid.
- ## Thinking
628. Create slogans for any number of things using the rider 'In no more than ten words' examples might include: - Our Patrol are best because, we support.... football club because, Scouts are brilliant because.
629. Each Patrol devises a problem (which they know the solution to) for the other patrols to solve. Example might be to join two ropes together without using knots, or cut a postcard in such a way that the whole Patrol can step through it, or boil water in an eggshell.
630. Challenge the Patrols to do the following over the next 4 weeks at their Patrol meetings.
- #Invent and construct a devise that will measure five minutes of time that is neither a watch or a clock and does not need the sun or other planetary object for its success.
 - #Construct a camp-weighing machine capable of weighing accurately from 500 grams to 10 kilos.
 - #An automatic method of waking you up on camp.
 - # A 'rouser', which works if it rains.
- ## Tracking
631. Lay a string trail. Blindfold the members of the Patrols and see how long it takes to get to the end of the trail.
632. Stalking – One Scout is chosen as the prey and takes up a position selected by the leader. All the other scouts take up positions at least 50 meters from the prey's position. On a Given signal, the Scouts move towards the 'prey' using whatever cover is available and as quietly as possible. If a Scout is seen/spotted by the prey the prey shouts to him/her saying where he is and his/her name if known. The Scout must stand up and remain in that position. The Scout who comes closest to the prey is the winner
633. Make a smell trail by spraying different perfumes on numbered pieces of card pinned to trees. Patrols try to follow the scent of one of the perfumes and list the numbers on the cards.
634. Lay a 'nature trail' using knotted grass,

- stones, twigs etc. Use Scout signs for this.
635. Use bikes to make tracking trails in muddy ground. Follow the tracks made by different types of tyres.
636. Lay a trail in streets by making very small track marks in chalk. Use the Scout signs for this.
637. Invent and make a gadget, which when towed leaves a trail.
638. The older members of each Patrol must go out and lay a trail, which leads to a 'Treasure'. Each Patrol must use a different method to mark their trail and try and keep it secret from the other Patrols.
639. Invent a trail layer, e.g. three tacks hammered into the end of a stave and pressed into the ground with each step. Each Patrol Leader takes their 'prisoners' for a walk, the prisoners laying the trail as they go. 15 minutes later the patrols follow their particular trail and rescue their Patrol member.
640. Each Patrol takes in turn to camouflage itself in some undergrowth; the rest of the Troop tries to spot all the members of the Patrol.

Visits

641. Places you can visit
- # A Fire Station
 - # A Garda Station
 - # A Casualty ward
 - # A Newspaper Office
 - # A Biscuit Factory
 - # A Steel Foundry
 - # A Glass Factory
 - # A Fish Hatchery
 - # A Museum – behind the scenes
 - # A Panel Beaters Shop
 - # An Electrical Generation plant
 - # The Theatre – get someone to take you backstage
 - # An Airport Control Tower
 - # An Airforce Base
 - # The Docks
 - # The Law Courts
 - # A Greeting Card Factory
 - # A Car Factory
 - # A Flower Farm
 - # A Computer Complex
 - # A Television Station
 - # A Radio Station
 - # A Bakery
- # The Cats and Dogs home
 - # An Orchestra rehearsal
 - # The Stock Exchange
 - # A Large Bank
 - # A Forest or tree farm
 - # A University
 - # A Mine
 - # A Timber Mill
 - # A Mail Sorting Centre
 - # The Weather Bureau
 - # A Railway shunting yard
 - # The Zoo – behind the scenes
 - # A Circus – behind the scenes
 - # A Printing Shop
 - # An Old Folks home
 - # An Archaeological Dig

Water Activities

642. Make dry land yachts
643. Patrols make rafts and power them using an old bike
644. Water activities – build a coracle, construct a raft, have a Canadian log – rolling competition, cross a wide stream without getting wet, go swimming
645. When doing activities beside water practice rescue procedures

Weatherlore

646. Make a sun dial
647. Log the wind direction. If possible let off toy helium balloons and follow their drift.
648. Make Patrol weather stations with barometer, rain-guage, wind vane, and strength of wind indicator.
649. Make a wind vane.
650. On a windy night ask Patrols to say from what direction the wind is blowing. Give each Patrol a copy of the Beaufort wind scale and ask them to determine the strength of the wind.
651. Provide the Patrols with information on cloud formations and the weather associated with them. Hold a quiz to see if Patrols can draw the formation from memory

Games

No one knows when man first started to play games. We can assume that cave men had some form of activity we would call a game, to distract him and his family from their perilous existence.

Ancient races used games as a means of teaching young men how to shoot a bow and arrow, wield a sword, throw a spear or become nimble on their feet to dodge a charging beast or enemy. They were developing skills on which their very existence depended and their elders realised the importance of games as a teaching and team building method.

Games are an integral part of the Scouting programme because they are a valuable teaching method - as well as a means of developing many desirable characteristics in young people. Consider the physical aspect. Games should stimulate the growth and development of practically every muscle and materially assist the bodily functions. The circulation, respiratory, digestive and nervous systems are stimulated by almost all active, outdoor games. Next, the mental value. The activities young people participate in must contain elements of excitement, competition and accomplishment. With the other members of their team (Lodge, Six, Patrol) they must learn to play and play fairly. Games can develop quick thinking, alertness and to some degree - strategy. Games also act as safety valves allowing pent up stress, tension and energy to be released. Games can be educational. Games using ropes can teach knots, Kims games can develop the senses.

Probably the most important learning derived from games is the character development aspect where the necessity for co - operation of all, teamwork, Patrol spirit, abiding by the rules and a sense of fair play, are forcefully demonstrated.

Game leadership

- Start off with your best game - one that is easy to explain and enjoyable to play.
- Know your game thoroughly - the rules, boundaries, what is allowed and what is not
- Have all the equipment readily available - balls, ropes, chairs, bean bags etc.
- Make sure you have enough space to play the game in the way it is designed.
- Check the play area for hazards. Watch out for rocks, fenceposts etc. if possible remove them from the play area. If not mark them, or use them as home bases.
- Don't wear a game out - quit while everyone is still having fun.
- Be alert to signs of over exertion and never insist on someone playing the game if they are unwell
- Explaining the game
- Stand where you can be seen and heard by all
- Insist on silence and undivided attention while you explain the game
- Show enthusiasm in both your manner and voice.
- Speak slowly and clearly so that everyone can understand.
- Be sure you know the game and explain it step by step - demonstrate if necessary.
- Allow questions for clarification
- Instil high ideals of sportsmanship and fair play and insist on the rules being observed.
- If the game obviously is not going well or is not understood - call a halt and clarify hazy areas and then carry on with the game.

Games

No.1 Escaped Prisoners

Equipment: for each patrol - an assortment of rope lengths, of varying thickness, an old piece of canvas or sheeting, etc.

Each Patrol must make a long rope suitable for lowering an escaped prisoner out of the window. If someone can actually be lowered out of a window on a rope, so much the better, but the knots must be checked first.

No.2 Elephants

Equipment: 4 staves, 4 lashings per Patrol

The staves are lashed together to form a 50cm square with the ends protruding to form tusks (the end of the staves which are forming the tusks should be covered by lashing a coat or other soft buffer to the ends of the staves). A rider sits on the elephant thus formed and the rest of the Patrol carry the elephant into battle, charging other Patrols until their rider is unseated or touches the ground.

No. 3 Arch Relay

Equipment: 1 tennis ball per Patrol

The Patrols line up in file order at one end of the play area. Each Patrol Leader runs to the other end of the play area and touches a marker, on his return passing the tennis ball between his legs to number two. The tennis ball is passed down the line until it reaches the last Scout, who then runs to the front of the play area and touches the marker. The Scout now stands in front of the Patrol Leader and passes the tennis ball back down the Patrol through the legs. After all the Scouts in the Patrol have had a turn the Patrol Leaders runs to the front of the Patrol and signals that his Patrol is finished.

No. 4 Over and under

The Patrols line up in file order. The Patrol Leader runs to the front of the play area, and touches a marker, returns to the front of the Patrol and crawls between the legs of the Scouts, through the Patrol, touches a marker behind the Patrol and returns to his place over the backs of the Patrol. When he is in place, number two sets off over the back of the Patrol Leader, runs to the marker in front, back and under the legs of the Patrol, over the backs of the Patrol and back into his place. This is continued until the whole Patrol has had a turn.

No. 5 Heads

Equipment; For each Patrol - 1 large ball, 1 bottle

The Patrols line up in file order and the first pair of Scouts places the ball between their foreheads and put their hands behind their backs. They deposit the ball on top of the bottle, which is at the far end of the play area, before they take the ball back to the next pair. The next pair goes forward and transports the ball (in the same way with their foreheads) and after completion carries it back to the next pair and so on.

No. 6 Leap frog relay

The Patrols stand in rows with about 6 metres between each Scout. The Scouts bend over and the last one in line leapfrogs over their backs. As soon as he has got into position 6 mts. in front of the last one, the next Scout at the back of the line starts to jump, and so on. The first Patrol to finish leapfrogging is the winner.

No. 7 Knot loop relay

Equipment: for each Patrol 1 length of rope

The Patrols line up in relay formation. At the starting signal the first Scout ties the rope into a loop with a sheet bend, and passes it over his head and down over his body. He steps out of the loop, unties the knot and passes the rope to the next Scout who repeats the procedure and so on down the line. The first Patrol to finish is the winner.

No. 8 Bucket toss relay

Equipment: for each Patrol - 1 tennis ball, 1 bucket, 1 stave, chalk.

Preparation: Mark a river about 1.25mts (4 ft) wide across the play area. The Patrols line up on one side of the river and opposite them there is a bucket. The Patrol Leader has a tennis ball, which he tries to lob into the bucket, and when he succeeds he lifts the bucket over the river with the stave, without stepping in the river. On retrieving the ball he must return the bucket to the far side of the river. If he misses the bucket with the ball he must get the ball by pole vaulting the river and have another go. After he succeeds the rest of the Patrol have their turns in the same manner.

No. 9 Balancing relay

Equipment: For each Patrol - 1 tray, 1 beaker of water, a series of obstacles

The Patrols line up in file order with an obstacle course in front of each. Each member of the Patrol must go through the obstacle course holding its tray with a beaker of water on it without spilling any of the water. The first Patrol to finish is a winner.

No. 10 Tin Polo

Equipment: for each Patrol - 1 stave, 1 cylindrical tin with one end removed

The Patrols line up in file order with the Patrol Leader holding the stave. The tin is placed upright at the far end of the play area. The second Scout in the Patrol gets on the back of the Patrol Leader and takes the stave. The tin must be picked up on the end of the stave and carried right round the Patrol, then returned to its original position. The rider then acts as horse for the next Scout and the pair repeats this process and so on down the Patrol.

No. 11 Pharaohs Chair

Equipment: for each Patrol - 3 staves, 3 lengths of rope about 3 mts long

The Patrol lines up in file order with the equipment in front of them. At the starting signal they tie clove hitches at either end and in the centre of each rope, and slide the staves into the knots so that they are at right angles to the ropes. The Patrol Leader stands on the middle stave and is carried by the rest of the Patrol who hold the two other staves. Each member is carried in turn on the Pharaohs chair to a marker on the play area and back to the starting line. The first Patrol to finish is the winner.

No. 12 Two handed carry

The Patrols line up in file order. The Patrol Leader and Assistant Patrol Leader use the two handed carry and transport each Scout in the Patrol in turn to the far end of the play area. When all of the Patrol has been transported the third and fourth Scouts carry the Patrol in turn back to their starting point.

No. 13 Staves

Equipment; 1 stave for each Patrol

The Patrols line up with the Patrol Leader in front facing his Patrol. The Patrol Leader throws a stave to the first Scout, who catches it, returns it by throwing back to the

Patrol Leader and sits down. The Patrol Leader then throws it back before he too sits down and the process is repeated until only one Scout in the Patrol is left standing. When this last Scout has returned the stave to the Patrol Leader he shouts Up and the Scout immediately in front of him stands up in time to catch the stave. When he has returned the stave the Patrol Leader he also shouts up and the game continues until all the Scouts in the Patrol are standing up.

No. 14 Staves 2

Equipment A stave for each member of the Troop

Troop stands in a circle and each holds a stave by the top by press the palm of the hand on the top of the stave. Each Scout should be about a meter apart. On the command the Scouts change position by moving clockwise or anti clockwise. As they move they leave the stave standing. The object is to catch the stave in the same way, using the palm of the hand, before it falls. A Scout that allows the stave to fall is out. However, the space left in the circle is not filled so as the game progresses the gaps get bigger so adding to the difficulty. Winner is last Scout holding a stave.

No. 15 Torpedo

Equipment A heavy spar for each patrol

Patrols are lines up with a heavy spar above their heads. The spar is passed forward with the last person in each team running to the front until the torpedo can be placed on the winning line approx. 20 -30 meters away.

No. 16 Challenge

Each Patrol thinks up a stunt e.g. climbing a certain tree and making a rope ladder to get down with. It then challenges another Patrol to carry it out. If that Patrol does not accept the challenge, or if they do not succeed the challenging Patrol must demonstrate how it is done.

No. 17 Sedan chair

Equipment 2 staves, 1 chair, ropes

Each Patrol has to build a Sedan chair and the Troop then has a Sedan chair race.

No. 18 Strike a match

Equipment A chopping block and an axe is need for each Patrol.

In each chopping block a match is placed. Each Member of the Patrol in relay fashion run up to the chopping block and try to split the match. One attempt is allowed per person. Continue until match is hit.

No. 19 Storm the castle

Equipment: a watch

The Troop forms circle and joins hands, with one Patrol outside. This Patrol tries to storm the castle and endeavours to get all its members inside the circle in the quickest possible time. The Patrols take turns in being outside the circle and the one that gets all its members in the circle in the fastest time is the winner.

No. 20 One, two, three

Equipment: Chalk or sisal

A game for four Patrols. A chalk or sisal square is drawn/pegged down just large enough to hold a Patrol, in each corner of the play area. On the command One each Patrol must move to the square at opposite ends of the play area. On the command Two they move to the square across the room, on the command Three they move diagonally opposite them. The last member of the Patrol to reach the correct square drops out.

No. 21 Circle Tug - of - War

Equipment: 1 rope, 4 similar objects e.g. berets

The Patrols are in a circle all holding on to a loop of rope. Roughly two meters behind each Patrol is a beret or some other object. Each Patrol pulls the rope so that one of its members can pick up the object. The first Patrol to do so gains a point.

No. 22 Dodger

Equipment: a ball

The Troop forms a circle with one Patrol in the centre, who forms a snake each member grasping the waist of the Scout in front. The Scouts in the circle pass the ball around trying to get a chance of hitting Dodger - the last scout in the centre Patrol. The rest of the Patrol manoeuvres to protect the Dodger. When the Dodger is hit another Patrol goes in the centre.

No. 23 Bull in the ring

Each Patrol forms circles with their hands clasped. One Scout, the Bull, is selected from each Patrol to go into an opposing ring. At the starting signal each Bull tries to break through the ring.

No. 24 Rising Circles

Each Patrol forms a circle. In each the Scouts sit cross - legged and with their hands round each others shoulders. In turn each Patrol tries to rise without breaking their hold.

No. 25 Blitzkrieg

Equipment: a ball

One Patrol stands in the centre of a circle formed by the rest of the Troop. When a player in the middle is hit by the ball he must dive out of the circle. The players in the circle have to try and eliminate all the members of the Patrol as quickly as possible. Each Patrol has its turn in the middle, and the Patrol who keeps at least one member in the circle for the longest time is the winner.

No. 26 Triple test

Police receive notice of a burglary in a certain house in the town:

Test (1). A blank map with the house indicated and a few clues such as unnamed streets, a church, an inn, and compass directions. Patrols have to identify it. Police arrive at the house and are shown into a room upstairs where a jewellery casket lies open. They are told what articles are missing.

Test (2). A number of articles (cheap jewellery or buttons or the like) in a box. Each Patrol is allowed to observe for one minute. Then about six articles are removed. Each Patrol has another minute to observe box and must then list the six missing articles. The thieves escaped through a window by means of sheets and ropes joined together and secured to a pole placed across the window frame.

Test (3). Each Patrol to demonstrate and name what knots the thieves ought to have used.

No. 27 Anarchists

The Patrols are challenged to place a small parcel in a certain public place (Chapel porch, Town Hall steps, Police Station) within a given time without being noticed by the a Scouter)

No. 28 The Five Clues

The clue (in Invisible Ink, Morse or Code) is written on a piece of stiff paper (as many pieces of paper as there are Patrols). These papers are then cut into five and distributed amongst five people or places. Each Patrol Leader is given a set of clues as to the identity of the clue-holders and the winning Patrol, after piecing the collected clue together, wins the bag of goodies prize at the den/hall.

No. 29 Shadowing

This will be a whole evening's project, to be prepared in advance and reported on at the next Troop meeting. Four Venturers or other Leaders are asked to help and a clue as to their identity (one to each Patrol) is sent to the P.L.s the day before. Also sent is some such note as follows: - "Four persons, to whose identities the P.L.s have been given a clue, will pass the local main Post Office at some time between 6.45 p.m. and 7 p.m. Each Patrol will shadow the person assigned to them until 9 p.m. They will prepare a detailed report of the movements and activities of their quarry between these hours and have it ready by the next Troop Meeting.

Prepare beforehand for every likely contingency. Be as invisible to your quarry as possible for, as soon as he sees you, he will try to escape your vigilance. Disguise is permitted."

No. 30 Problem Game

Everybody must do at least one decent good turn between 6.30 and 9 p.m., and must carry an egg all the time. Eggs must not be laid down or carried in the pocket, etc.

- (i) Sit in the front seat of a bus for 3 minutes.
- (ii) Cross a bridge and pace out its length.
- (iii) Toast a piece of bread over a fire and bring it back.
- (iv) Find out the name of the ticket collector on duty at the station.
- (v) Swim fifteen yards 'and leave the baths, wearing a flower in your buttonhole.
- (vi) Obtain the signature of the Sergeant on duty at the local Police Station.
- (vii) Draw a local weather vane.
- (viii) Find out where are (a) the nearest fire hydrant, (b) the nearest public seats, to your den/hall.

No. 31 Short Night Trip

Preparations : Suitable spot for affair ; farm often favorable. Place to change beforehand, and showers afterwards.

Change clothes at H.Q., or elsewhere. TRIP MADE IN DARK.

1. Scout pace to The Spot.
2. Dead Man's Crawl along rope.
3. Over a hut or similar building: no help except one rope. Teamwork needed.
4. Stilt walking through or along stream.
5. Hand vaulting over fences.
6. Get to the other side of this pond, direct."

Course should be circular if possible. Vary to suit local conditions.

No. 32 Hang on

Relay with an equal number of Scouts in, each team. Draw a wide river in chalk on the floor. PL and 2nd have a stave each, and place them on their shoulders like an elevated stretcher. 'Each in turn is taken over the river, hanging on to the stretcher in any way possible - by his teeth if he likes.

No. 33 Strike a safety

Draw two chalk lines across the length of the hall, one two meters from the wall, and the other 30cm from the other wall. Have Patrols spaced out along the 2 meter area. Opposite each Patrol in the 30cm area - place a saucer with a candle, to represent a lighthouse. The centre area is the sea ; the Patrols are on the cliffs and have to light the candle, by means of staves lashed together, rather like a fishing line. A "safety" match is fixed to the end of the stave and is lit by rubbing against the far wall. If your wall is not rough enough to set, light to the match, fix an empty matchbox on a hook or window catch.

No. 34 Scoop

Relay formation. At the end of the hall opposite each Patrol place an empty jam-jar. In the middle of the hall place a bucket full of water. Each Patrol has a spoon of identical size. No. 1 rushes to bucket and scoops a spoonful of H₂O, pours it into jar, and rushes back to give No. 2 the spoon, who repeats performance. Three times round, and then measure the water in the jar to find the winner.

No. 35 Blood Hound

Describe to your Troop a horrible journey of an escaped slave running through the woods and marshes to freedom. Divide the hall floor into three sections with lines of chalk. The two end portions are dry land, the centre is deep swamp. Patrols set off from the dry land, crossing the swamp by means of two, or three, logs. Depending on the size of the log, each Scout, or better still each Patrol, pushes out a log, stands on it, maneuvers the other log(s) into position, stands on the next one, and repeats the process until all are safely across. Any Scout who touches the swamp, even by the tip of a shoe, is considered to be sucked under.

No. 36 Rustler

Select one Scout from each Patrol to be a "Rustler" and send him to another Patrol. Using two ropes they have one minute to tie him up, being careful not to tie any of the rope above his shoulders. The first "Rustler" to free himself earns his Patrol a point.

No. 37 Target

Opposite each Patrol place a short length of cord with a small bowline in one end, a tent peg, and a stick of chalk. Two players from each team race forward, No. 1 puts the peg through the loop in the cord and holds the peg upright firmly on the floor. No. 2 pulls the cord tight, holds the chalk at the cord end and draws a circle on the floor. They return to team, where No. 2, the "chalkier" grabs hold of No. 3 - they race back to the cord. This time No. 2 holds the peg, and No. 3 becomes the "chalkier," holding the chalk between half an inch to two inches further along the cord to draw a smaller circle with in the first. This continue until each Patrol has a set of equal diminishing circles on the floor. There are many stunts to use these circles with advantage, one such being to write a score figure against each circle, rather like a quoits board ; Patrols slide a metal plate along the floor to see which can gain the highest number of points.

No. 38 Human Bridge

Draw a river with chalk lines, banks about 2 meters apart. Patrol stands in river forming a human bridge. Last player crosses "bridge" without getting his feet wet, i.e. over the backs of his Patrol. As soon as he reaches the other side, Patrol take one step backwards, and he forms the front of the bridge, he raises his hand on arrival to start the next Scout.

No. 39 Have a diamond hunt – a very muddy event.

A large tub or dustbin is filled with a suitable muddy mixture and some marbles are dropped into it. Patrols line up relay fashion and Scouts running out one at a time must dig around in the mud until they find a diamond return to their Patrol and allows the next Scout to seek a diamond.

Kim's games

No. 40 Barricade

Each Patrol lays out a 20 article Kim, and builds a barricade so objects can only be seen from above. - Each Patrol inspects each collection and then sits by their own pile. Now each Patrol in turn demands one object from any other Patrol. If a nonexistent article is demanded, or wrong Patrol challenged, challenger loses that turn. Patrol with the most objects after 15 minutes is the winner.

No. 41 Knots

Attach a rope across the hall with various knots hanging from it. Patrols blindfolded feel along the knots, and then go into a Patrol corner to take off their blindfolds and write down the names of the knots in their correct order.

No. 42 Are you awake in the dark

Patrols are given five minutes to collect in the dark (i.e., with lights out, etc.) something round, something square, a blue object, a yellow object, something weighing approximately a Kilo., and something with a hole in it. (Other varieties for other evenings).

No. 43 Hidden watch

Scouts are blindfolded in middle of H.Q. and told to find a watch by using their cars. (Watch should be hidden about 7ft. above floor.)

No. 44 Estimation

Scouter provides a small spring balance, a tape measure, a watch and a bucket of sand. Scouter asks No. 1's of each Patrol to put 1 kilo. of sand on a sheet of newspaper, No. 2's to cut off a piece of string 25cm long, No. 3's to place 100 grams. of sand on to a sheet of newspaper, No. 4, to open his mouth for 30 seconds, No. 5's to estimate the weight of this parcel, No. 6's to estimate the length of this rope, and No. 7's to estimate the length of the hall. Give suitable marks for each project, deducting so much for each error.

No. 45 Here boy!

Cut from a magazine twenty-four pictures of dogs or cats. To each picture add a slip of paper bearing the name of the pet, i.e., Fido, Bruce, etc. Pin the pictures to the wall and allow the Scouts to examine them for two minutes. Now remove the name slips and challenge each individual Scout to write down the correct name of each pet. Number them 1 to 24 and have these numbers written on the margin of each paper before start.

No. 46 Outline

Hang a sheet from a bar placed across the centre of the H.Q., on one side of which have a light, and on the other side have the Troop sitting down. Hold up 20 or so objects between the light and the sheet so each casts a strong shadow on the sheet. When the selection has been shown, Scouts write down as many as they have recognised, and also the outline of any others they can remember. Objects used should be fairly large.

No. 47 Silent Movement

Each Scout to take a chair and in 10 seconds turn it about on the floor, lift it, replace it and sit on it. (One Patrol at a time; 1 to 4 points awarded according to noise made).

No. 48 Find it

A football is placed in the middle of the hall, and one Scout from each Patrol is blindfolded, each starting from different positions but all an equal distant from the ball, crawls forward to find the ball. His aim is then to return to his Patrol with it. Each Scout must crawl on his stomach the whole time, unless the Scooter prefers them to be on all fours. If a Scout finds the ball, the others can try to take it from him by any means possible until the ball reaches a base. A struggle may result. Should the ball be returned to the wrong base, the owner of that base wins. Some prefer this game to be played in dead silence, while others allow Patrols to shout advice and directions to their representative.

No. 49 Torch Games

In thickly wooded country at dusk, place a flag and a lantern. inside a roped of circle of forty paces radius. Inside the circle, up trees where possible, your seniors or half the Troop each armed with a torch, conceal themselves. They must all be perfectly silent. The rest of the Troop, starting spread out evenly outside the circle, with dark clothes and bare skin covered up, have stealthily to creep up to the flag without being spotted by a torch beam. Immediately the flag is touched the outer team has won, Everyone must be quiet all the time, and torches only switched on when a suspicious noise is heard.

Scouters will find that the Scouts tend to group together and talk to hide their nervousness - try and encourage each scout to keep at least ten feet from each other. As your Troop get proficient at this tracking game, choose more difficult sites which include dead wood or dry leaves on the ground, or a small river to be crossed.

Wide Games - Wide game suggestions

No. 50 Polar expedition

Each Patrol is a group of Polar Explorers racing to the North Pole. On the North Pole they will find the flag which Admiral Byrd threw down from his plane when crossing the top of the world. This flag must be brought back to the office of the geographical society before the explorers claim can be acknowledged.

No. 51 The Opium Smugglers

One team is smugglers, the other border police. The smugglers attempt to carry their 'Opium' to a certain spot, and at the same time take away from the police men much - needed weapons and ammunition. The policemen try to get the 'opium' and keep the smugglers from taking the weapons. 'Opium' and 'weapons' are carried in one or two rucksacks.

No. 52 The fight at the stockade

One team are Indians, the others settlers. The Indians attack the stockade and defend the Indian village, the settlers the opposite. To make it more exciting, two settlers may have been left in the stockade. The Indians are there to prevent them from getting out and joining their friends, while the settlers are to bring them aid. Four poles in the ground indicate stockade and Indian village.

No. 53 Whistles

The idea is to send one or two people with whistles, with instructions that every 30 seconds they must blow their whistle. Object for the other Scouts is to pursue the whistler (after allowing him about a minute to escape) and capture him. The person who captures him becomes the new whistler once the game is started again. Note: You should create boundaries to ensure a good game.

No. 54 Light pursuit

Played as with whistles except that a torch is used. This version is best played in scrubby areas where good hiding places can be found.

No. 56 Light pursuit with protection

Played as with Light Pursuit except that the person who catches the man with the light must then get the light holder to a particular point. All players are armed with flour or water bombs. The light carrier and protector is the target of the bombs.

No. 57 Defend the light

An area is roped or marked out. A light is placed in the area and half of the Scouts are designated as defence, half as attackers. Both sides are armed with either flour bombs or water bombs (you might use small balloons to make water bombs). The attackers object is to get into the light and turn it off without being killed! You are killed if you are hit directly by either a flour or water bomb. The game can be run several times to ensure all Scouts have a fair go.

No. 58 Stalking through occupied territory

Two sides are chosen (or three). One side has a vital message to get through the enemy lines and must work out a method to get it through without their messenger being caught or 'killed'. The enemy must station themselves well hidden through the area. When an enemy is spotted either by the messenger team or by the defensive team, he may be 'killed' either by removing a string taped to his arm (or again by using a flour or water bomb). Once 'killed' the person is out of the game. If the person holding the actual message is caught or 'killed', the defenders win. If he gets his message through, the messenger team wins. Best played in the dark, or well bushed area.

No. 59 String Burn

Two teams 200 yards apart, each with a fire. Twenty yards from each fire there is stretched a length of string eighteen inches off the ground. Using their own fire the aim is for players to light a torch manufactured from anything they can find, and to burn through their opponents' string. If a torch goes out, as is highly likely, Scout must return to his fire and relight it. Any defending, attacking, or putting out of opponents torches can only be carried out by a Scout with a *lighted* torch. As his aim is to burn the opponents string before his torch goes out, and as there are no "lives", this is quite a peaceful game. Anyone who has not a lighted torch should be busy getting one lit, as he cannot do anything constructive until it is lit.

No. 60 Stalking Wide Game

P/L with an electric torch conceals himself up a tree. His two pals conceal themselves nearby in a strategic position. The rest of the Troop, starting 50 to 100 yards away, depending on the moon and thickness of the undergrowth, try to creep undetected up to the PL's tree to collect an object placed on the ground by the tree, and to return it to the Umpire. P/L sweeps beam of his torch 360 degrees every fifteen seconds exactly. If spotted, attacker has to return to starting base, where he is safe, but he will be pursued by one of the PL's sentries who tries to capture the rolled up newspaper "life" tucked in the Scout's belt. Scouter at base has a selection of new lives. Scouter should take care when choosing PL's tree to choose one so Scouts have a fair chance of collecting their "object".

No. 61 Wide Game

Patrols are given instructions to meet at a certain house. On reporting there, each PL is handed a map of the area and an envelope. Patrols are called Blue gang, Green gang, Red gang, etc. PL of Blue gang opens envelope to find "You are leader of Blue gang, read this to the rest of your gang - When famous millionaire, Mr. Goldbrick, died, he left no will. Instead, he left a six-worded message. After writing the message in blue ink on a white card, he tore it into six pieces, and placed each piece into match boxes. The six match boxes are scattered over a certain area. Also in this envelope are clues to the whereabouts of the six match 'boxes. When you find a match box, take out the card with the blue writing on it. If there are other cards in the box, please leave them where they are, as you will spoil the game for the other teams if they are moved. Carefully leave the box where you find it. If there is nothing else in the box, bring it back with you".

Each Patrol has a different colour to avoid confusion, i.e., if there were two Patrols,

Red gang and Blue gang there would be two cards in each match box, one with blue writing, and one with red. The message told the Patrol to telephone a number, and when the first Patrol rang they were told that the treasure was in the kitchen at the Scout den/hall.

No. 62 Flag Raiding with a difference.

Three or more Patrols start from a central position. Each takes their flag in a different direction, i.e. N.W., S.W., S.E., etc., for a distance according to the thickness of the undergrowth, about 200 yards. Once the flag is at the Patrol's base, the PL appoints part of his Patrol to defend it, and part to go out capturing other flags. Captured flags should be returned to the Patrol's base, and can be recaptured by its owner at any time. If a flag is captured all the Patrol can trail the attackers with the aim of capturing their flag as well as recapturing their own flag. Have a time limit. No "lives".

No. 63 Observation wide game

- Variations on this theme are almost endless.
- The idea is to send one Patrol out with certain instructions to carry out.
- Another Patrol is sent out to 'Shadow' these and make a full report at the end.
- They must not be observed by the first Patrol.
- The first Patrol is advised that they will be shadowed.
- Points are scored by the first Patrol for carrying out tasks unobserved.
- Points are scored by the shadow patrol for observing particular tasks.

Make sure your Patrols know how to make water bombs by folding a sheet of paper. When they are expert and have built a collection of water bomb containers have water bomb fight. Best done outside. Make sure Leaders are wearing waterproofs.

Use a tape recorder as part of a wide game to impart clues, e.g. your mission is to, the sound of a train or a waterfall to indicate the location of the next clue etc.

