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What Camp Kit To Buy

Background

You don't need that much stuff to go camping, and most of it you will already have, however there are a few specialist bits and peices that you will have to buy.

Cheap kit will always let you down when you least need it, cheap rucksacks split, cheap boots leak and you will be cold in cheap sleeping bags. You are better off only buying what you need and spending a little extra rather than trying to get it all at once.

If you are starting from scratch then I would suggest the following order to buy stuff, although in practice you might need to play it by ear.

Sleeping bag

watch this space

Sleeping Mat

These retain an amazing amount of heat and are absolutely essential for everything other than mid summer camps. For normal camps buy a solid rubbery one, they will stand up to life in a parol tent well, and you can wrap it round your sleeping bag to protect it on journeys.

For expeditions get one with air bubbles to keep the weight down. Roll it up and store by itself on top of your rucksack, behind your head. I know of at least one person whose life was saved when he was knocked down by a motor bike and the roll mat protected his skull. Keep it in a plastic bag to stop it absorbing water.

To reduce weight and bulk consider a 3/4 or 1/2 length one, the surface area of your legs is quite low compared to the rest of your body, and so won't loose as much heat.

£5-£10 Camping International, Outdoor Shop (Maidstone) or Field and Trek (Canterbury).

watch this space

Wet Weather Gear

Bags, Packs and Rucksacks

Day Sack

For day activities a small two strap bag for carrying waterproofs, lunch, a drink and a first aid kit will be ideal. They are good for taking a change of clothes and other bits scout meetings, and many people use them as school bags. Use it with both straps whenever possible to avoid back ache and neck strain. Can be used on a bike for short distances.

£10 from Argos or Camping International.

Holdall/Duffel bag

For most camps you are better off with a Large shapeless bag big or holdall than a rucksack. These take less room in the tent, don't get damaged so easily, and are relatively cheap.

Good handles or a wrap around strap are best, but they can be awkward to carry any distance for smaller scouts.

£10+ from Savacentre, Argos, or Camping International

Rucksack

Most scouts don't go on activities where they have to carry their kit any distance until they are 13, so there isn't much point paying out for a rucksack until then.

A decent one it will last well into adult life, but will be too big and cumbersome for most younger scouts. My personal favourite is a large single compartment, with a solid frame and two side pockets, because I can arrange my gear easily and no space is wasted. Avoid extras like ice axe straps unless you plan to use them, they are just more excess weight.

Most bags say that they are water repellent or resistant, but they won't be. Put everything in solid plastic bags inside your rucksack, and the important stuff like sleeping bags consider two. Don't use rubbish sacks, they tear far too easily.

On the other hand, you should still re-proof your rucksack regularly with Scotchguard or Fabsil. AS an experiment weigh your rucksack then put it out in the rain for a day and weigh it again, 20 years ago mine was over half a kilo heavier.

£35-£120 Camping International, Outdoor Shop (Maidstone) or Field and Trek (Canterbury).

Boots

watch this space

Knife

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Internet Camp Cook Books



WAGGS Cyber Cook Book. Well

worth a look for both beginners and experienced camp cooks

Backwoods

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Acknowledgment

This booklet was given to me several years ago on a training course and I believe that it may have originally come from Scouting Magazine so the authors' names have been left in place.

It has been scanned in, spell checked and the diagrams tidied up with the original aim to reproduce it as a PDF document. So far this hasn't happened so it is presented here as web pages, so sorry if the page numbers don't print out properly.

Stephen Rainsbury

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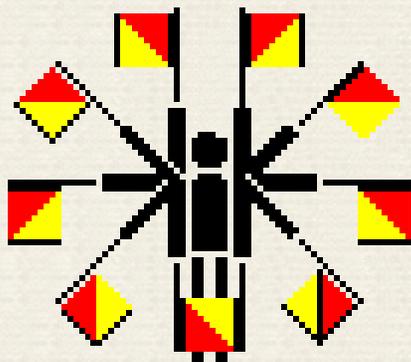
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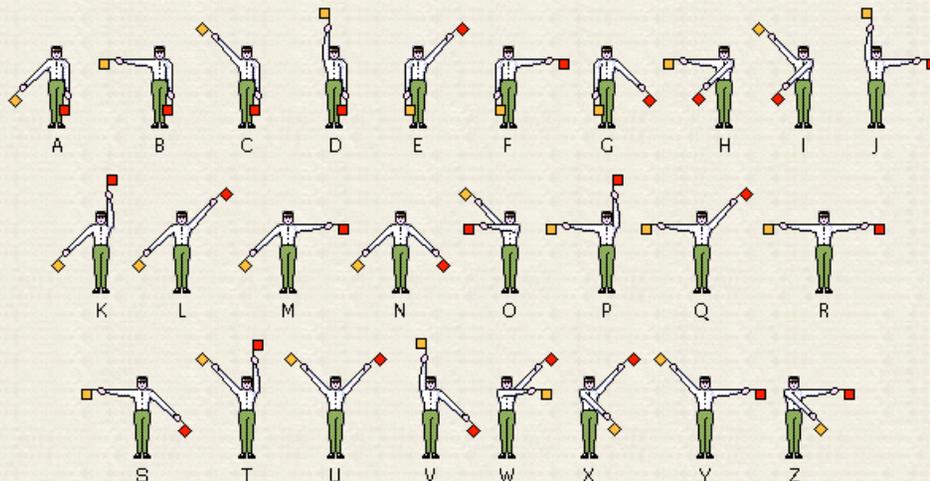
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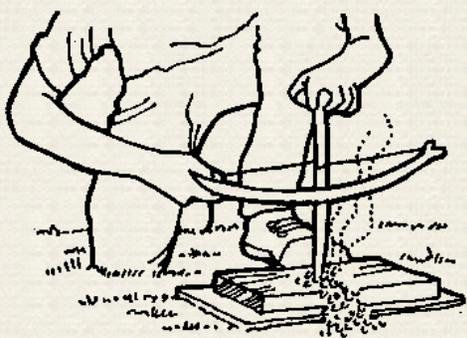
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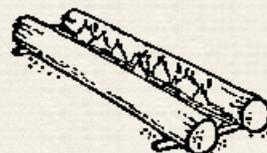
Building A Cooking Fire

When building a cooking fire you need to make sure that the heat is directed towards what you are cooking and not lost to the outside world.

Traditional Fire

The normal way of doing this is to build a [basic fire](#) and surround it with something that will reflect the heat back in and support a grid above the fire on which you can put your pots. You can try any of the following as fire surrounds:

- Bricks are good because they will keep the grid level
- You can use two thick logs but soak them first to make sure they don't burn down too fast



- Rocks, but **never** use ones that have been in water as they could explode when hot
- Never** use Flint it explodes when it gets hot

Trench Fire

The heat will be reflected up by the sides which will also provide a really solid support for your grid and pans. This type of fire is especially good in exposed or windy site. Try and keep one end open towards the direction of the wind to make sure that the fire gets enough air.

Wood

The best woods to cook on are

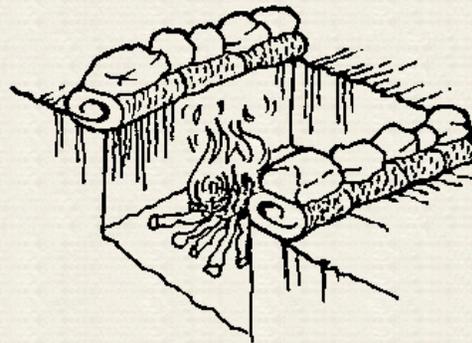
- Oak
- Beech
- Maple
- Birch
- Sycamore

Where to get Grids

- Old cooker shelves are ideal, you may be able to get them free from electrical or gas repair shops
- They can be bought from DIY shops to use on Barbecues
- Don't use chicken wire for grids, it splits when hot
- Make sure your grid can't tip over or you will end up with water on your fire or scalded legs

Programme ideas

- Get each Patrol or group of people to select a cooking



fire design, build it and light it. This will give you an idea of the benefits of each type.

Altar Fire

One of the most popular cooking fires is called an Altar fire, which is made of a raised platform on which the fire is lit. These can be made from wood, but quite often metal is used, and half an old metal drum used to hold the fire. This is very similar to a domestic barbecue.

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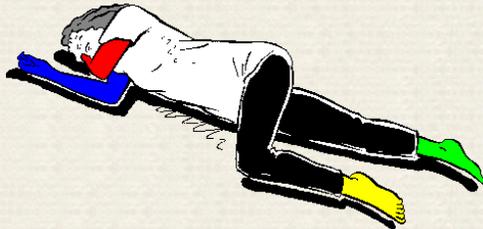
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Fake Flesh

(These ideas were shamelessly nicked from *Andy Whitelaw (41st Fife)*)

Notes

- Cost:** the list below makes a ball of basic putty the size of a fist, and should do about ten scouts. Total cost was less than £10.
- Time:** 15 minutes to make, up to half hour to apply
- Verdict:** 10/10 Great fun.

Equipment

- 2 cups of Self raising Flour
- 1 Cup of salt
- 4 Teaspoons of Cream of Tartar
- 2 Cups of water
- 2 tablespoons of cooking oil
- Food colouring or liquid foundation

Instructions

- Put all the ingredients into a pan, stir and cook until the mixture forms a soft ball.
- Making the flesh to the correct skin tone depends largely upon what skin tones you have in you Troop. I can get away with the bog standard pink tone most of the time. Minor variations in the pink skin can be dealt with by make up.
- I have not investigated the use of food colourings for darker skin tones but I should imagine that they should not be hard to get a hold of.
- One way of getting round the food colouring problem is to use a liquid foundation of the correct colour instead of the food colouring.

Related Pages

- Casualty Simulation
- Fake Blood

WARNING

Some food colourings can stain clothes or skin. Please try it out before you use it otherwise you may end up with a huge cleaning bill, multi-coloured Scouts and a queue of irate Scout parents.



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Jail Break

Notes

- **Objective:** Round up all the Villains
- **Time:** 30 Mins to 2 Hours
- **Location:** Wooded area roughly 100m square (or bigger)
- **Verdict:** 6/10

Equipment

- 4 posts to make out an area on the ground
- **Night:** Torches for at least one patrol

Preparation

- Mark off a prison area, fairly central to the playing area and large enough for all the players to stand in.
- One patrol are cops, the rest robbers. (Make sure you never have more than 25% cops)

Instructions

- Give the robbers a minute to get away and hide out.
- The cops then chase after the robbers and catch them by touching them and saying "You're nicked sunshine!" in a thick cockney accent or something similar.
- The cop then takes the Robber to the jail, using terms like "Your goin' dahn you slag"
- At any time one of the free Robbers can run into the prison and shout "Breakout". At which point all the prisoners escape

and all cops have to run to the jail. Once all the cops are in the jail they can start chasing robbers again.

- The winner is the last patrol to have someone free
- Repeat so that all patrols have a go at being cops

Variations

- For a shorter game only allow a limited number out at a jailbreak.
- Only allow members of the jail-breakers patrol to go free.
- Have timed jail breaks, say every 10 minutes, to make sure no one spends all their time in prison.

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- [You Might Be Taking Scouting Too Seriously If... \(UK 2000 version\)](#)

Caption Competition

A prize of one whole mars bar will be award to the best caption for the picture on the left.

Answers to the contact address above

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New Stuff

04-Apr-01: Scout Award Fitness Chart

Chart for recording progress on the Scout Award fitness section.

26-Mar-01: Knots

Initially started to support a District pioneering course, this will be expanded over time to include the famous "Scouting" knot sheets.

11-Feb-01: 101 Things Skip didn't tell me

A list of hints and tips that have been passed down from generation to generation of scouts, and occasionally get forgotten.

18-Oct-00: Scout Camping Quiz

Designed as a worksheet to use with the book "Scout Camping" it can also be used as troop night quiz, or part of a training course as an exam paper.

11-Oct-00: Weekend Camp Menu Planner

Simple teaching aid for menu planning

Welcome to Scout Notebook



Welcome to the Scout Notebook. This is a collection of notes and training material collected from Scout Leaders across the country and is available for anyone to use when training young people

Feel free to use copy or print anything from this website, but we ask you to observe the following:

- You don't make any money out of this
- Respect all copyrights and always acknowledge the source when you use it
- If you find anything wrong of have any suggestion for improvements or alternatives then let us know at he contact address above.

Thankyou.

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Vsn 13 - 29-Apr-2001

Mark everything with name and Scout Group so camp warden will know who to contact if it gets left behind

- Uniform Wear when travelling
- Rucksack/Holdall no suitcases

Containing ...

- Coat hanger for uniform
- Strong plastic bag for clean clothes (tents and bags can leak)
- Bag for dirty clothes preferably tie up netting
- Underwear
- Socks
- Shirts/tee shirts
- Night wear Tee shirt and shorts are best in summer
- Shorts/trousers Jeans and track suits take ages to dry
- Swimming trunks
- Jumper/jacket/fleece Even summer evenings can be cool

Eating Kit

- Two plates or bowls Unbreakable, high sided is best to keep food hot
- Cup/mug Unbreakable, preferable insulated
- Cutlery Knife, fork, spoon, no teaspoon
- Tea towel One for each 4 days of camp

Wash Kit

- Large towel For washing and swimming
- Flannel, soap, toothbrush, toothpaste, comb
- Personal hygiene products as required
- Hankies/tissues
- Toilet paper in plastic bag
- Medication (must be included on camp information form and kept in medical chest)

Use a toothbrush holder to keep soap off it

- Sleeping bag
-

Activity Gear

- Waterproof jacket (Trousers optional)
- Boots or strong shoes walking and chopping wood
- Hiking socks Gortex if you can afford them, wear over normal socks
- Training shoes/plimsolls
- Sunscreen
- Hat, appropriate for season
- Sunglasses
- Gloves
- Water bottle, hikes and hot days
- Survival kit if you have one

Odds and Ends

- Torch & batteries Rechargeables won't last a week
- Knife only if agreed with leader
- Note book/paper & pencil
- Money In purse or wallet, use camp bank if there is one
- Camera & film Only if agreed with leader
- Clothes pegs or pegless clothes line
- Shoe cleaning kit Cloths rather than brushes
- Camp blanket or jacket if you have one

Engraving

Don't mark metal things with nail varnish, paint or sticking plaster, they all come off, engrave them like this. Draw your initials on the metal object with a soft pencil or felt tip pen. Support the object firmly and make a series of small dents 1/2mm apart along the pencil line buy hitting the point of a masonry nail into it with a hammer and you will have your name engraved for ever.

Not suitable for enameled items

Don't do this in an enclosed space, it will damage your hearing

Do NOT Bring

Roll mat to stay warm

Sleeping bags should always be wrapped in a thick polythene bag which wraps around several times and tied up, not a rubbish sack, they tear too easily

- Shell suits or nylon clothes** Extreme fire injury risk
- Aerosols, matches, lighters, or any other flammable liquid or gas**
These are dangerous and not necessary. Any found will be confiscated and not returned
- Anything valuable or electronic** No Walkmans, computers, mobile phones, Portable TVs, Camcorders etc. They are too easily stolen or damaged

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*This is my personal reminder, and I only take what is relevant for each camp. I also give it to PLs. **Items in BOLD I always take***

Personal Effects (as required)

- Personal Kit same as scouts
- Razor and foam or power lead
- Personal Medication Make sure that someone else knows you are taking it
- Drivers License, insurance, RAC/AA Card, Credit Cards
- Camera and Film
- Mobile Phone Let the PLs know where you keep it, but don't let anyone phone home, almost guaranteed homesickness
- Whistle
- Unfeasibly large torch
- Stash of mini-mars bars, instant morale boost

Medical

Ideally this should be available at all time to anyone trained to use it. In practice this can be difficult

- Troop Health Records** including leaders
- Troop First Aid Kit from attached sheet
- Accident Book**
- First Aid Book for use by less experienced people in an emergency
- Locked Medication Box** to store Scout's personal medication and health records
- Sanitary towels Not only for emergencies but as large pressure pads for first aid emergencies

Admin

- Home Contact Details** copy to all assistants
- Phone Numbers for GSL, DCs and HQ** copy to all assistants
- Tickets and discount cards if applicable
- Programme
- Menu
- Camp Finances Expense log and bag for receipts**
- Camp Bank, Locked box with named zip lock bag per scout, which only they open

Books or Articles

Many of these only need to be a few photocopied sheets in a folder

- Training Records to check who needs to do what and record that they have done it
- Copy of POR
- Scout Camping
- Cook Book/recipes
- Local Tourist Information
- Tourist Map
- Puzzle books, hand round pages on rainy days and journeys
- Various books on Trees, Stars, Wildlife, Pioneering, etc...

Troop Kit

- OS maps map cases, and compasses
- Bats and Ball(s)
- Balloons etc. for wide games
- Flag(s) rope, and portable flag pole?

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To reduce weight and bulk consider a 3/4 or 1/2 length one, the surface area of your legs is quite low compared to the rest of your body, and so won't loose as much heat.

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A decent one it will last well into adult life, but will be too big and cumbersome for most younger scouts. My personal favourite is a large single compartment, with a solid frame and two side pockets, because I can arrange my gear easily and no space is wasted. Avoid extras like ice axe straps unless you plan to use them, they are just more excess weight.

Most bags say that they are water repellent or resistant, but they won't be. Put everything in solid plastic bags inside your rucksack, and the important stuff like sleeping bags consider two. Don't use rubbish sacks, they tear far too easily.

On the other hand, you should still re-proof your rucksack regularly with Scotchguard or Fabsil. AS an experiment weigh your rucksack then put it out in the rain for a day and weigh it again, 20 years ago mine was over half a kilo heavier.

£35-£120 Camping International, Outdoor Shop (Maidstone) or Field and Trek (Canterbury).

Boots

watch this space

Knife

watch this space

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Patrol Camp kit

Basic Tentage

Always check a tent before you go to camp. Make sure that you know how to put it up and that there are enough pegs plus spares

- Tent(s)**, to sleep patrol
- Poles**
- Flysheet**
- Pegs**, including spares
- Guys and Dollies**
- Mallets**, take several
- Groundsheet(s)**
- Cooking/dining shelter**
- Table and chairs or bench**

PATROL BOX CONTAINING...

The contents of this box should be checked before each camp, and cleaned afterwards.

- Matches**
- First aid kit**
- 2 Large dixies**
- 3 Small dixies**
- Kettle**
- Frying Pan**
- 2 Cutting Boards (cooked/uncooked food)**
- Washing up bowl(s)**
- Bucket(s)**, for slops
- Water containers**
- Kitchen knives**
- Large spoon**
- Seregated spoon**
- Ladle**
- Fish slice**
- Can Opener**
- Wooden spoon**
- Washing up liquid**
- Scouring pads**
- Dish cloths**
- Tin foil**
- Bin Liners**

Camp Leaders Kit

[Click here for Details](#)

Optional kit, per patrol

- Cooker**, including fittings and pipes etc.
- Fire Grate**
- Lantern(s)**
- Wash bowls** For kitchen and washing
- Bow Saw**, check blade before camp
- Hand Axe**, sharpen before camp
- Crow Bar**, for ripping up palettes to burn
- Canvas cover**, for wood pile
- Spade/entrenching tool**, for pits
- Metal Spikes**, for storm guys on extra hard ground

Optional kit, per camp

- Equipment tent**, see tentage section above
- Food tent**, see tentage section above
- First Aid tent**, see tentage section above
- Portable toilet**, and chemicals
- Lights for above**
- Sledgehammer**, for metal spikes
- Pioneering kit**
- Flag and Flag Pole**

SPARES BOX CONTAINING...

- Axe care kit**
- Spare bow saw blades**
- Spares for lamps and cookers**

FUEL STORE CONTAINING...

- Cooker fuel**
- Lamp fuel/Meths**
- Batteries** for battery lanterns

- Paper towels
- Sisal/String

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Stuff to do at Camp

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Scouting Skills

- [1] Name the parts of an Axe.
- [1] Name the parts of a Knife.
- [2] Demonstrate the correct use of a knife, axe and saw.
- [3] Demonstrate how to collect wood, cut it to size and store it
- [1] Demonstrate the correct way to light a match
- [3] Lay out and light a cooking fire
- [3] Lay out and light a camp fire
- [2] Demonstrate how to pack a rucksack for an over night hike
- [2] Demonstrate how to light a Paraffin lamp
- [3] Demonstrate how to change the mantle in a Paraffin or Gas lamp (when required)
- [2] Memorise the phonetic alphabet
- [3] Write a message in Morse Code
- [3] Tell a joke in semaphore.
- [3] Tell another joke in Morse Code
- [1] Write an appropriate prayer in time for the Scouts' Own.
- [1] Write and recite a prayer at morning or evening flag.
- [1] Recite the Scout Promise and the Scout Law as a patrol at inspection.
- [1] Identify six map signs.
- [2] Identify another six map signs.
- [3] Draw twenty Ordnance Survey map symbols. Hold a test amongst your patrol.
- [3] Design and play a game of map symbol bingo. Each card should have at least twenty symbols.
- [2] Give the compass bearing of six objects from the flagpole.
- [2] Count to ten in a foreign language.
- [3*6] Teach a member of your patrol how to do any 6 of the above

Things to Make

- A whistle from natural materials.
- A tent peg

- A turkshead woggle
- A woggle out of natural materials found on site. It must last at least three days.
- A Woggle other than those above
- A lantern
- A rope ladder and use it to climb into a tree
- A water purification system that will turn a glass of squash into pure water.
- A fire alarm. Hold a fire drill for your patrol, making sure they are aware of fire protocol and the fire fighting devices available to them.
- A flag for your patrol site.
- A perimeter intruder alarm for your site out of string and tin cans.
- A set of wind chimes and hang them from your dining shelter, etc.
- A string telephone for communication across the site, from your patrol tent to an amenity of your choice.
- An aerial rail way for sending small boxes between all the tents on the site without going outside.
- A useful accessory for a leader's vehicle.
- A device to sort/sieve different sized stones.

- A survival pack and explain its contents to a leader.
- An emergency waterproof.
- Emergency toothpaste for the patrol to clean their teeth with. (Hint: 1 tsp. salt: 1 tsp. bicarbonate of soda.)
- A stretcher. Carry a member of your patrol to the first aid tent.
- A water purification system that will turn a glass of squash into pure water.
- A pair of snow blindness goggles.
- Nettle soup or tea.

- The smallest underwear in the world.
- A washing line for the smallest underwear in the world.
- False pony tails for the entire patrol.

- A hot air balloon that can rise to one metre above ground level.
- A kite that can fly for three minutes
- A Rocket that can travel over a 2 meter bar 5 metres away

- A game of skittles or table skittles.

- A Swing ball game
 - A swing ball game with a bucket of water
 - A bow and arrow and demonstrate it
 - A replica of the Jules Rimet trophy at least two feet tall using natural materials.
 - A game of blow football.
 - An assault course with 6 incidents and have a camp competition

 - An indian fire
 - An instrument to measure wind direction and speed and use it to record the wind direction and speed for four days.
 - A working sundial.
 - A barometer and use it to measure the air pressure for four days.
-

Practical Things to do

- Construct a recycling facility. Collect all your recyclable waste for at least four days and design and make a can crushing machine.
 - Decide which five Proficiency Badges interest each Scout in your patrol. Prepare a display of your results. Which is the most popular badge in your patrol? Prepare a ten-point plan describing how, on your return to your troop, you will obtain this badge.
 - Design a new Proficiency Badge. Your design must include a drawing of what the badge will look like and describe what you must do to get it.
 - Write and send a postcard home (every patrol member, to arrive by Friday). The Leaders will post them for you.
 - Design a Scout uniform for the millennium.
 - Estimate the height of a given object.
 - Submit a complete set of British Coins.
 - Plan an night's activity for when you return to your troop. It must include times, resources required, drafts of letters, etc.
 - Calculate how many tent pegs are used on site. Present your report to a leader for checking.
 - Carry out a Safety inspection of the campsite. and present your findings to the leaders.
 - Waterproof a box of matches
 - Make a set of firelighters (Cotton wool+Vaseline, fluff+candle wax)
-

Fun Things to do

- Camouflage your PL so that he cannot be seen among trees
- Cut a piece of A4 paper so that the whole patrol can walk through it. No joins!
- Dress up as a sheep.
- Fit as many items as you can in a small matchbox.
- Fit as many things as you can in a film canister.
- Fit as many things as you can in a large matchbox.
- Fit as many things as you can into a patrol box
- Hold a well throwing competition amongst your patrol, complete with trophy for the winner.
- Do a scavenger hunt around the site. You must find twenty separate objects to gain the points. Find something: prickly, smooth, belonging to an animal, soft, hard, smelly, tiny, flat, tickley, squishy, flaky, crackley, somebody else has dropped, that shouldn't be here, long, natural and edible, rough, round, orange, wet, sharp
- Stand your whole patrol on a sheet of A4 paper.
- Dress the entire patrol back-to-front in full uniform for flag break.
- Using a tin can and candle, prepare mini pancakes or omelettes for the entire patrol.
- Have a time trial for which patrol can tow the same log 100M using a timber hitch.
- Learn to play the card game "Solo"

Nature Things to do

- Make a wormery.
 - Create a miniature garden in bowl, etc.
 - Humanely capture a woodlouse, beetle, worm, caterpillar, slug and snail. Show a leader and then return them to where they came. Any abuse will lead to all marks being deducted.
 - Identify six trees.
 - Collect six leaves and name them.
 - Identify basic cloud types and the weather associated with them.
 - Recognise the following constellations : Ursa Major, Ursa Minor, Cassiopeia, Cygnus, Lyra, Aquila, Delphinus
 - Recognise the following stars : Deneb, Vega, Altair
 - Make a star chart for identifying at least 5 constellations
 - Build an accurate model of the Solar System using spherical objects. Hang it from your dining shelter, etc.
-



First Aid

- Demonstrate the recovery position on an "unconscious" member of your patrol.
 - Use a Triangular bandage, for two type of sling.
 - Use a Triangular bandage, for a knee bandage.
 - Use a Triangular bandage, for a hand bandage.
 - Demonstrate an improvised sling (without using your neckerchief)
 - Make a simulated injury using play dough and any other suitable materials.
 - Demonstrate the two handed lift on a member of your patrol
-



Camping Badge

- Have camped under canvas with a Troop or Patrol for a total of not less than 15 nights.
- Pitch and strike a hike tent.
- Direct successfully the pitching and the striking and packing of a Patrol tent.
- Show what to look for when choosing a campsite.
- Show how to set out a campsite.
- Demonstrate good hygiene practise in camp-neg.
- Demonstrate how to store food in a quartermaster's tent.
- Make a camp larder
- Make a camp oven and use it to bake potatoes or a loaf of bread
- Make two other gadgets of your own choice (Suggestions below).
- At a camp, cook for yourself and at least one other either a hot breakfast meal or a dish for a main meal which must include two vegetables.
- Have a good knowledge of the book "Scout Camping".

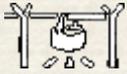
Complete All the above to qualify for the Camping badge



Camp Gadgets

- Make a grease trap
- Make a sleeping bag airing line
- Make a drying line for use in wet weather

- **Make a woodpile for keeping the wood dry and off the ground**
 - **Make a boundary fence**
 - **Make a camp broom**
 - **Make a plate rack**
 - **Make a mug tree**
 - **Make a camp dresser**
 - **Make and demonstrate a camp shower.**
 - **Make a rainwater collection device.**
 - **Make effective guttering for your tent or dining shelter.**
-



Camp Cook Badge

- **Demonstrate proper storage and cooking under camp conditions.**
- **Demonstrate knowledge about food poisoning and hygiene in the camp kitchen.**
- **Cook without utensils, but using foil, a two-course meal for yourself and at least one other person.**
- **Know where to shop for food and how to transport it.**
- **Cook a breakfast**
- **Cook Main Course**
- **Cook a sweet**
- **Draw up two menus (including quantities) of three courses each for a patrol of six.**

Complete all the above to qualify for the camp cooks badge



Rope Craft

- **Demonstrate and know the uses of a Sheet Bend, Clove Hitch, Round turn and two half hitches, Bowline, Timber Hitch and Sheepshank.**
- **Splice the end of a rope**
- **Produce an eye splice**
- **Splice two pieces of rope together**
- **Demonstrate a West Country or Simple Whipping.**
- **Demonstrate the correct way to coil a rope.**
- **Tie as many knots as possible in a given length of rope (at the same time).**

Demonstrate twenty different knots and explain their uses.

- **Make a knot board displaying at least ten different knots using string or twine.**
 - **Teach a member of your patrol 2 of the above skills**
-



Pioneering

- **Understand the need for supervision and safety in pioneering projects.**
- **Demonstrate and know the uses of Square Lashing**
- **Demonstrate and know the uses of Sheer Lashing.**
- **Build a flagpole.**
- **Make a bench**
- **Make a gateway**
- **Make an automatic candle snuffer**
- **Make a mousetrap**
- **Make a hammock**
- **Demonstrate the use of simple blocks and tackle.**
- **Demonstrate the use of levers to extract or move heavy weights.**
- **Take part in building a pioneering model.**
- **Take part in constructing an outdoor pioneering project.**
- **Build and demonstrate an automatic camp-fire extinguisher.**
- **Construct a device which will accurately measure one minute.**
- **Devise a method in which all of your patrol may safely cross point 'x' on the river together, allowing only the PL to get wet.**
- **Make a flag pole at least four metres high. Hold a patrol flag break.**
- **Make a coracle and float in it.**

Models

- **Make a model coracle and float it.**
 - **Make a monkey bridge for ants.**
 - **Make the highest possible death slide for a soft toy, etc.**
-



Artist

- **Sketch the campsite.**
- **Draw an object, to be chosen by a leader**

Draw an illustration from a story

- Any 3 from below during the camp

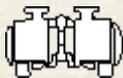
Complete all the above and any 3 below to qualify for the artist badge

- Draw an detailed map of the site showing all tents, patrols and amenities.
- Draw an easily understandable access map for the site so visitors/emergency services can find you.
- Design a logo for this year's camp-neg.
- Draw a view from the campsite.
- Design a patrol sign
- Make a patrol plaque.
- Make a camp sign post
- Draw a camp cartoon.
- Sketch a District or County Badge other than ours (who are on this camp site).
- Produce a drawing in charcoal.
- Erect a camp scarecrow on your patrol site.
- Produce a Patrol News-sheet for the week. To be submitted at flagbreak on Friday morning.
- Display your patrol's "Landscape Art" made from natural materials
- Make some play dough and model a leader of your choice.
- Make a papier mache model of a leader of your choice.
- Use natural materials to paint/make a portrait of a leader.



Backwoods Skills

- Build a bivouac to sleep the entire patrol.
- Camp for a night in a bivouac.
- Cook without utensils.



Observers Badge

- Complete KIM'S GAME
- Complete sound recognition challenge.
- Give an accurate report of an incident lasting not less than one minute and involving three persons. This report, verbal or written,

must include a full description of one of the persons involved, selected by the examiner.

- Make six plaster casts of the tracks of birds, animals, car or bicycle. All casts are to be taken unaided and correctly labelled with the date and place of making. Two at least should be of wild birds or animals.
- Follow a trail two kilometres in length containing approximately 40 signs made of natural materials. The route should be over unfamiliar ground. Roads may be crossed but not followed.

Complete all the above to qualify for the Observers badge



Entertainment

- Prepare a sketch for the campfire
- Perform your patrol's tribal sundance.
- Perform a "Scouts on Stilts"
- Write a list of twenty General knowledge questions
- Write a list of twenty Scouting Knowledge questions
- Write words and perform a song that includes everyone's name.
- Write a limerick that begins; "The was a young lady from Yorkshire"
- Hold a whole-patrol human pyramid for 20 seconds.
- Write, practice and perform a skit or stunt for the rest of the camp at flag break, etc.

Contributions by

- Andy Whitelaw - 41st Fife
- Andy Prior
- Jonathon Chicken - 3rd Washington Scouts
- Stephen Rainsbury - 8th Gillingham

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'Scout Camping' Quiz

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This quiz is based on the book "Scout Camping" which is the final reference for all scout camping activities.

There are questions from each chapter as shown, but you will have to work out your own answers from the book it self.

Examples are given in *italics* to get you started.

NAME		DATE	
PATROL		TROOP	

Chapter 1 - Why Camp?

List 5 types of scout camp

<i>Visit Another Country</i>

Chapter 2 - Steps to Camp

Put these into the order you would plan a scout camp

A - Work out the budget	<i>M - Discuss ideas and agree broad details and cost</i>
B - Book the site	
C - Plan the menu	
D - Tell the DC	
E - Book transport	
F - Make equipment List	
G - Get details of site	

H - Carry out pre-camp training	
I - First letter to campers and parents	
J - Get health forms	
K - Plan activities	
L - Go to camp	
M - Discuss ideas and agree broad details and cost	

What are the main areas of responsibility in planning a camp?

<i>Programming</i>

Chapter 3 - Programming

Give an example daily routine

7:30	<i>Wake up, breakfast, wash, tidy tent</i>

Give some examples of Normal Camp Activities

<i>Build camp gadgets</i>

Give some examples of Unusual Camp Activities

<i>Mystery Outing</i>

Give some examples Relaxing Activities

<i>Camp fire</i>

Give some examples of Adventurous Camp Activities

<i>Hill Walking</i>

Give 6 elements from the Country Code

<i>Fasten all gates</i>

Chapter 4 - Administration

What information do you need from parents before the camp?

<i>Their phone number during camp</i>

Chapter 5 - Budget

What do you have to allow for in a camp budget?

<i>F ood</i>
<i>E</i>
<i>A</i>
<i>S</i>
<i>T</i>

Chapter 6 - Transport

What means of transport can you use to get scouts AND equipment to camp?

Chapter 7 - Types Of Camp

List 5 Different Types of Scout Camp

<i>Survival Weekend</i>

Chapter 8 - Tents

List good and bad points of these types of tent

Frame Tent	
Ridge (Patrol) Tent	
Lightweight Tent	

How can we look after tents?

<i>Don't put tents away until they are totally dry</i>

Chapter 9 - Lightweight Camping

How can we look after lightweight tents?

<i>Always make sure the tent is pitched correctly, even if its bad weather. If you don't it might leak or tear.</i>

What advice could you give to someone going on a lightweight camp?

<i>Always cook outside the tent</i>

When meals could you take for a lightweight camp?

Breakfast	Cup of tea, bowl of ready brek, egg sandwich made with crispbread
Lunch	
Evening Meal	

Chapter 10 - Site Selection and Layout

How can we find out if we are not allowed to camp at a site with the scouts?

<i>Look it up on the Internet (www.scoutbase.org.uk)</i>

What makes a good camp site?

<i>Safe drinking water nearby</i>

Chapter 11 - The Quartermaster (Equipment)

What equipment does each PATROL need?

<i>Tent</i>

What equipment does each TROOP need? (not listed above)

<i>First Aid Tent</i>

What sort of specialist equipment might you need for the programme?

<i>Canoes</i>

Chapter 12 - Health and Hygiene

What should a Patrol Leader look out for with scouts on their first camp?

<i>Are they eating enough cooked food and drink?</i>

What should you look out for in a camp kitchen?

<i>Is it big enough and easy to look after?</i>

Chapter 13 - The Quartermaster (Food)

What is the Quartermaster (food) be able to do?

<i>Be able to store food properly</i>

How would you store the following food?

Dry Food	<i>Stored off the ground. Transferred to a new container or used up once open</i>
Milk	
Apples	

What sort of basic food should a patrol keep in its food box?

<i>Bread</i>

Chapter 14 - Kitchens and Cooking

What separate parts are there in a camp kitchen?

<i>Waste Disposal</i>

What basic equipment do you need for cooking in a camp kitchen?

<i>Wooden spoon</i>

What other basic equipment do you need for a camp kitchen?

<i>Washing up bowl</i>

What safety precautions should you take with cookers?

<i>Avoid naked flames, except when you are lighting the cooker</i>

under a water container?	
--------------------------	--

Plastic bottle?	
-----------------	--

Chapter 17 - Latrines

What types of toilet might you find at scout camp?

<i>Urinal Pit</i>

Chapter 18 - First Aid tent

How do we need to consider when setting up a first aid tent?

<i>Be able to stand up erect</i>

What would you expect to find in a troop first aid kit?

<i>Triangular Bandages</i>

Chapter 19 - Flag Break and Inspection

What should a camp leader inspect?

<i>Is each camper happy and rested</i>
--

Chapter 20 - Camp Worship

How and when can we say prayers at camp?

<i>Private Prayers</i>

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Chilli

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By **Jill Rainsbury 31-Aug-1999**

NOTES

- **Serves**- 6 Scouts
- **Cooking time**- 45 minutes including preparation
- **Cost**- £5 per patrol (not including drink)
- **Difficulty**- 5/10
- **Verdict**- 8/10, Good fibre, makes sure every body "goes"

INGREDIENTS

- 500 gms (1lb) Minced meat
- 1 can chopped tomatoes
- 1 can baked beans
- 1 can kidney beans (or swap for more baked beans)
- 1 small can sliced mushrooms (optional)
- 1 large onion
- Squirt of garlic paste
- 1 beef Oxo cube
- 1 desert spoon normal chilli powder (more for hotter Chilli)
- 1 desert spoon sugar

EQUIPMENT NEEDED

- 1 large billy
- 1 small billy or bowl
- Large wooden spoon
- Sharp knife
- Cutting board
- Can opener
- Washing up liquid

INSTRUCTIONS

- *TIP: If you are using an open fire then rub washing up liquid onto the bottom of the billy before you start and it will be easier to clean afterwards*
- Drain the tin of kidney beans by making a small hole on each side with a can opener and pouring the liquid away. Remove the lid completely, wash beans with fresh water in the bottom of a billy and drain
- Drain but don't wash the mushrooms
- Peel and chop the onion into pieces about the size of a pea
- Put the onions and meat in the billy and stir it over the heat until the meat turns brown.
- Stir in tomatoes, mushrooms, kidney beans, chilli powder,

garlic, sugar and crumbled Oxo

- Cook for another 15 minutes, stirring every now and again to make sure it doesn't stick. The liquid should be gently bubbling
- Add the baked beans, and continue cooking for at least another 5 minutes or longer if you want it thicker
- *TIP: Put warm water and a squirt of washing up liquid in dirty pans before you sit down to eat and they won't be so hard to clean*

SERVING SUGGESTIONS

Pick some of the following to complete the meal

- You will need a cold drink with this meal. (Sprite and 7up work very well)
- Serve in bowls rather than plates because it stays hotter and wont spill
- Serve with buttered rolls, or pitta bread
- OR rice OR pasta OR mashed potato
- Add a DASH of red wine during the cooking. (More for adults)
- Serve with salad
- Cook before going to camp and re-heat within 24 hours for an easy first night meal

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Pot Luck Stew

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Notes

- **Serves**- 6 Scouts
- **Cooking time**- Varies 15-45 Minutes
- **Cost**- Varies £1-£3
- **Difficulty**- 7/10 (Need brains to work out sequence of events)
- **Verdict**- 0/10 to 10/10 depending on result

Ingredients

- Medium Onion
- Cooking Oil
- 1/2 teaspoon salt and Pepper
- 2 Large Tins from List 1 - (Can be same or different)
- 2 Large Tins from List 2 - (Can be same or different)
- 2 Items from List 3
- 1 or 2 Items from List 4

List 1 - Main

- | | |
|-----|----------------------------|
| 1. | Meat Chunks |
| 2. | Curried beef |
| 3. | Hot Dogs sliced up |
| 4. | Minced beef |
| 5. | Tuna fish |
| 6. | Corned Beef |
| 7. | Chunky chicken soup |
| 8. | Chunky beef soup |
| 9. | Chunky veg soup |
| 10. | Chopped Mushrooms |

List 2 - Veg

- | | |
|-----|---|
| 1. | Baked beans |
| 2. | Butter beans |
| 3. | Kidney beans (Wash before using) |
| 4. | Marrowfat peas |
| 5. | Chopped tomatoes |
| 6. | Minestrone soup |
| 7. | Mushrooms |
| 8. | Sweetcorn |
| 9. | Mixed Veg |
| 10. | Carrots |

Tips

- To drain liquid out of a tin use your tin opener to make a hole in the bottom and another in the top, then the liquid will pour out the bottom hole. Remove top lid to serve
- If you are using an open fire then rub washing up liquid onto the bottom of the billy before you start and it will be easier to clean afterwards
- Put a billy of hot water on for the washing up while you are cooking your meal, then you can get on with straight with it before the plates get too nasty
- Put warm water and a squirt of washing up liquid in dirty pans before you sit down to eat and they won't be so hard to clean

Serving Suggestions

Pick some of the following to complete the meal.

- 11. **Sweet and Sour Sauce**
- 12. **Barbeque Sauce**

List 3 - Taste

- 1. **2 crumbled up beef oxo cubes**
- 2. **Desert spoon Italian Mixed herbs**
- 3. **2" Garlic paste**
- 4. **Desert spoon gravy granules**
- 5. **5 glugs Soy sauce**
- 6. **5 glugs Tabasco Sauce**
- 7. **Small pot single cream**
- 8. **5 glugs Worcestershire sauce**
- 9. **2 good shakes of Brown sauce**
- 10. **Desert spoon dried Ginger**
- 11. **Desert spoon dried Mint**
- 12. **Desert spoon Chilli Powder**
- 13. **Desert spoon Curry Powder**

List 4 - Stodge

- 1. **Pasta + dash oil**
- 2. **Rice**
- 3. **Mashed Potatoes + butter + milk**
- 4. **Bread and butter**
- 5. **Pitta bread**
- 6. **Naan Bread**
- 7. **Tortillas**
- 8. **Tesco 9" bread roll (Stew sandwich)**
- 9. **Green Salad**
- 10. **Mixed Salad**

Equipment

- 1 large billy - for Stew
- 1 Large billy - if "stodge" needs to be cooked
- Sharp knife - for some items
- Wooden spoon

Instructions

- Some ingredients take different times to cook, so you will have to work out what time you start everything so that it is all finished at the same time
- Drain anything in brine or liquid
- Peel the onion and chop it into small pieces about the size of a pea
- Put the oil in the billy and fry the onions until they go brown
- Empty the ingredients that takes the longest to cook into the billy
- Stir in the "Taste" from list 3, the salt and pepper, and put it back on the fire

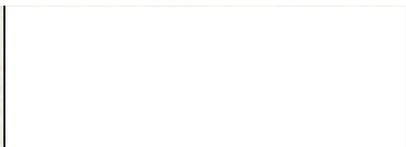
- Sprinkle with dried Parmesan cheese
- Sprinkle with crushed up ready salted crisps
- Add a knob of butter
- Serve with natural yogurt and cucumber dip

Idea

Suggestion from [Giles Ayling](#)

Buy enough ingredients from the list so that every Patrol could cook a meal, and then throw a dice, i.e. Patrol 1 get a tin of stewing steak, Patrol 2 a tin of tuna etc., so that each patrol ended up with a unique meal - Just an idea.

- Add the contents of the other tin when needed so that they all finish at the same time
- Cook Stodge if necessary



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Spaghetti Bolognese

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NOTES

- **Serves**- 6 Scouts
- **Cooking time**- 45 minutes including preparation
- **Cost**- £4 per patrol
- **Difficulty**- 6/10
- **Verdict**- 7/10, need to strain the pasta properly or it all goes runny

INGREDIENTS

- 750 gms. (1.5lb) Minced beef
- 1 large onion
- 2 Tins chopped tomatoes
- 1 Tin mushrooms (Optional)
- 1 packet diced bacon (Optional)
- Squeeze of garlic paste (equal to one clove)
- Tea spoon of mixed herbs
- 1 Oxo cube
- Knob of butter
- 1 fistful of spaghetti per Scout, plus one extra. (Or other pasta)

EQUIPMENT NEEDED

- 1 large billy
- 1 large frying pan
- Large Wooden Spoon
- Sharp knife
- Cutting board
- Washing up liquid

INSTRUCTIONS

- *TIP: If you are using an open fire then rub washing up liquid onto the bottom of the billy before you start and it will be easier to clean afterwards*
- Peel and chop the onion into pieces about the size of a pea
- Heat frying pan, add the chopped onions and minced meat, and keep stirring until the meat turns brown
- Stir in the chopped tomatoes, crumbled Oxo, herbs and garlic paste
- Keep it gently bubbling for 40 minutes
- Stir every few minutes and if it starts to dry up or stick then stir in a 1/4 mug of cold water
- Cook the pasta, according to the instructions on the packet,

- in the billy so that it is ready a few minutes before the meat
- While the pasta is boiling put the plates that you are going to serve it on over the pan to warm them up
 - When ready, drain the pasta in the billy and return to the fire for 30 seconds to make sure that it is dry. Stir in the knob of butter
 - Serve the pasta onto the plates and then pour the meat over
 - *TIP: Put warm water and a squirt of washing up liquid in dirty pans before you sit down to eat and they won't be so hard to clean*

SERVING SUGGESTIONS

Try some of the following to complete the meal.

- Serve in bowls rather than plates because it stays hotter and doesn't spill.
- Sprinkle with dried Parmesan cheese
- Sprinkle with crushed up ready salted crisps
- Add a DASH of red wine during cooking. (More for adults)
- Serve with salad

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Pikelets

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Helen Pye, District Cub Leader, Scouting Tauranga, New Zealand

NOTES

- **Serves**- 6 Scouts
- **Cooking time**- 20 minutes including preparation
- **Cost**- £2 per patrol (not including cream)
- **Difficulty**- 7/10 (Quite easy)
- **Verdict**- 8/10, Good snack to demonstrate hobo stoves

INGREDIENTS

- 1 egg
- 1/4 cup sugar
- 3/4 cup Milk
- 1 cup sifted Flour
- 1 teaspoon Baking Powder
- 1/4 teaspoon salt
- 25 grams butter

Optional:

- Butter
- Strawberry Jam
- Whipped Cream

EQUIPMENT NEEDED

- 1 small billy
- Mixing bowl or second small billy
- Large wooden spoon
- Large spoon
- Hobo Stove or frying pan and cooker

INSTRUCTIONS

- Melt the butter in the billy
- Beat the egg and sugar in the mixing bowl until thick
- Add the milk to the sifted flour, salt and baking powder, lastly add the melted butter and mix until smooth
- Melt a little butter in the frying pan or top of the hobo stove
- Drop spoonfull's of mixture into the pan and cook them one side until the top has a lot of burst bubbles on it and it kind of looks a little less wet
- Flip them over and cook the other side

Pick some of the following to complete the meal.

SERVING SUGGESTIONS

- Butter and spread with strawberry jam and a blob of whipped cream. Enjoy!

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Bannoffee Buns

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NOTES

- **Serves** - 4 Buns
- **Cooking time** - 10 minutes including preparation
- **Cost** - £1 (without variations)
- **Difficulty** - 4/10
- **Scouts Verdict** - 0/10 - It's disgusting or 10/10 It's brilliant
- **ASL Verdict** - Very popular troop activity, but expensive if you start on the variations

Personal favourite strawberry and Mars Bar in a croissant with a dusting of icing sugar, a slice of kiwi on top and creme fraise 10/10

INGREDIENTS

- 4 large sticky buns or cakes
- 1 medium Mars Bar
- 1 banana

EQUIPMENT NEEDED

- 1 small billy
- knife and fork
- Heatproof mug (NOT Plastic)

INSTRUCTIONS

- *TIP: If you are using an open fire then rub washing up liquid onto the bottom of the billy before you start and it will be easier to clean afterwards*
- Peel and slice banana
- Cut buns in half and mash 1/4 banana on the bottom half of each with the back of a fork
- Cut mars bar into small chunks and put them in a CLEAN mug
- Put mug in billy of hot but not boiling water, keep it near the edge of the fire until the mars bar goes completely runny
- Spread melted mars bar on top half of buns
- Put halves together and eat - Don't need a plate!

SERVING SUGGESTIONS

Pick some of the following to complete the meal.

- Serve on a plate with custard, cream, creme fraise, fromage fraise or ice cream
- Serve with a light dusting of icing sugar

- Stick a slice of Soft fruit on top, e.g. kiwi, strawberry
- Add cream to the melted mars bar and pour it over the top
- Replace banana with other soft fruit, e.g. strawberries or raspberries
- Replace Mars Bar with
 - Snickers bar
 - Terry's chocolate orange
 - 2 "Fingers of Fudge"
- Make up a weak icing sugar mix, paint it on the top of the bun and stick on one of the following
 - Hundreds and Thousands "Sprinkles"
 - M&Ms
 - Jelly tots
 - Haribo 10p bags of sweets
 - More slices of Mars Bar

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Camp Doughnuts

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NOTES

- **Serves-** 4 Doughnuts
- **Cooking time-** 20-30 minutes including preparation
- **Cost-** 50p
- **Difficulty-** 4/10
- **Verdict-** 8/10

INGREDIENTS

- 5 slices of bread
- 1/4 Jar of jam
- Enough oil to cover the frying pan up to 5mm deep
- 125gm (4ozs) plain flour
- Pinch of salt
- 1 Egg
- 300ml (1/2 pint) milk or 1/2 milk and water

EQUIPMENT NEEDED

- Knife
- Mixing bowl or billy
- Large fork
- Small frying pan
- Tongs
- Kitchen paper on a plate

INSTRUCTIONS

- *TIP: If you are using an open fire then rub washing up liquid onto the bottom of the pan before you start and it will be easier to clean afterwards*
- Mix up a batter in the mixing bowl with the fork, using the salt, flour, milk and egg
- Make a sandwich using all 5 slices of bread, spreading jam between all the slices, but don't use any butter
- Cut off the crusts and then cut the remaining sandwich into 4



squares

- Dip each of the cubes into the batter
- Fry the cubes in a hot frying pan turning frequently so that all six sides are cooked
- Drain on the kitchen paper and eat while still hot
- *TIP: Put warm water and a squirt of washing up liquid in dirty pans before you sit down to eat and they won't be so hard to clean*

SERVING SUGGESTIONS

Pick some of the following to complete the meal.

- Serve with ice cream, ice cream, or custard
- Use a tin foil frying pan to make this a backwoods recipe
- Substitute apple pie filling for the jam

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Foil Dinner

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Notes

- **Serves**- 1 Scout
- **Cooking time**- 40-60 minutes including preparation
- **Cost**- 40p, averaged over 6 scouts
- **Difficulty**- 4/10
- **Verdict**- 5/10 Not filling enough for an evening meal, OK for lunch or late night snack. Disgusting if it goes wrong

Ingredients

- 1/4lb mince, 1/4lb broken up burger, or 2 cubed hot dogs
- Medium onion
- Vegetables e.g. potato, carrot, peas, sweet corn
- 1/4 pint mixed oxo or stock

Equipment

- 18" square of heavy duty tin foil
- Sharp knife
- Clean cutting surface

Instructions

- Peel and slice the onion into thin discs.
- Peel and cut vegetables into chunks the size of dice.
- Make an open foil pocket as shown above
- Arrange the onion up the sides of the packet, then meat and veg.
- Pour the stock in, but make sure not to go above half way.
- Wrap over the top to seal it up.
- Optionally wrap in second layer of foil to protect it.
- Place upright in embers for 20-30 minutes
- If meat is cooked then eat, if not give it another 5-10 mins.

Serving Suggestions

Reference : [Foil Dinner Variations](#)

- Substitute baked beans for the vegetables and oxo, and use chunks of hotdog rather than mince. Scores 9/10.
- Replace the oxo with a dash of Worcestershire Sauce
- Use tinned vegetables rather than fresh to save time

Foil pocket

The advantage of this method is that there are no folds below the half way line so it is completely watertight, and can be used with runny or liquid ingredients without them escaping

Lay out a sheet of tin foil in front of you and fold the bottom half up onto the top



Fold in the bottom corners



Fold the sides towards the middle in a series of narrow folds.



Open the top of the packet ready to put your food in.



Tips

- If there are any holes start again with a new bit of foil
- Use thick foil or it will break
- If you need to cook for more than 15 minutes use 2

layers of foil

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Foil Dinner Variations

These ideas came from an article **The Foil Dinner Recipes by Kim Kowalewski** presented by Gary Hendra on the American The MacScouter web site.

Please note most of these are from the US so the product names might be different to ours

We haven't tried many of them yet, please let us know how you get on and we will add your comments SBR

Reference : Basic foil dinners are covered on [Foil Dinners](#)

VARIATIONS ON THE HAMBURGER FOIL DINNER

From: Jim Sleezer

Just a touch of garlic salt makes a lot of difference. If you look at the labels in the stores, you will see that onion and garlic are part of almost everything! It doesn't take much to make it great.

I like to use cabbage leaves to wrap it all in before I wrap in foil. A little catsup helps for some boys. I also add a few slices of onion. Around here, we never seem to have enough. The kids all go for seconds!

(Catsup is American for Ketchup - SBR)

From: Don E. Robinson, M.D

We add Cream of Mushroom soup to our "hobos." It adds taste as well as additional moisture. A couple of tablespoons will do just fine. Yum-yum.

From: George N. Leiter II

Just skip the butter and add some soup. Cream of mushroom or something like that. When cooked slow it is wonderful.

From: Cheryl Singhal

How about BBQ sauce, Worchester sauce, or even Italian dressing?

Spices ... a measuring teaspoon of Italian seasoning or of curry powder or of chili powder wouldn't hurt it either.

You might be able to combine BBQ and chili powder; or Italian dressing and Italian seasoning; I don't recommend mixing Worchestershire and curry powder though.

From: Ben Alford

We have spiced up our "hunters pack" aluminium foil dinners by adding Heinz 57 sauce. It is the boys's secret ingredient. It really makes a big difference. We've had boys finish one dinner and return to make seconds and thirds until all the ingredients are gone. I remember some were just cooking the left-over onions or potatoes as long as they had the Heinz 57 left to spice them up. *(I think this is normal "brown sauce", if not well try it anyway - SBR)*

From: Jeff L. Glaze

Instead of hamburger, try Pork Loin, or Boneless Chicken Breast!

Also vary the vegetable ingredients to include slices of tomato, and/or bell peppers. BBQ sauces may be included also.

If you use chicken, try pineapple slices with mild BBQ sauce.

Ground turkey can be used instead of ground beef, and is "more healthy".

From: Alan Wolfson

I have had good luck asking the kids what they would like in their foil dinners. You'd be amazed at the great ideas they come up with. If, however, your den is gastronomically challenged :-), there are some things you can do to liven up those meals:

I've substituted Mrs. Dash, garlic pepper, Montreal seasoning, or any other favourite general-purpose seasoning for the pretty dull salt and pepper usually found in a foil dinner. We've added celery, green beans, and onions into our dinners for some additional variety. I've also had some good experiences substituting chicken for the beef, and making a pseudo stir-fry dinner using stir-fry oil instead of butter and spices.

From: Mark Wilson

Also, consider replacing the hamburger with stew meat, cubed steak, or chicken or turkey breasts cut into stew meat sized cubes.

As to spices, consider adding a part of a clove of fresh garlic. Smash it first.

You might also consider adding soy sauce, teriyaki, or plain old steak sauce.

Try adding small dough balls of biscuit mix for dumplings.

From: James H. McCullars

In addition to the ingredients you mentioned, I always use onion, bell pepper, radishes, Lowry's

Seasoned Salt (and/or Lowry's Seasoned Pepper), and Worcestershire sauce. In addition, I sometimes will use barbecue sauce and if someone thinks to bring some along, sweet potatoes (try it!). I have also seen other people use soy sauce, Tabasco, etc. From: Juel A. Fitzgerald

Instead of salt and pepper, use seasoning salt and pepper. This makes it a whole lot less bland. Of course you could add worchester sauce AFTER you are done cooking for those who like that.

From: Jeff Agle

One of my favourite additional ingredients in a foil dinner is a dash (maybe a big dash) of Wyler's boullion granules. These add significantly to the flavour. I typically use Seasoned Salt instead of just plain salt. You also left out one of the main flavour ingredients, Onions. Anything in the onion family can add lots of flavour, try scallions or green onions if the boys are a little squeamish about yellow onions. Garlic (salt, powder, crushed) can add a nice flavour.

HAM DINNERS

From: Jim Sleezer

I have done chunks of ham, sweet potatoes (par boiled), pineapple. As soon as it comes out of fire, I add a few mini marshmallows on top.

Upside Down Ham, from Mark Michalski

Ham pieces or steak, Pineapple slices (or tidbits) dash of teriyaki sauce (or marinade) and mixed vegetables to taste.

Ham & Potatoes Au Gratin:

Cubed Ham, chopped Potato, Onions, Grated cheese of your choice.

CHICKEN DINNERS

From: Scott Miller

Try using boned chicken instead of hamburger. Cooking time is the same, add a small amount of water or soy sauce to replace the water found in hamburger.

From: Peter Van Houten

One of the best foil meals I had included a combination of chicken breasts, shrimp, snow peas, celery, and bean sprouts. Similar to a stir-fry. The meat was place on the bottom (by the way, the chicken had been slightly cooked prior to going), with the vegi's on top. I had a couple of dashes of Teryaki sauce, some spices (tarragon and others from a pre-mix spice jar).

Only exception was that I didn't turn it over, I let the vegi's cook in the heat from the meat. They were still slightly crunchy, almost steamed.

From: Clif Golden

For dessert. Take a banana, slice in lengthwise in the peel. Insert butter and brown sugar into the slit. Wrap & bake.

From: R. Edward Fickel

Try boneless chicken breasts, green peppers, onion, carrots, potatoes (I think), mushrooms, in a cream of mushroom sauce. They are cooked the same way as your foil packs, but are gourmet quality!!

From: Wayne Hill

One that we tried is the chicken with instant rice and cream of celery soup (undiluted). I thought it was good and it cooks up quick. You can also try baked Apples with sugar, butter, and cinnamon. Bisquick mix is good for individual biscuits just coat the foil with butter or oil before you plop the biscuit dough on the foil keeps it from sticking. Baked potatoes are good and you can put cheese, butter, etc on after they are cooked.

One other point in case you are not aware, use hard wood for making your charcoal resinous wood like pine or cedar doesn't make long lasting charcoal.

FOIL FAJITAS

From: Mark Michalski

Marinated Fajita Meat (Beef or Chicken), Onions, Green Peppers. Serve on tortillas with cheese, salsa, etc....

STUFFED POTATOES

From: Mark Michalski

Core small to medium potato, insert a small pre-cooked sausage or weiner. Wrap in foil, set in hot ashes to bake. Takes 45-90 minutes to cook. Remove and slice top and add cheese, chili or fixins of your choice.

HOBO POPCORN

From: Mark Michalski

In center of 18" x 18" square of heavy or doubled foil, place one tspoon of oil and one tbspoon of

popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with salt and margarine. Or soy sauce, or melted chocolate, or melted peanut butter, or melted caramels or use as a base for chili.

PORTABLE CHILI

From: Carol Eichinger

Cook up a pot of chili (homemade or canned). Buy individual size bags of Doritos or something similar. Cut an X on front of bag and open. Put chili on top of the chips, and shredded cheese. And you have portable lunchtime nachos/tacos. This was in my Crafting Traditions Magazine.

HELPFUL HINTS

From: Jess Olonoff

Do NOT, REPEAT NOT use cheese in your recipes, unless put on after cooking.

The cheese will warm and separate and the oil will catch fire or cook the food faster than expected. We had a few very unhappy Cubs expecting Cheeseburgers, but receiving, well something else if you can imagine.

It may cost a bit more too, but try to keep your meats lean and let the veggies add the moisture necessary.

Also, have some extra bread and cheese slices available as there will inevitably be an accident or two (broken foil-food in fire), and a few boys who will not be to happy with the final product.

Don't forget extra utensils as you'll be moving alot of packages around.

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Sheish Kebabs

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NOTES

- **Serves**- 6 Scouts
- **Cooking time**- 30 minutes including preparation
- **Cost**- £1 per head
- **Difficulty**- 3/10 (Easy)
- **Verdict**- 7/10 - But you would need three for a meal

INGREDIENTS

- 1.5 - 2Kg top leg of lamb (or lamb chunks)
- 6 medium mushrooms
- 6 small tomatoes
- 3 medium onions
- 3 green peppers
- Half cup of vegetable oil
- Pinch of salt

EQUIPMENT NEEDED

- Medium Billy
- Kebab Stick, wooden or long metal skewer
- Sharp knife
- Basting brush

INSTRUCTIONS

- *TIP: Don't forget that when you are cooking to keep cooked and uncooked meat separate from each other and the vegetables*
- Trim and cut the lamb into 2-3 Cm. cubes
- Cut the onion and peppers into wedges and boil for 4 minutes in salted water
- Rub the oil on the stick or skewer
- Push the meat, onions and peppers on the skewer in any order and finish off with a tomato
- Brush a little oil over the kebab
- Suspend over hot embers for 15 minutes turning every few minutes, and basting occasionally with oil

SERVING SUGGESTIONS

- Add yellow or red peppers
- Use 3 cm. chunks of sausage instead of lamb

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Andy's Orange balls

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By **Andy Daniels (7th Stalybridge) 31-Aug-1999**

NOTES

- **Serves-** 4 Orange Balls
- **Cooking time-** 30 minutes including preparation
- **Cost-** £1
- **Difficulty-** 4/10
- **Verdict-** Haven't tried it ourselves yet

INGREDIENTS

- 250g (4oz) sugar
- 250g (4oz) butter or margarine
- 250g (4oz) s.r. flour
- 2 eggs
- The juice of one or two oranges

EQUIPMENT NEEDED

- Tin foil
- Mixing bowl
- Wooden spoon

INSTRUCTIONS

- Cut the oranges in half ,squeeze all the juice out,scrape what's left of the orange juice and throw it away. But keep the skins
- Put everything else in one bowl and beat until it's all mixed into a soft dropping mess
- Put a bit of mix in each half of the oranges
- Wrap in tin foil and put it on the fire

SERVING SUGGESTIONS

- In the SPL and adult version replace some of the orange juice with a slug of spirit

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Stuffed Apples

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NOTES

One of the classic basics of backwoods cooking, apples stuffed with something sweet to make a nutritious and enjoyable pudding.

- **Serves**- 1 Apple
- **Cooking time**- 20 minutes including preparation
- **Cost**- 35p per scout averaged over 6 scouts
- **Difficulty**- 2/10
- **Verdict**- 6/10 Not filling enough by itself, need two each

INGREDIENTS

- 1 Large eating apple (can use cooker, but not so sweet)
- 1 medium Mars Bar or other filling (see below)
- Brown sugar

EQUIPMENT NEEDED

- Large square of heavy duty tin foil
- Apple corer or sharp knife

INSTRUCTIONS

- Remove the core of the apple leaving a hole going from the top of the apple clear out to the bottom (A special apple corer is best but you can just use a knife)
- Cut up the mars bar into long strips and stuff it into the hole in the apple until it just pokes out the top and bottom
- Completely wrap the apple in foil and place on the hot embers of a fire for about 10-15 minutes
- Remove foil carefully and eat.

SERVING SUGGESTIONS

Most of these variants are untested, please let us know how you get on and we will add your comments SBR.

- Serve with custard, cream or fromage fraise.
- Other things that work well instead of the Mars Bar are:
 - Marshmallows
 - Brown sugar
 - Golden syrup
 - Smarties or M&Ms
 - Twix
 - Snickers bar
 - Cherry pie filling
 - Dried fruit mixed with brown sugar

- Adults only:

- Replace the mars bar with peach slices dipped in brown sugar and soaked in brandy or Cointreau for 15 minutes
- Put half a maraschino cherry at each end to seal the hole
- Wrap well, 2 layers, to make sure the alcohol doesn't catch fire
- Serve with Fromage-fraise, a slice or zest of lime, and a dusting of icing sugar

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Camp Fire Toffee Apples

NOTES

- **Serves-** 12 Toffee Apples
- **Cooking time-** 15-20 minutes including preparation
- **Cost-** £1-£3 (Depends on Apples)
- **Difficulty-** 1/10 - Good for Beavers
- **Verdict-** 7/10 - Leaders, watch those fillings

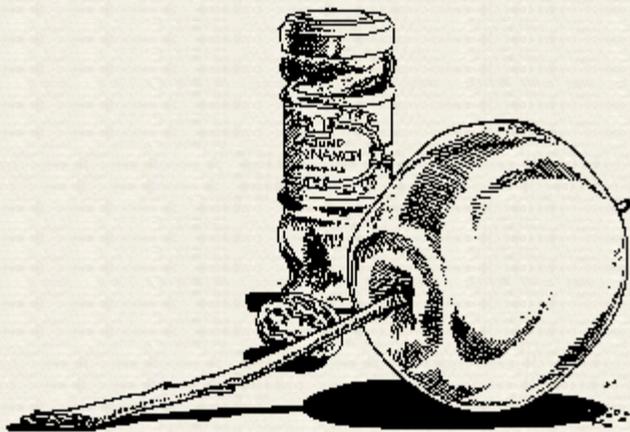
INGREDIENTS

- 12 Eating Apples
- Mug of sugar
- Desert spoon of cinnamon or nutmeg

EQUIPMENT NEEDED

- Greenstick or kebab stick, 18" or longer, do NOT use metal ones
- Blunt knife
- Plate

INSTRUCTIONS



- Mix the sugar and nutmeg or cinnamon together on the plate
- If you are using kebab sticks then soak them in water for an hour before using them so that they won't catch fire
- Only use greensticks if you know *exactly* which sticks are suitable
- Wash the apple in clean water, remove any labels and put it on the end of the stick
- Hold apple over hot embers until skin starts to scorch, but not burn
- Remove apple from the fire, scrape of the skin with blunt knife and roll it in the sugar mixture
- Return the apple to the fire and slowly twist the stick until all the sugar has melted onto it
- Remove from the fire, wait for a few minutes before eating
- Burn the sticks after you have finished

- *Tip: Beavers and cubs won't want to wait for the apple to cool so get them to sing a song while they are waiting, all the time they are singing they can't eat and burn themselves!*

SERVING SUGGESTIONS

- Roll the still hot cooked apple in brown sugar
- Roll the still hot cooked apple in "Hundreds and Thousands"

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Damper

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1 - Ewan Scott

From: Ewan Scott
Subject: Re: Damper
Date: 11 April 2000 09:39

Buy Scouting for Boys.

I've had several attampmts and all have failed, until I read Scouting for Boys.

The dough is flour, salt, baking powder and water. Knead well to mix.

You take your GREEN cooking sticks from a suitable tree.

Strip back the bark and point the butt end of the stick. The stick needs to be quite substantial, a twig is no use.

You then heat the cooking end of the stick over the embers to dry and heat it. Do not burn it.

Then spiral some dough round the hot stick. It doesn't need to be too thick, not too thin, about an inch is right.

The push the stick into the ground at an angle which places the damper over the embers, or above the smaller flames.

Leave the dashed thing alone until the underside looks cooked. turn the stick to cook the other side.

When done remove and tap the outside of the damper. It should be crusty and firm, and give a dull tapping noise. If it is soft, or sounds like squelchy boots, it needs more cooking.

Serve with honey or jam.

We had an 100% success rate with Scouts last time we did this.

Hope that helps.

Ewan Scott

2 - David Patrick

From: david patrick
Subject: Re: Damper
Date: 11 April 2000 11:40

Alternative - Savoury Twists

Ingredients :

Twist mixture

Large amounts of minced beef/pork (whatever takes your fancy)

- 1) Take square sheet of foil
- 2) Take baseball sized piece of twist mixture
- 3) Roll flat on foil
- 4) Heap meat in middle
- 5) Fold twist mixture over top (bit like a pasty)
- 6) Seal in silver foil
- 7) throw in to the embers
- 8) leave for 20-30 mins
- 9) burn fingers upon removal
- 10) eat it!

Very nice, very tasty

David Patrick

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Garlic Bread

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NOTES

- **Serves**- 6 People
- **Cooking time**- 15-30 minutes including preparation
- **Cost**- £1.70
- **Difficulty**- 3/10 (Easy)
- **Verdict**- 7/10 so long as it doesn't burn. Makes your breath stink

INGREDIENTS

- 1 Large uncut loaf or thick French stick cut into 6" lengths
- 1/4 packet of Butter
- 10 cms of garlic paste
- Table spoon dried parsley

EQUIPMENT NEEDED

- Roll of tinfoil
- Sharp knife
- Billy lid or small frying pan

INSTRUCTIONS

- Gently melt the butter over the fire in a small pan, or billy lid, add the garlic and dried parsley
- Make a series of cuts 1" apart across the bread, stopping about 1/4" from the bottom, so that you have a loaf with loads of cuts in it
- Spread the melted butter into both sides of the cuts without breaking them apart
- Wrap the bread in foil, and place on the fire, but not in flames, for about 5 minutes.
Make sure that the bread is completely covered or it will catch fire
- Unwrap the foil and eat

SERVING SUGGESTIONS

- Try adding herbs as well as parsley, Sainsbury's own mixed herbs works well
- Use fresh garlic instated of paste. Crush cloves with the back of a large spoon on a hard surface. Don't use your chopping board or everything else will stink of garlic too
- After its cooked try sprinkling on Parmesan cheese for extra stinky breath, or tomato sauce
- Alternatively use melted mars bars rather than garlic butter,

and dip it in hot chocolate (Vile! - SBR)

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Weekend Camp Menu Planner

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	Friday	Saturday	Sunday
Breakfast			
Lunch			
Dinner			
Supper			
Snacks			

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Food Storage And Hygiene At Camp

Adapted from unknown source by Stephen Rainsbury

These times will vary with the weather. Check everything over a day old by smelling it, if in doubt chuck it out		
What	Where	How Long
Tins	Store tent, cool, dry, out of sunlight	Many Weeks
Coffee, Tea, Pasta, Flour, Cereal	Airtight container (Original Packing)	Many Weeks
Fruit	Store tent, cool, dry, out of sunlight	Depends on ripeness
Root Vegetables	Store tent, box/ container	1 week
Butter, Cheese, Maragrine, Oil	Wrapped up in cling film, in freezer box or bucket half full of cold water	Depends on weather, 3-5 days
Milk	Freezer box or bucket half full of cold water	Depends on weather, 1-3 days
Raw Meat	Larder, each item stored in seperate freezer box or bucket to other foods	1-2 days
Smoked Fish	Larder	1-2 days
Fresh fish	Seperate larder	same day

Hygiene

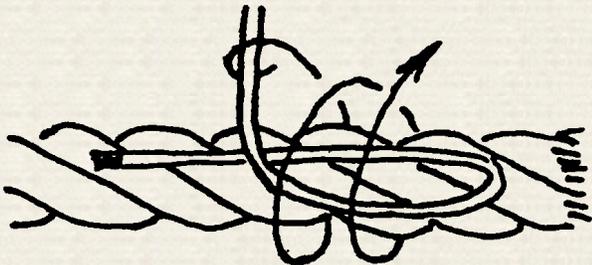
- On a standing camp food should always be stored in a seperate tent
- Food should always be stored off the ground
- A Freezer box can be kept cool by filling the bottom 1/3 with fresh cold water evey day
- Always store raw meat by itself and keep it wrapped up
- Remember woods are full of creatures all sizes who would Love to eat your food before you do
- Don't store fuel in the same tent as food.
- Only the QM should go in the food tent
- No food in sleeping tents

Scout Notebook



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- E-mail Contact
- Site Map
- Knots



- [Normal Whipping](#)
- [West Country Whipping](#)

Much of the information on these pages was originally published as a series of handouts in Scouting magazine, and has been credited where applicable.

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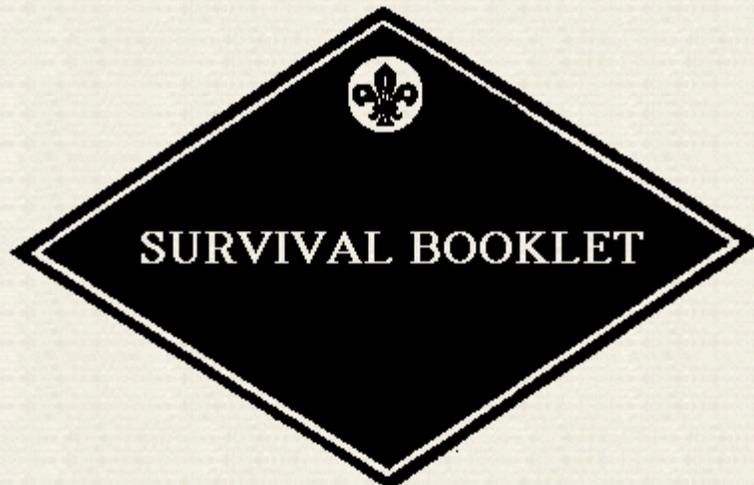
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What is survival?/Finding Your Way

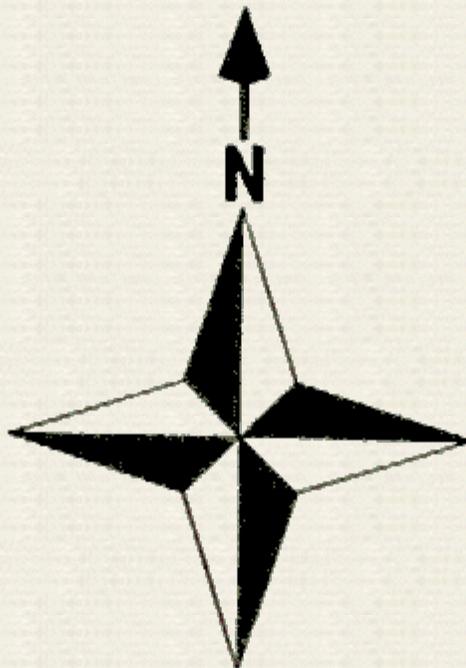
Home Page E-mail Contact Site Map Survival



Written By Peter G. Drake

Illustrated by Rich

Scouting



Introduction to the booklet

Over the next few months, we will be printing sections of this Survival Booklet, divided as follows

- SECTION 1 - What is survival and how can it be used In the Troop and Unit programme?
What are the main factors that affect whether we stay alive or not and how can we make the training needed fit into our programme?
- SECTION 2 - Finding your way.
A selection of methods to find your way without a compass, using nature's sign posts, the Sun. and stars.
- SECTION 3 - Fires
How to build them, how to light and keep them going even in a downpour. How to light a fire using the Sun., a torch battery and a flint and steel.
- SECTION 4 - Shelters
How to make a home in the snow, the desert and the forest, that will protect you from the elements, from natural materials that you can find or that you have with you.
- SECTION 5 - Food and water.
How to find out if water is safe to drink and what you can do to make it safe. Foods that you can find in the wild and how to cook a meal without using any utensils.
- SECTION 6 - Survival Kits.
What should go in one, and how big it should be. You should enjoy your survival, but remember - make sure you always leave the countryside as you found it and always clear up after you have finished if you build shelters or fire.

1 - What is survival?

An introduction to survival

What does the word survival mean to you? Struggling across deserts or living for weeks in a small open boat at sea? Well, that is correct, but survival can also mean knowing how to stay alive in the British hills, which may not seem so exotic but which is probably more important for most of us.

So, my definition of survival is the ability to look after yourself with a minimum of equipment in a given situation.

You should note that training for survival skills, when used in the Troop or Unit context (as opposed to the training which the armed forces undertake), must take into account the law of the land. Our concern for the environment and the safety of those taking part, so some of the skills discussed in many of the books available on the subject must be used with care. Remember that many of the books available are written as, or taken from, manuals used by the military, and consequently the suggestions which they contain are not always practical (or even, in some cases, strictly legal).

The enemy within

The main enemy of someone aiming to survive is fear of the unknown. This is made worse if you are injured, without food or water, too cold or too hot, tired or on your own.

The main way of combating fear is by training, so that the unknown becomes the known. Many of the basic skills required for surviving are what we could call basic Scouting skills, such as fire lighting, shelter building, cooking-without utensils and so on. The main difference is that if you cannot light a fire when it is raining or very wet at camp it doesn't matter, because you can always go into the store tent and get more matches, whereas in a survival situation every match counts - if you have any matches at all!

The skills required

In this series of booklets we will be looking at a number of skills, but you really will have to practice them until they become second nature to you, just as the professionals do, because you may very well need them when you least expect to.

Now let us look at some of the important factors that will mean the difference between staying alive or not:

1. Being able to find or make shelter.
2. Being able to make a fire for warmth or cooking.
3. Being able to find your way to safety with or without a map and

compass.

4. Being able to make sure that water is safe to drink.
5. Being able to find and cook simple food on a fire, without utensils.
6. Having with you the essential items required to do all the above.

The most important thing is to have practised doing all of the above before you need to do them for real. A desperate situation is not the right time to have to start practising!

Over the next few months we will be looking at all of the above topics. Why not build a few practice sessions into your Troop or Unit programme? That way, by the time the last section is published, not only will you have your own pocket survival manual but you will be pretty proficient and may be ready to try a survival weekend in the autumn.

If you live near a large RAF base, you may find the station survival officer a useful person to ask along to give a talk and demonstration on the survival techniques used by the RAF - he could even be asked to judge the best and most effective survival kit. Maybe the prize for the winning person or Patrol could be a visit to the survival section the base.

At the end of each of the sections you will find some programme ideas. The list will in no way be exhaustive, so if you come up with your own ideas write in and let us know.

Next month we will look at fires - building them, lighting them and cooking on them.



2 - Finding your way

All Scouts should be able to use a map and compass, but in a survival situation you may not have either. In these situations, we must turn to the two things that our ancestors used - the Sun, and the stars.

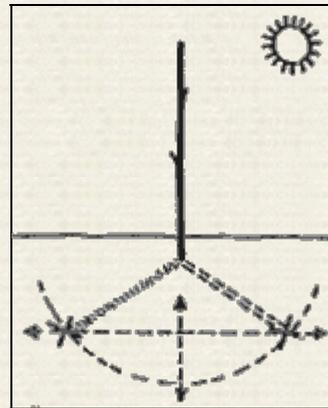
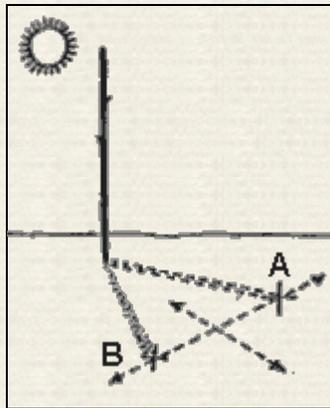
To find direction when the Sun is shining, the old rule of thumb is that the Sun rises in the East and sets in the West, and at midday in the Northern hemisphere will be roughly South.

The following are ways which are fun to use and with practice can be quite accurate.

Shadow Stick

Method (A): Find a flat piece of ground and hold a stick one metre long upright in the centre of the ground. Mark the tip of the shadow with a stick or stone, wait 30 minutes and do the same again. A line drawn between the two points will run from West to East, with the first point being West.

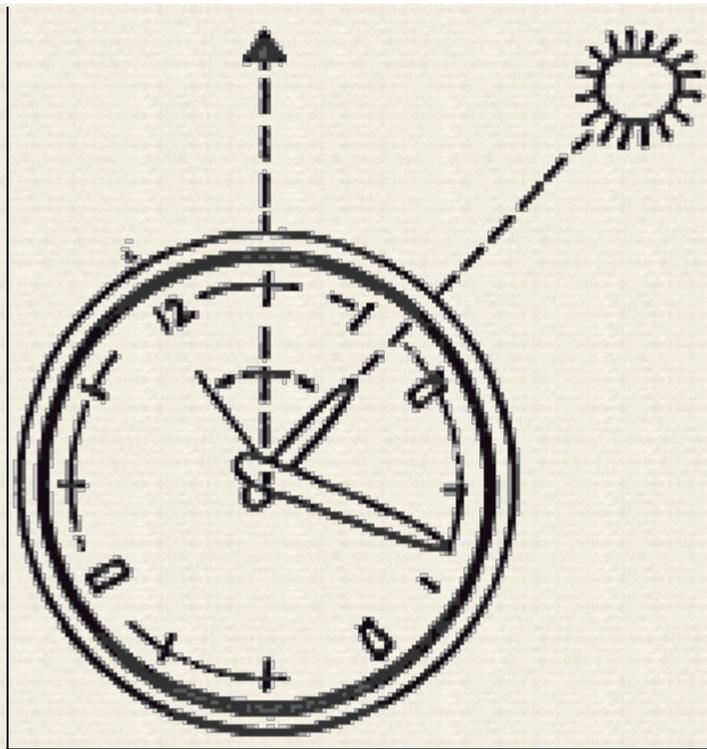
Method (B): This method will take you longer but will be more accurate. Mark your first shadow tip as in (A) in the morning. Now draw an arc at the distance from the stick to the shadow tip, using the stick as the centre point (see diagram) In the afternoon, mark the exact spot where the shadow touches the arc. Now join the two points to give the West to East line, with the morning point being West.



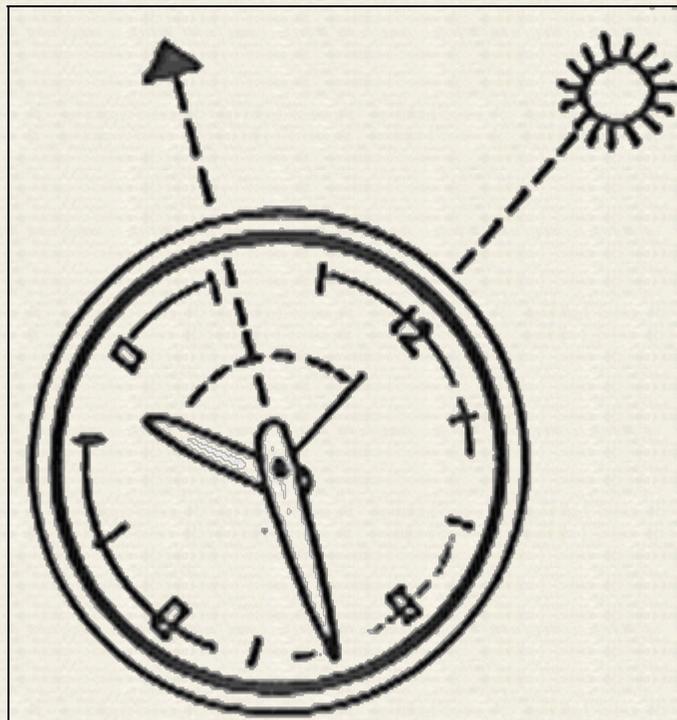
Using your watch

This traditional way of telling the time can only be used if the watch is set to G.M.T. in the United Kingdom, and to true local time (with no local additions such as summer time) if abroad.

In the Northern hemisphere, hold the watch flat and point the hour hand towards the Sun, Now bisect the angle between the hour hand and the figure 12 on your watch to give you a North-South line.



In the Southern hemisphere, hold the watch dial and point the figure 12 towards the sun. The line that bisects the angle between the hour hand and the figure 12 is the North-South line.



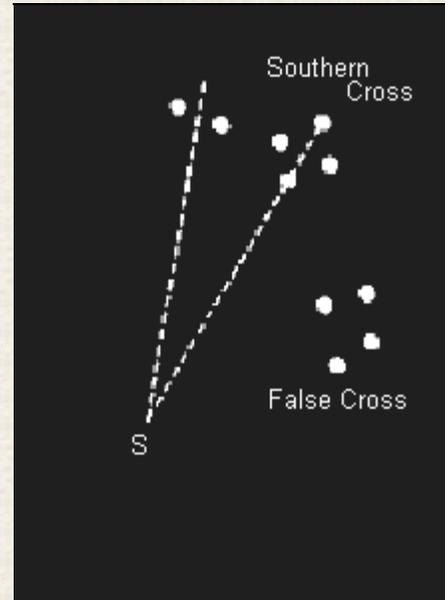
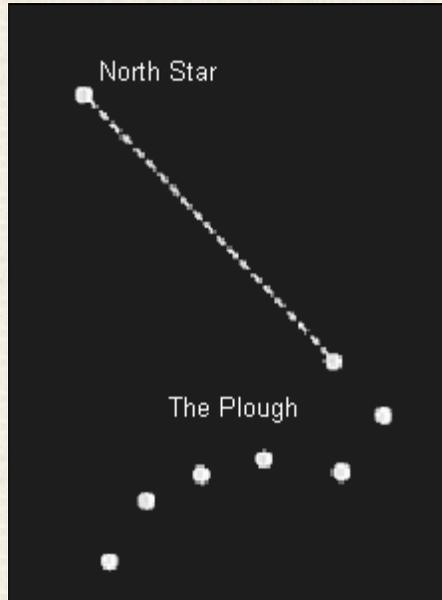
Note that this method will become less accurate the nearer you are to the equator.

Using the stars

In the Northern hemisphere, the best signpost is the **Plough** - by following a line through the two outside stars you will find the North Star (Polaris).

In the Southern hemisphere, the best signpost is The **Southern Cross** (Crux). This constellation is not as easy to use or to find as line Plough, but is four bright stars in the shape of a cross (don't use the False Cross to its right which has dimmer stars set further apart).

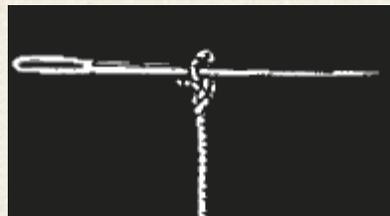
Take a line down the cross and also a line down the two bright stars on its left - where these two lines cross is South.

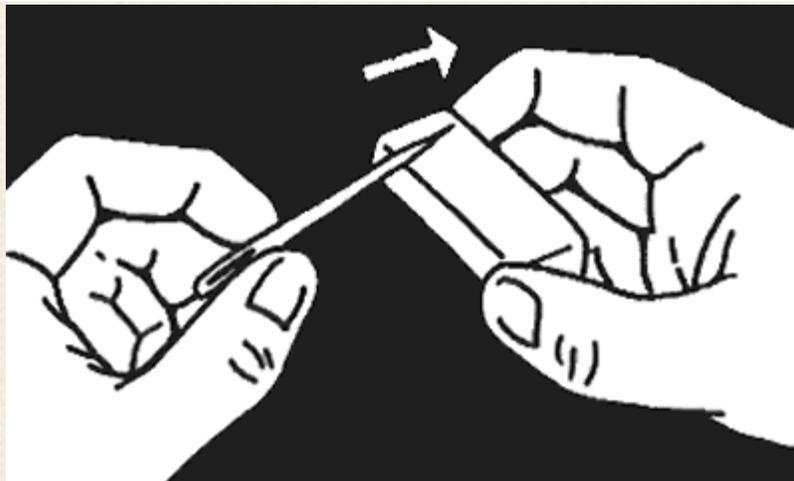


Making your own compass

You will require a darning needle and a silk scarf or a magnet. Stroke the needle in one direction from its eye to its point with the scarf or magnet, about 24 times. Suspend the needle by a thread half-way along its length and the point of the needle will point North.

A better way is to fill a container with water and float the needle on a piece of grass or paper.





You will find that using a magnet is more effective than using a silk scarf.

Natural signposts

There are a number of ways in which nature can show you the general direction. Such as moss growing more profusely on the Southern side of the tree trunks in the Northern hemisphere and on the Northern side in the Southern hemisphere. Take care though these methods are not always accurate.

Programme Ideas

- Make up a star chart to show how to find North and South.
- Discover as many natural methods of finding direction as you can and try them out.
- Walk a simple course on a sunny day using your watch as a compass

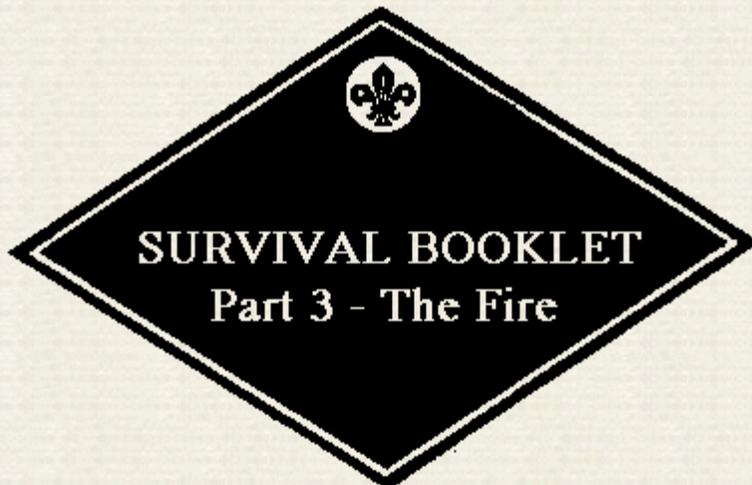
REMEMBER NEVER LOOK DIRECTLY AT THE SUN

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Fire

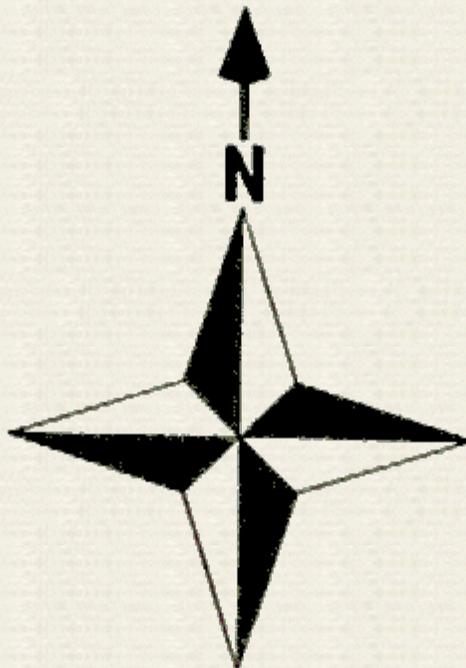
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Written By Peter G. Drake

Illustrated by Rich

Scouting



Next to having water to drink, being able to build and fight a fire, no matter how wet it is or even if you don't have any matches, is probably the most important survival skill. - All of us in Scouting think that we can build a fire - but can we? Just go out some time when it has been raining for several days and try - you might get an unpleasant surprises

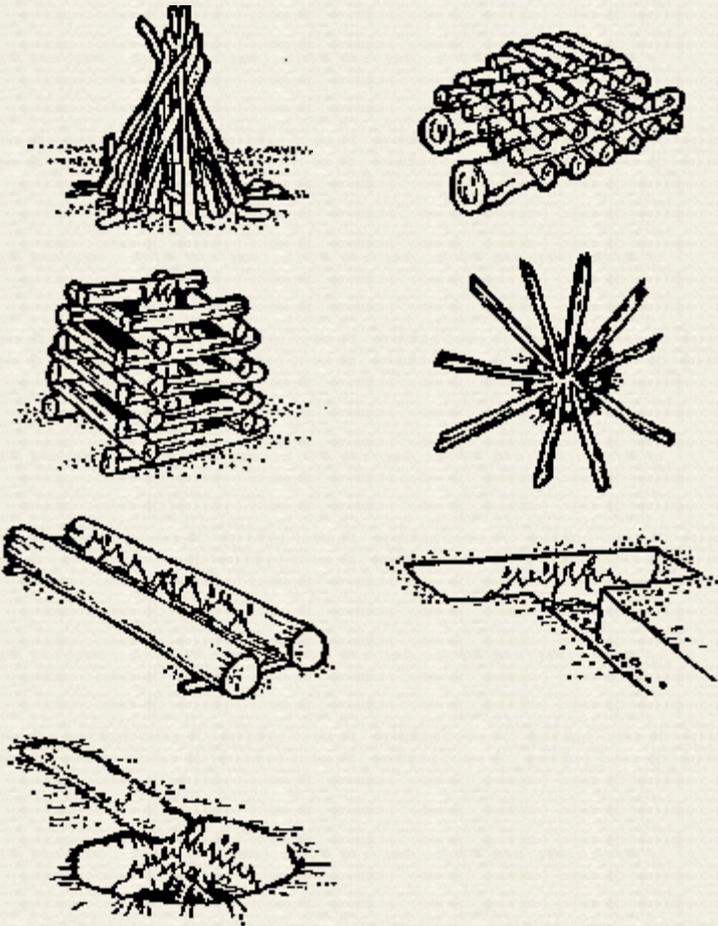
Remember, any fire needs the following three things: **heat, fuel and oxygen**. If any of them is missing, the fire will not burn.



How and where

The first thing we must decide before we even think about building a fire is "What is it going to be used for?" A fire that will effectively keep a group of people warm will not be the best kind of fire to cook your food on.

And do you just want to use the fire for one meal before moving on or is it going to be part of a static camp? the following are just a few fire designs:



Next we have to find a site for our fire, and remember - the damp from the ground will be drawn up, so if it is very wet underfoot you should build a platform of logs, thick sticks or flat stones to build the fire on.



This method can even be used if you need to light a fire when there is standing water on the ground. If it is raining hard, you may need to build a shelter over the fire. Try and make sure that both this and the platform are made of green, and not old, dry wood. Make sure, too, that you are building your fire on grass that you cut the turf away before you start, as the platform will eventually burn through.

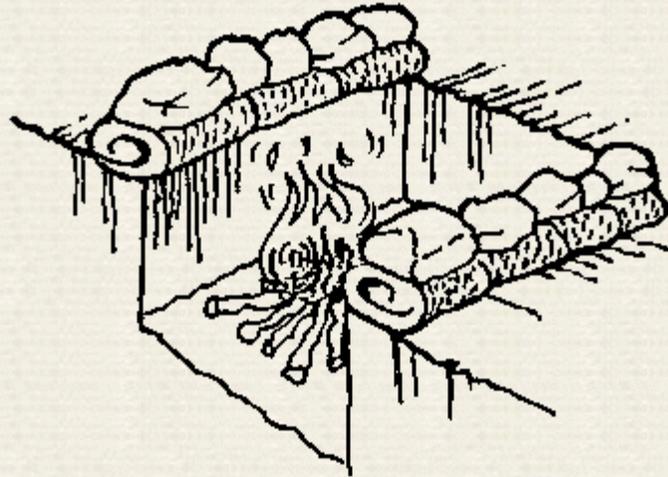
Now we must start to look around for material to build the fireplace and fire, and to keep it going once the fire has started.

The fireplace

If you are going to make a fire, you won't want to leave signs behind and you also won't want to set fire to the surrounding country - so make sure that you clear the fire site and if there is grass on the ground that you cut a turf out. Be especially careful if you build your fire on peat - once it catches fire it can be very hard to extinguish. Also, make sure that you don't damage trees by lighting the fire too near them or under overhanging branches.

To contain the fire and make it easier to cook on you will need to surround the fire with rocks or logs. if you use rocks **never** use ones that have been in water as they could explode when hot. If you use logs, try to find green ones that will take longer to catch fire. These

same rules apply if you are building your fire on a platform. If it is very windy dig a trench and light your fire in that.



Building the fire

You will need three types of fuel when building your fire - tinder, kindling and heavier fuel.

Tinder is the material that you light. It will have to generate enough heat to set your kindling on fire, which in turn will light the heavier fuel. Items that can be used as tinder include paper, fluff from your pockets, fine strips of silver birch bark, bandage, cotton wool and so on.

Place your tinder in a small pile in the middle of the fireplace and build the kindling around it, making sure that you do not pack it too tight, as the fire will need oxygen to burn well. Make sure that you have plenty of kindling available, so that you can add more as the fire becomes established. Once the kindling is well alight you can then add the larger fuel, trying to make sure that the first fuel you add is as dry as possible. Never throw wood onto a fire, always place it carefully.

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Lighting the fire

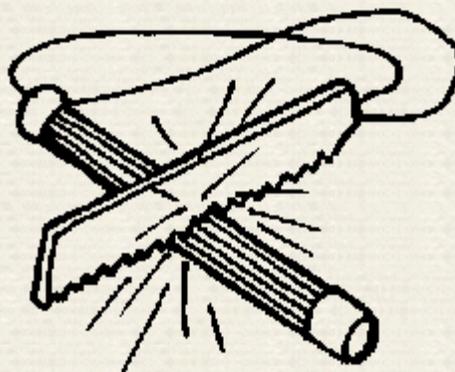
There are a number of ways of lighting the fire other than by using matches, so try them - they need plenty of practice.

If there is a strong wind, shelter the fire before you try to light it.

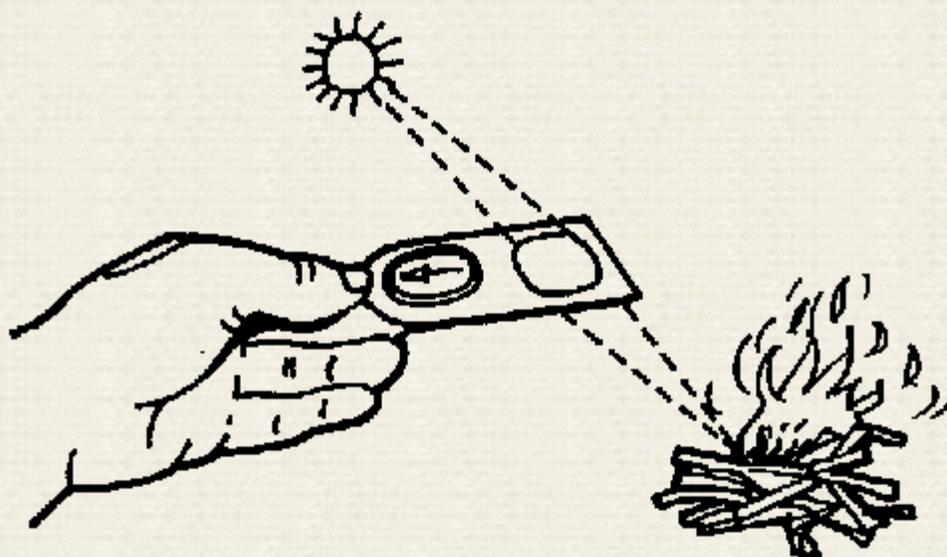
Flint and steel: using a piece of flint and some steel.

Flint and steel (II): using a ready-prepared flint and steel kit (you will see later in the series for how to make one of these).

You will find that the ready-prepared kit is much easier to use and is more effective. Cotton wool is a very good tinder to use with this method.



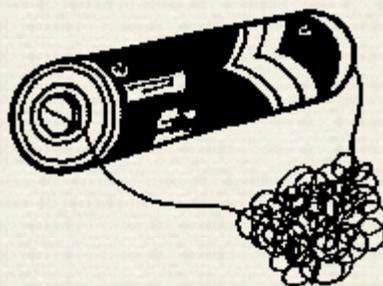
Lens: Direct the sun's rays through the lens so that the rays converge in to a sharp point on the tinder. Once the tinder starts to smoulder and glow, blow it gently to encourage flames- Try using the lens incorporated in some compass bases or a pair binoculars as well as just an ordinary magnifying glass.



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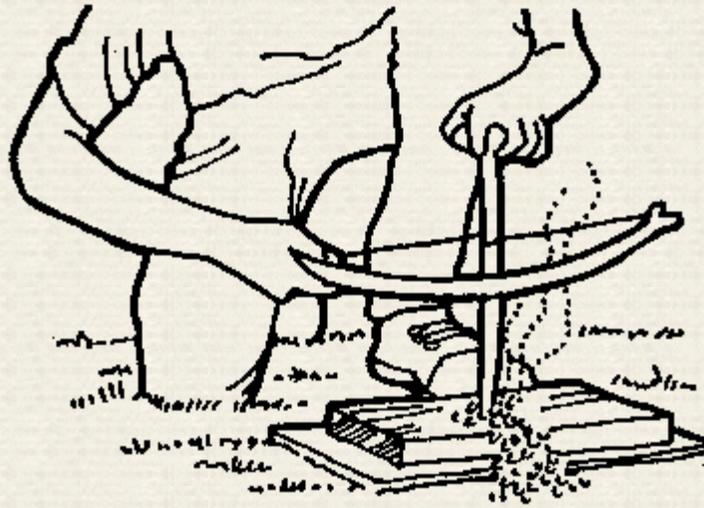
Wool and AA Battery: Get some of the finest wire wool that you can and connect the battery to it using two wires.

After a short time the wire wool will start to glow, at which point you should put some tinder over it and blow gently.



Fire By Friction: I am including this method in the list as it can be useful, but it does need a great deal of practice and some dry wood, and is probably the most difficult method described. Make sure that

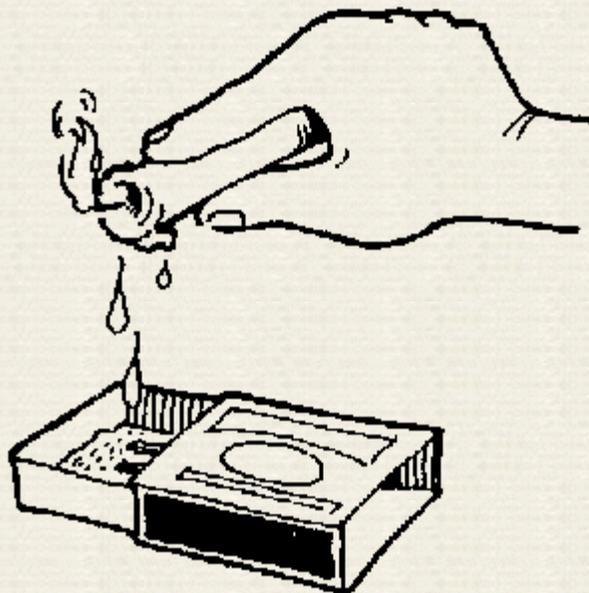
the baseboard is made of dry, soft wood and that the spindle is made of harder wood.



7

Matches: If you have matches, always strike them into the wind. If the matches are damp or wet, wipe the striking end in your hair - the natural grease will help them to dry out. If matches are in short supply you can make them go further by splitting them in half lengthways.

You can make normal matches waterproof by coating them with candle wax, or you can buy special-matches called 'lifeboat matches' which will burn in high wind or even underwater.



There are a number of other methods of lighting fires, but many of them involve chemicals or more hazardous ways of making a spark to start the fire. By all means try these, but make sure that younger Members of the Troop are always closely supervised.

Programme ideas

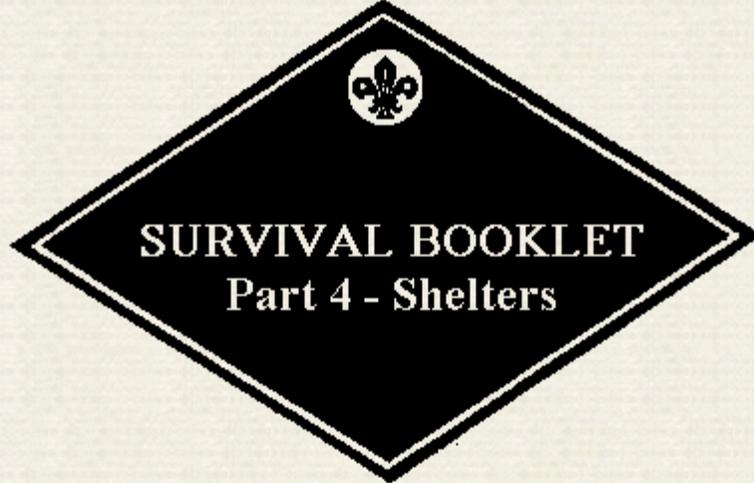
- Find as many different types of tinder as you can, and make a chart listing the advantages and disadvantages of each.
- Get each Patrol or group of people to select a cooking fire design, build it and light it. This will give you an idea of the benefits of each type.
- See how quickly you can light a fire using the above methods.
- Construct models of the different types of fires for cooking on.

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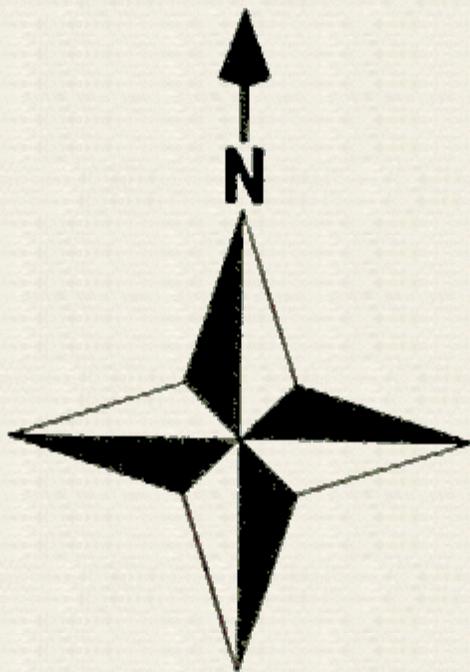
Shelter

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Written By Peter G. Drake
Illustrated by Rich

Scouting

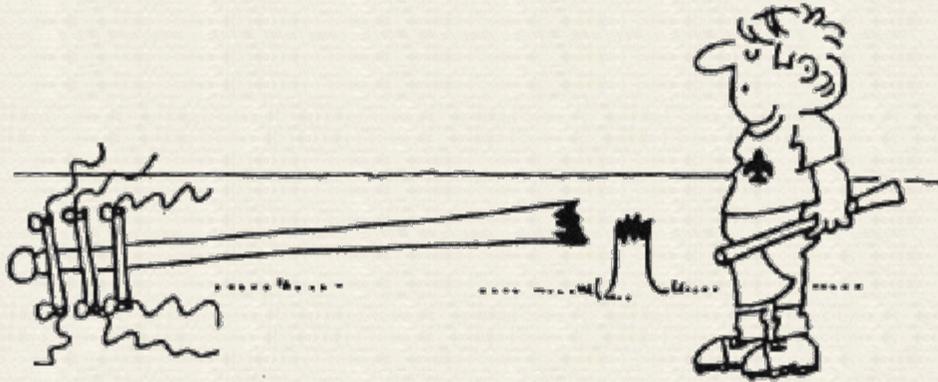


For a shelter to be effective, it must protect you against the prevailing conditions - be they rain, sun, wind or cold. The good news is that almost any materials can be used to build a shelter - if you know how!



Some general rules

1. Make the shelter as small as possible.
2. Make sure you have plenty of ventilation.
3. Avoid building your shelter on boggy ground.
4. Do not build your shelter on an exposed site.
5. Always make sure that your shelter is safe to sleep and live in.
6. If you are thatching your shelter, always work from the bottom up.



7. Unless you have permission, never cut down standing timber to build your shelter.
8. When you have finished with your shelter, take it to pieces and make sure that you have tidied up the site.

Now let us have a look at some shelters and how to build them. But remember - building shelters, like all other survival skills, needs practice and lots of it. Don't assume that just because you have read instructions on how to build a shelter you will be able to construct something which will be comfortable and safe to sleep in at the first attempt. That way lies disaster.

One final point - don't be too discouraged if your first efforts don't look much like the drawings. If at first you don't succeed ...

Cold weather shelters

In the United Kingdom we don't often get winters that produce snow in a deep and hard enough condition to make good snow shelters that will last for more than a few days, unless you are on high hills where the snow may lie for some months, packed hard by the wind. So remember, if a thaw occurs during the night, snow shelters can collapse, or at least start to melt.

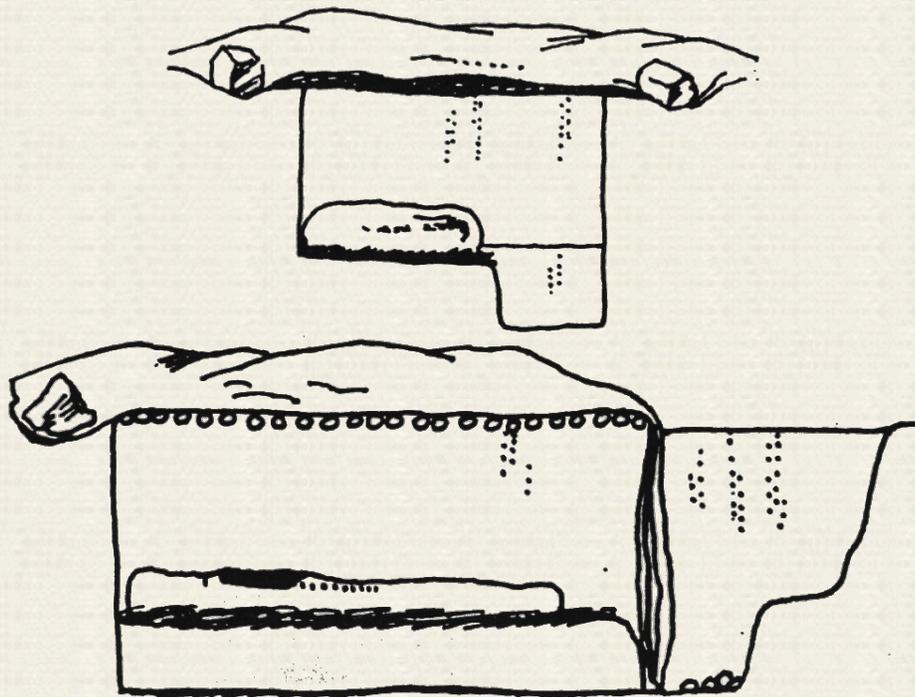
Always make sure that you have adequate ventilation if you intend sleeping in a snow shelter.

Snow trench

This is by far the easiest shelter to build, but you will need snow at least

1.5 metres (four feet) deep. This type of shelter can only be used comfortably if the temperature is well below freezing - otherwise the melting snow will make it unpleasant to live in.

The roof can be made of a groundsheet or branches, on which the snow can be piled. If the snow is hard enough, try to take the snow out in blocks and build a wall along each side of the trench with it, as this will give you more headroom. Make sure that you build the wall far enough back from the side of the trench so that snow won't collapse into the trench.

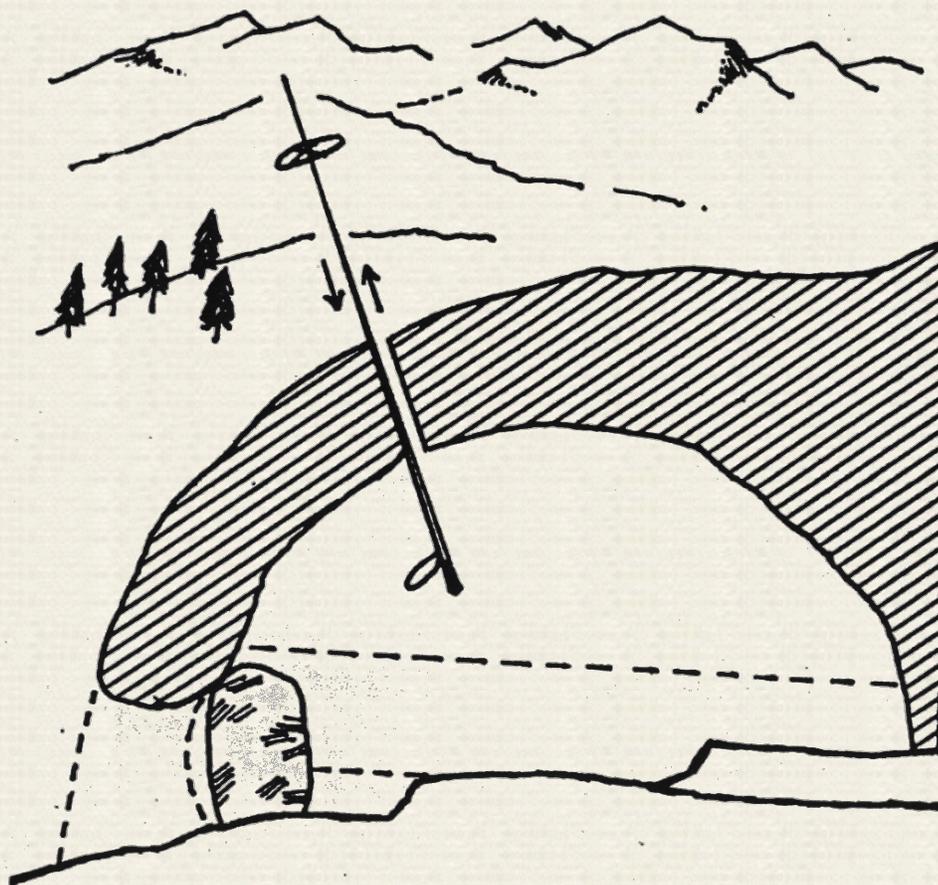


Snow caves and holes

This type of shelter requires some tools, a snow drift at least 2 metres (6-7 feet) deep and a lot of hard work. You will find a short-handled shovel essential.

The easiest way is to build straight into the drift. Try to keep the entrance as low and as small as possible. Inside, make the roof as smooth as you can, as any sharp points will cause drips, whereas if the roof is smooth any melting water will run down to the ground.

When hollowing out your shelter, leave a sleeping platform big enough for two of you to sleep on, about half a metre (1 -2 feet) higher than the floor. This will keep you above the cold air which will collect at the lowest point. Also, make sure that you have a ventilation hole in the roof, kept open by running a stick through it from time to time. The entrance can be blocked by a rucsac.



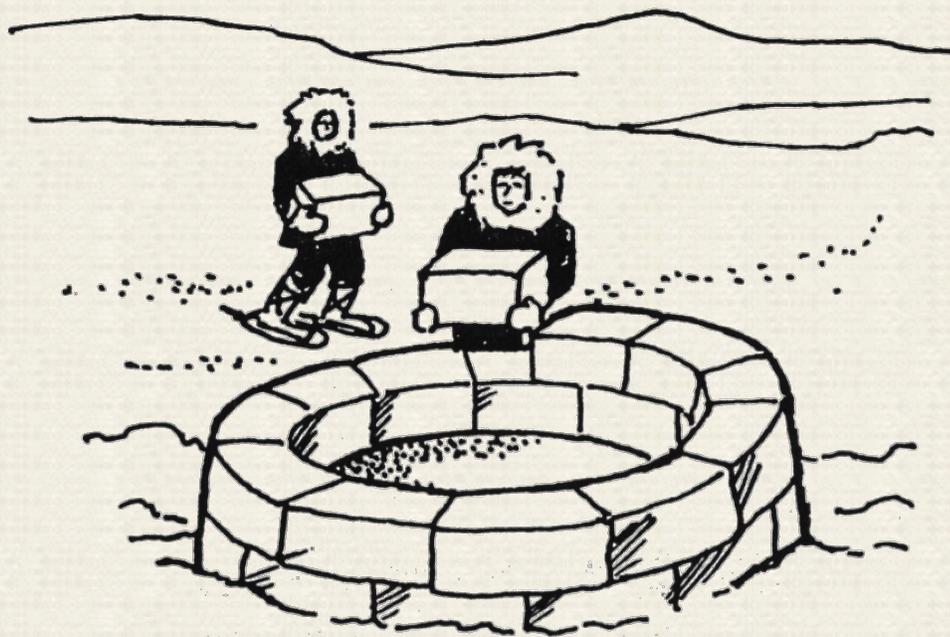
5

Snow igloo

This traditional Eskimo home can be great fun to build and, if it is cold enough, to sleep in overnight. The igloo is built of blocks of snow that has been packed hard by the wind. You will need an ice axe or saw, a shovel and at least two people to build one.

Start by stamping down a circle about 4 metres (12 feet) across, and then start placing quite large blocks around the outside of the circle. When you have finished your first circle, start the second layer, but, as in brick laying, place the centre of the new blocks over the vertical joints of the previous layer.

As you place each layer on, make the upper blocks overhang the lower ones by a third to a half of the width of the block, so that the igloo tapers in and becomes domelike. Have someone inside the construction who will do the building and will slowly build it around him.



The last block must be shaped so that when it is lowered into position it will seal the shelter. The person inside- should then use the saw or shovel which he has with him (he did have one with him, didn't he?) to cut a doorway, which should be on the lee side of the shelter.

Once the igloo is completed, fill any cracks with snow and smooth off the inside of the shelter. Build a sleeping bench as in the snow trench and snow hole. Make sure that you make one or two ventilation holes in the roof.

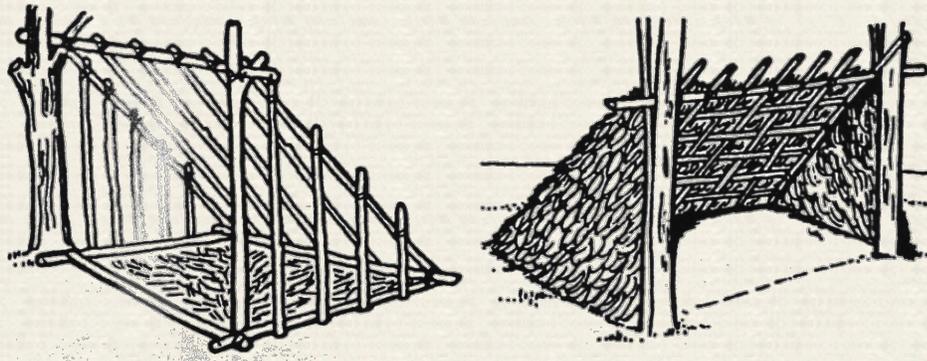
Shelters made of natural materials

When making a shelter, try to make life as easy as possible by using any standing or fallen timber, or a wall, as one side of the shelter.

Lean-to shelter

Always build this type of shelter with its back to the prevailing wind. (if the wind changes direction in the night, you could get wet!) If you need to cut standing timber (with permission, of course), you will need five stout, straight pieces of wood - two about 1.5 metres (4.5 feet) long, two 2 metres (6.5 feet) long and one about 2.3 metres (7.5 feet) long.

Place the two 1.5 metre sticks in the ground about 40 cm (1 foot) down, so they stand about 1 metre high. Now take the two 2 metre pieces, tie these to the top of the upright poles and bury the other two ends in the ground. Take the longest piece and tie this between the two uprights. Now fill in the roof area with other straight sticks tied at the top and buried in the ground. You now have the skeleton of the shelter.

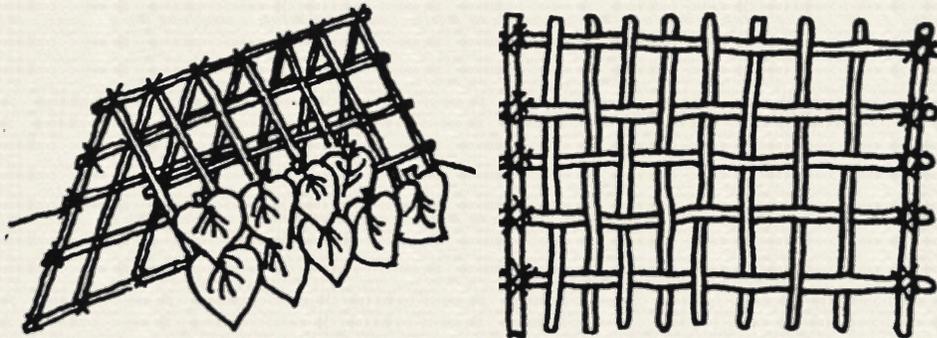


Finally , you must cover the skeleton with whatever material is available - for example grass, bracken and large leaves. Always start at the bottom of the shelter and work upwards when thatching, so that if it rains the water will run over the joints and will not leak through on to you.

7

A-shape shelter

This is basically an A-shape, and will offer more protection than the last one, especially if you block up one end. For both this shelter and the previous one, you can construct a frame (below) for each side of the shelter. This method means that more than one person can work on the shelter at once, and the resulting structure will probably have more strength than if the whole shelter was built in one piece.



Programme ideas

- Make a set of models, using natural materials, of the shelters described above plus any others which you may have designed. Use small blocks of polystyrene to build the igloo and snow trench.
- Get each Patrol or group of people to design a shelter, listing its advantages and disadvantages.
- Make a chart showing the materials which can be used to build shelters. If you cannot get samples of all the materials, put pictures on your chart instead.

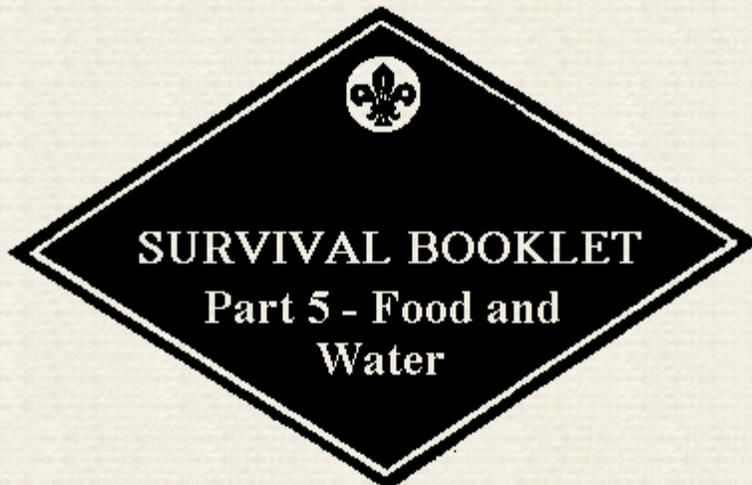
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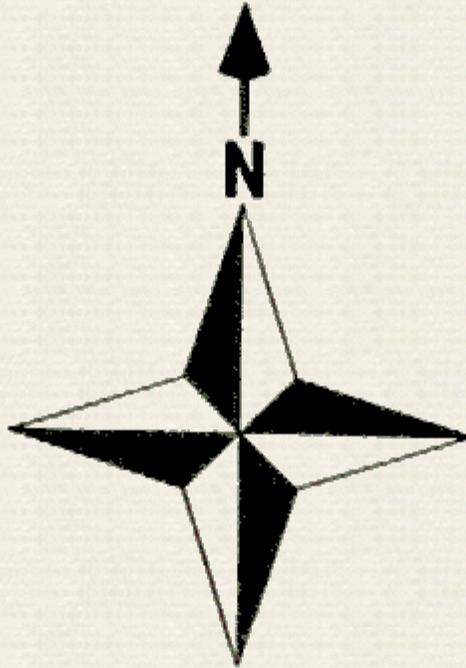
Food and Water

Home Page E-mail Contact Site Map Survival



Written By Peter G. Drake
Illustrated by Rich

Scouting



In this section, we will be looking at food and water - where to find them and how to make sure that they are safe. Although coming towards the end of the series, this topic is extremely important, because if you are stranded without food and/or water, things very quickly begin to look very bad indeed.

2

Water

We look at water first because it is the more important. Without water, a person can only survive for a few days, and anyone who drinks polluted or bad water will soon get diarrhoea and become dehydrated.

The best and safest way to purify water is to boil it for about five minutes. There are, however, other ways to make sure that your water is safe to drink:

1. Add five drops of iodine to one litre of the water and let it stand for one minute. If the water is very cloudy, double the dose. (Caution: Make sure that you do not exceed the recommended amount of iodine.)
2. Add a water purifying tablet - there are a number of different makes of tablet on the market. The main drawback with purifying tablets is that they taint the water.
3. There are a number of survival straws and filters on the market. These are generally very good but are rather expensive and will only produce a small quantity of water at any one time.

You may find that watertaken from pools and slow-moving streams and rivers will have a great deal of material floating in it. To take this out, you can make a filter from a handkerchief or a sock: Fill the sock

with some fine sand or gravel and pour the water through it - this should remove most of the floating material

3

Some DOs and DON'TS with water

1. Try to avoid taking water from any area of a stream or river bank where animals drink.
2. Never drink water coming off an ice-cap or glacier which is 'milky', as it contains fine particles of rock debris which can cause very bad stomach cramps.
3. If you come across a pool of water with no signs of life in or around it, leave it alone - it may be poisoned.
4. If you have to melt snow to produce water, remove the surface layer, use hard-packed snow or small amounts of snow at a time and if possible have a small amount of water boiling in the bottom of the pan while you are melting the snow.
5. Ice is much easier to melt, and will produce more water for a given amount of fuel than snow.
6. Never drink your own urine. It is extremely poisonous.

Food

Most things which grow, crawl, fly or walk can be eaten, but there are some important exceptions. If you eat the wrong thing, you will at best have an upset stomach. At worst you could die.

Although we are used to three good meals a day here in Britain, that amount of food is just not necessary, so food comes only third in the list of necessities, after water to drink and shelter from the elements. Depending on the time of year, even lighting a fire for warmth is more important than finding food.

The following are some simple rules if you decide to try your hand at trying to live off the land. However, a short booklet like this cannot hope to teach you all you need to know if you are going to collect wild food safely, so why not get a person from your local natural history society or museum along to describe useful plants or, better still, go for a walk in the country with an expert who can point out plants, fungi, animals and so on? There are also a lot of books on the subject - some of them are listed next month, in part six.

4

DO's when collecting and eating food

1. Do eat all kinds of mammal and bird flesh, do leave it offal.
2. Do eat the flesh of reptiles but never the skin.
3. Do eat fish only if you know what type it is - there are a number of fish which are unsafe to eat. Only eat fish that look like fish(!), and only ones with scales.

DON'Ts when collecting wild foods

1. Don't eat any plant with milky, sticky or bitter tasting sap.
2. Don't eat any plant or fungus which is brightly coloured.
3. Don't eat any fruit which is divided into five segments.
4. Don't eat old wilted plants.
5. Don't eat anything which has an unpleasant smell.
6. Don't eat any fungi with white gills, rings around the stem and a cup-like appendage at the base of the stem.
7. Don't eat any plants or fungi which have signs of worms in them or are decomposing.
8. Don't set traps in areas where domestic animals may get caught. If you must lay any traps, you should visit them regularly and take them down before you go home.
9. Don't think something is safe for human consumption just because animals and birds can eat it.
10. Don't eat shellfish collected from fresh or salt water sources unless you are sure that the water from which they have come is not polluted.

5

Cooking

In any, survival situation it is unlikely that you will have very much cooking equipment available, so when we think about cooking we must think about methods that do not require any, or at the most minimal, cooking equipment. So let's look at some cooking methods that can be carried out with only a little equipment.

Roasting: For this method you will require a good bed of embers. For larger animals and birds you will need a spit construction over the fire.

For smaller animals or fish, the best way, in my experience, is to peg them out on a board or a flat piece of wood and stand this up next to the fire to form a kind of reflector.

6

Another way of roasting fish is to heat up a smooth stone about the size of a clenched fist in the fire and, when this is good and hot, cut open the fish and clean it out, then slip the fish over the hot stone like a cap. Then, with the hot stone inside the fish, place it on the side of the fire for around 10 to 15 minutes, depending on the size of the fish.

Baking: This method is useful if you want to cook a meal while you are away. Dig a pit around 60cm (2 feet) deep and 60cm (2 feet) across. Now light a fire in the bottom of the pit or heat enough stones to cover the bottom of the pit. Place a layer of soil over the embers or

stones, then put on the food which you wish to bake. Cover this with more soil and then light a fire on top of that. You can now leave this for an hour or more, depending on how big the thing is which you are cooking.

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Another way of baking is to take the food which you wish to cook and wrap it in fresh grass and then in clay. Then bury it in, or surround it with, a fire, and leave it for an hour or more. When you break open the cast of clay, you will find that the grass has kept the food moist.

Grilling: For this method, you will need some kind of grill made either from a normal grill or from green sticks, and a hot bed of embers. The disadvantage of grilling food is that it tends to dry out.

Boiling: You will need some kind of container for this method and, if you do use it, try to use a fire which is not too hot.

There are many variations on the methods and much has been written on the subject, both in this Magazine and elsewhere, but like all the skills which we have talked about in this series, practice will (hopefully!) make perfect.

Programme ideas:

- Have an evening cooking without using utensils.
- Invite an expert to come along to your Troop or Unit to give a talk on edible plants and follow this up with a visit to the surrounding countryside with him.
- Make a chart that can be used as a training aid, showing plants which can and cannot be used as food.
- See which plants make good drinks when boiled - nettles and heather, for example. Why not try to prepare a whole meal from natural foodstuffs which you can find in the countryside? Invite your Group Scout Leader along!

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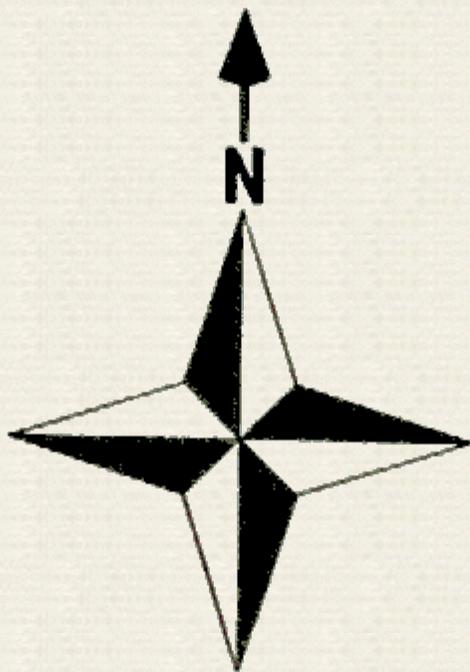
Survival Kits

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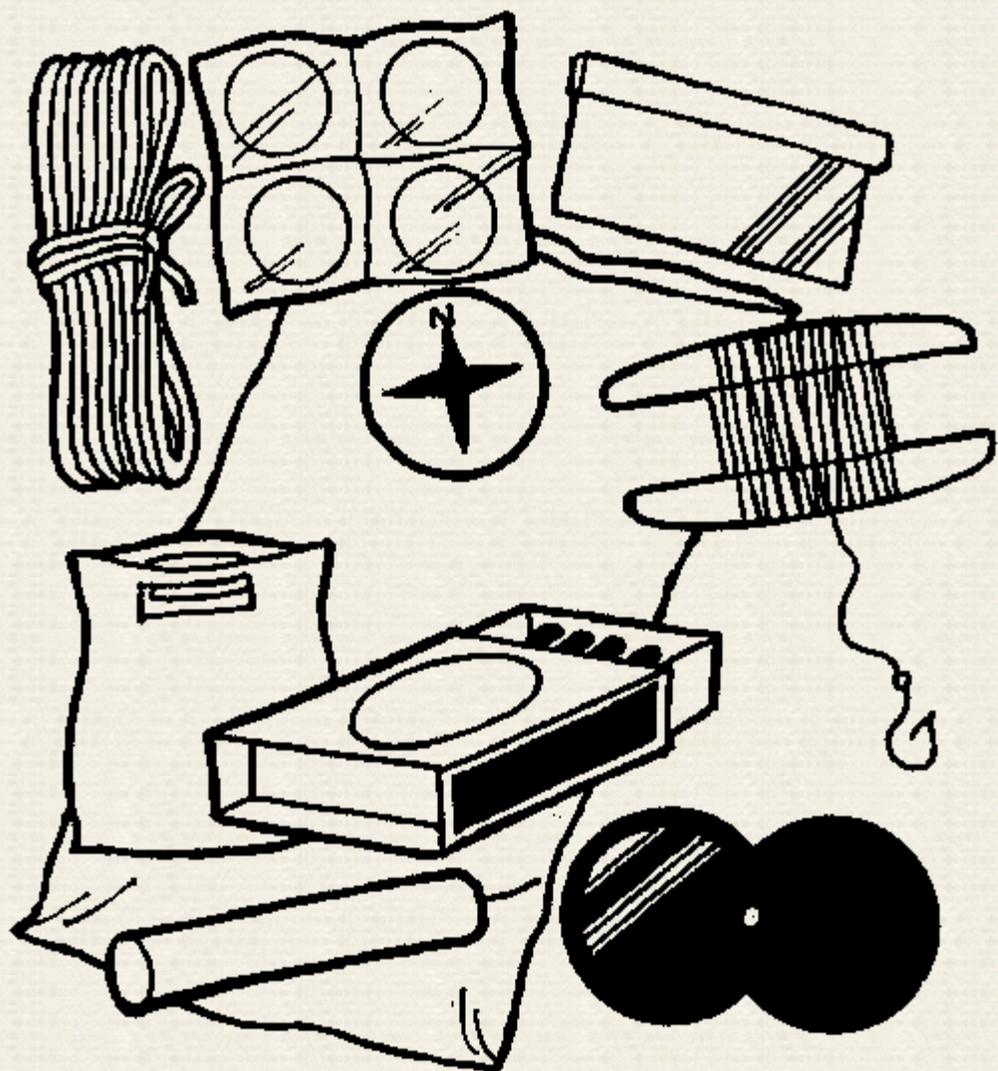


Written By Peter G. Drake
Illustrated by Rich

Scouting



In this, the final section of the Survival booklet pull-out series, we take a look at survival kits and give a list of some other books which you might find useful.



Survival kits

If a survival kit is going to be useful, it must be small enough to be carried with the rest of your kit or even on your person. With this in mind, the contents must be pruned down to an absolute minimum, without detracting from the usefulness of the kit.

We will consider the contents of the kit in the order which we looked at items in the booklets.



Location

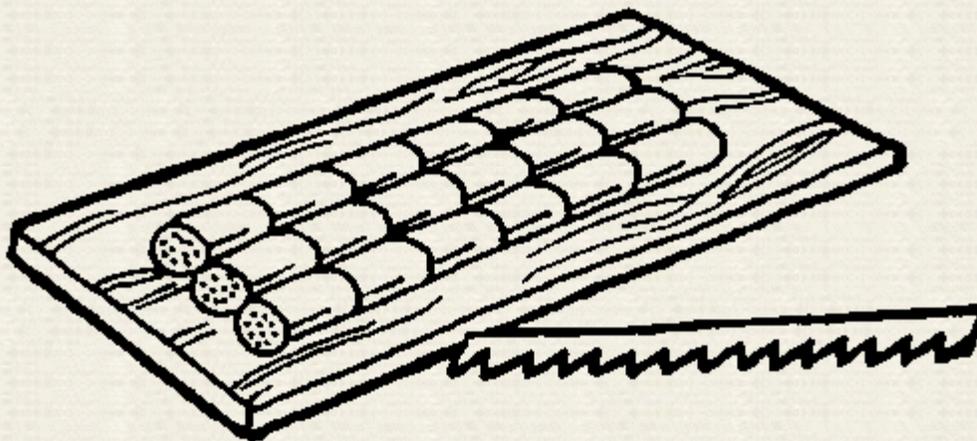
Since you should already carry a compass in your main kit, the one in

your survival kit will only be used as an emergency reserve, so a button-type will do.

Warmth

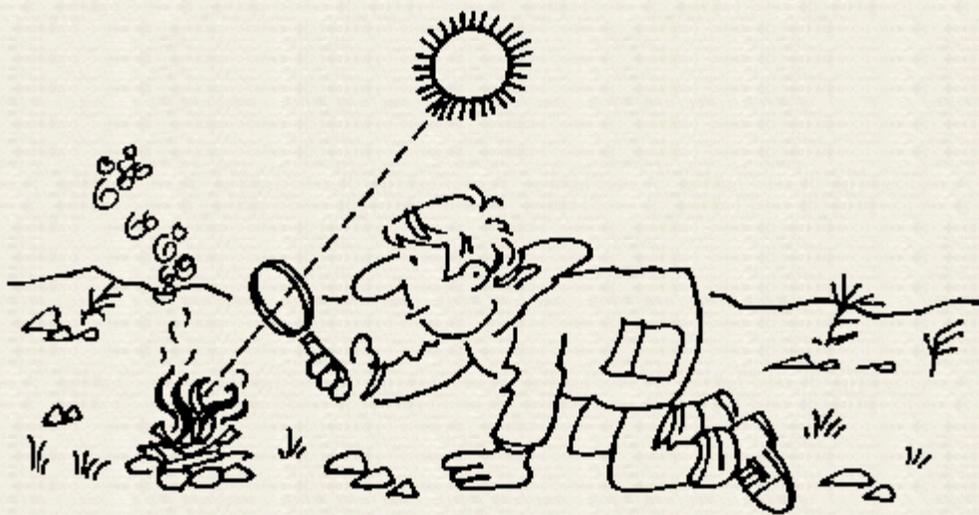
Waterproof matches - make them yourself or buy 'lifeboat matches'. If you are making your own, be sure to use non- safety matches.

Flint and steel - once again you can buy a kit or make your own by buying some flints and superglueing them, two or three across and six down, on a piece of wood. Add to this a piece of hacksaw blade and you have your kit.



Candle - the small cake type candles are small and lightweight but do not last very long. The night light-type is better as it has a much longer life.

Magnifying lens - a small lens can be used to light a fire if the Sun. is shining.



Shelter

A space blanket or a large plastic bag. The space blanket can be used as a blanket or as an A-shaped shelter. The plastic bags that dry-cleaners use are very thin but will give you protection for a night.

However, make sure that you keep your head outside the bag!

Length of cord - thin lightweight nylon cord.



Water and food

Water purifying tablets - these can be obtained from most major chemists.

Single-sided razor blade - for cutting up food or skinning animals.

Fish hooks and line - small hooks are better than big ones.

Water carrier - you will need something to carry your water in; A heavy gauge plastic bag will do the job.

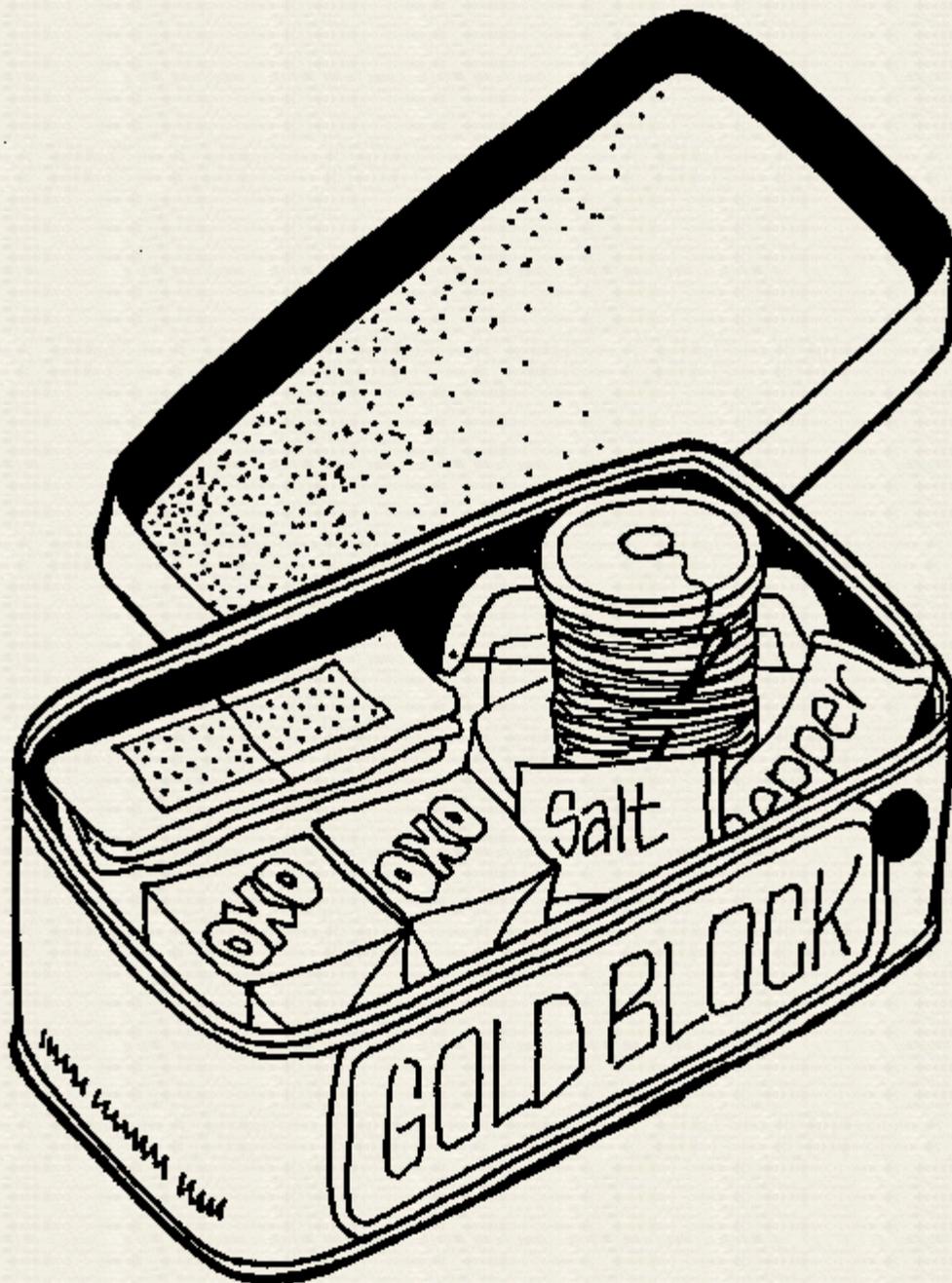
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Miscellaneous

To the above you can add anything you may think would be useful, such as a wire saw, needle and cotton, plasters and food items such as stock cubes, salt and so on. However, remember that size and weight are important.

Once you have put your kit together you will need to find a container to put it in. A small screw-top tobacco tin is a good size and will protect your kit from dust and water. People have made extremely useful kits

that will fit into a matchbox!



References

This list is by no means definitive, but I have found all the companies and books on the following list to be useful.

Companies

B.C.B. International Limited. Unit 2, Rhymney River Bridge Road, CARDIFF, South Glamorgan CF3 7AF.

Survival Aids Limited, MOORLAND, Cumbria CA1 0 3AZ. Both of these companies have very good catalogues and sell most of the items we have talked about in this series. Their equipment is also sold

through a number of outdoor shops such as Scout Shops Limited.

Books

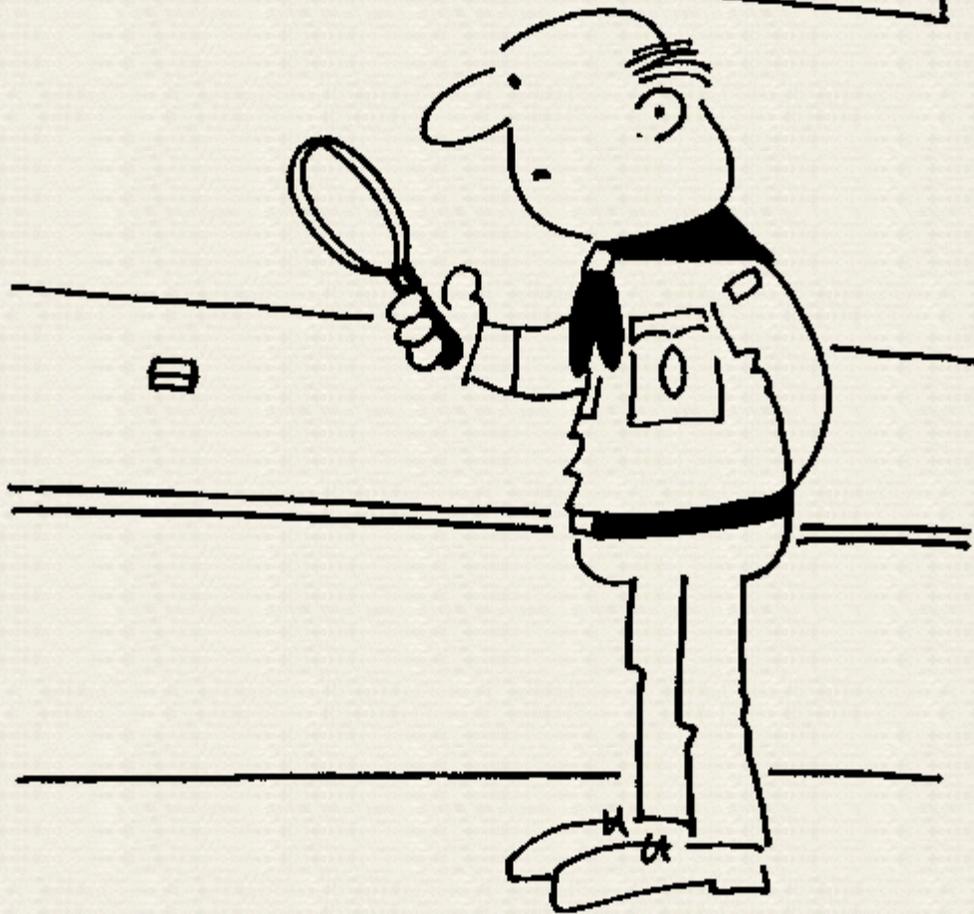
- The S.A.S. Survival Handbook by John Wiseman.
- Survival Is a Dying Art by Barry Davies.
- Nature Is Your Guide by Harold Gatty.
- No Need to Die by Eddie McGee.
- Ministry of Defence Arctic Survival.
- Ministry of Defence Jungle Survival.
- Ministry of Defence Desert Survival.
- Ministry of Defence Sea Survival.
- There have been many books and articles written on cooking and finding food from the wilds, some in SCOUTING Magazine.



Programme ideas

- See who can produce the smallest survival kit and use it for an overnight stay.
- Produce a training chart showing all the items you would include in your kit and why.
- Invite the Survival Officer from the local RAF station along to a Meeting to give you a talk and possibly show some films on how the professionals do it.
- Have a Troop or Unit survival cooking competition for the best and most original meal cooked without utensils.

SURVIVAL KIT CONTEST





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Turks Head Woggles

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Making a Turks Head Woggles is one of those skills associated with people who remember scouting with shorts and squashy hats. In fact with a little patience it is really quite easy and even the most cack-handed people can manage it, all you need is someone to show you how.

NOTES

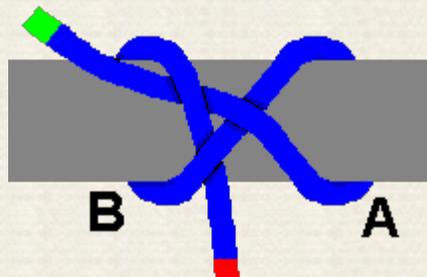
- **Time**- 1 hour teaching per patrol, 10 minutes once trained
- **Cost**- Almost nothing
- **Difficulty**- 8/10
- **Verdict**- Useful trick

EQUIPMENT NEEDED

- The easiest way to follow these diagrams is with a meter of blue inner wire stripped out of a mains cable, mark one end with red tape and the other with green.
- While you are learning it will be easier to make the woggle around a staff or broom handle.

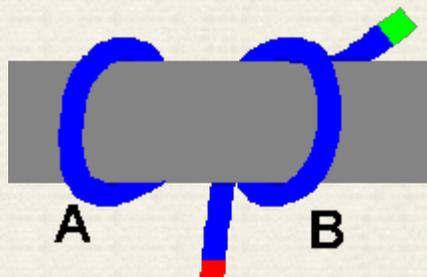
INSTRUCTIONS

- The easiest way to follow these diagrams is with a meter of blue inner wire stripped out of a mains cable, mark one end with red tape and the other with green.
- While you are learning it will be easier to make the woggle around a staff or broom handle.



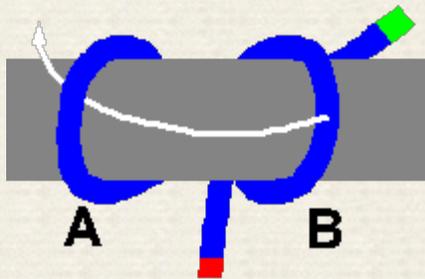
The first stage is the most difficult and once you get it right the rest will follow. Study the diagram carefully and tie a knot exactly the same around a broom handle.

Note: This isn't a clove hitch.

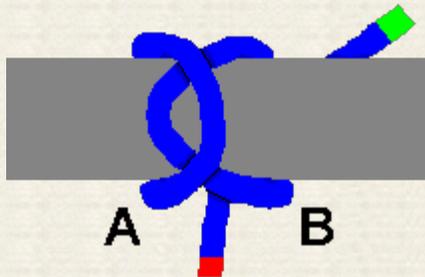


Turn the broom handle around so that you are now looking at the back of the knot. You should see something like this.

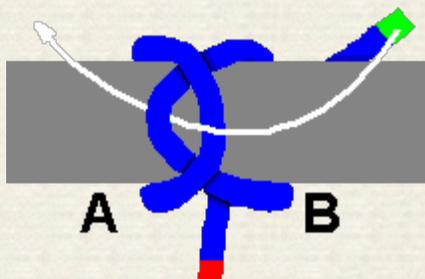
Note: Markers A and B are now on opposite sides of the picture.



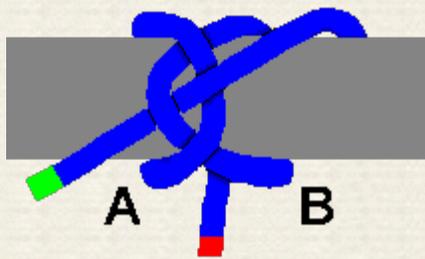
Pull the loop on side B across and under loop A.



You should now have something like this.



Now pull the green end across, over loop A but under loop B.



Tuck the green end in next to the red one, follow it round several times and you have completed your basic woggle. Finish off by tucking in the loose ends.

VARIATIONS

- Use a fluorescent necklace instead of string, for a glow in the dark woggle.
- Make up a meter plat using three strips of string in troop colours then use that to make a woggle.
- Use a leather boot lace.
- Turkshead woggles make ideal napkin rings for scouting events.
- Electrical wire is available in over 12 colours and makes stiffer woggles.
- Make special woggles for each summer camp and present them to each of the scouts.
- Make a woggle large enough to go around your head, and use it with an old tea-towel for that authentic turkish effect 8-)
- Use fish take air tube, with enough slack at the top to go into your mouth, and enough at the bottom to go into a

can of coke hidden in your trouser pocket. This way you can sneak a drink during church parade without the DC noticing.

- For a tasty emergency snack use Liquorice bootlaces (PL Panthers 8th Gillingham)

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Carrying Dangerous Articles in Public Places

by Neil J Harbinson B.A. (Hons) Scout Leader of 19th Maidenhead Troop
Revised version May 1998

This Advice is intended as a summary of the law relating to the carrying of knives and similar articles in public places. It also refers to legislation concerning the sale of such items to the public. I have made no reference to legislation affecting crossbows or firearms specifically. This Advice is intended to be an aid to those in the Scouting movement who use such items regularly or who work in Scout shops where they are sold. This Advice may also assist young people in the Scout movement and their parents. The law is stated as at 1st March 1998.

The law concerning the carrying of knives and other instruments with blades is defined in Section 1 of the Prevention of Crime Act 1953 and in Section 139 of the Criminal Justice Act 1988. The Offensive Weapons Act 1996 also applies to the carrying of knives in schools.

Prevention of Crime Act 1953 s.1

Any person who without lawful authority or reasonable excuse, the proof whereof shall lie on him, has with him in any public place any offensive weapon shall be guilty of an offence.

Important points concerning the Prevention of Crime Act 1953 s.1:-

- This offence involves the **carrying** of a weapon in a **public place**. A public place is defined as anywhere where the public have or may be permitted to have access whether for payment or not. It is important to define what is meant by an offensive weapon. The Act defines what they are :-
 - (a) articles that were made for causing injury to a person and are offensive weapons in their own right (for example, a flick knife, a bayonet or a hand gun)
N.B. some sheath knives would be considered to be offensive weapons in their own right. It all depends on the design of the article in question and it is for the jury to decide whether it is an offensive weapon in each individual case. The courts have decided that certain other types of articles (e.g.. flick knives) ARE offensive weapons in their own right. Lock knives and pen knives are NOT offensive weapons in their own right.
 - (b) articles adapted for use for causing injury to a person (for example, a bottle that has been broken so the broken end may be used to cause injury)
 - (c) an article being carried by a person who intends to use it to cause injury (for example, a hammer)
- A person who has a good reason (reasonable excuse) or lawful authority for carrying the offensive weapon is not committing a crime. However the onus of proof is on the person carrying the weapon to show that they were carrying it with an innocent purpose. The reasonable excuse (or lawful authority) must be identified with the carrying of the weapon, and not with its use. Carrying an offensive weapon for "self defence" in case of attack is not a reasonable excuse. It is not a reasonable excuse to be carrying the weapon because you had been using the article for an innocent purpose earlier and had

forgotten to put it away afterwards.

- In the following situations the courts agreed that the person carrying the offensive weapon had reasonable excuse:
 - (a) a person who had a machete and a catapult with him to kill grey squirrels that he would use to feed his birds of prey that he kept under licence
 - (b) the weapon was being carried as part of fancy dress by someone going to a fancy dress party. There are many other similar situations when carrying an offensive weapon would be permissible. On Scout camps you would probably be considered as having a reasonable excuse if you were carrying, say, a sheath knife or a machete to use to make camp gadgets. However carrying such an article on camp (if a public place) without such a purpose or for any other good reason would be against the law.
- Lawful authority is a reference to those people who carry weapons as a matter of duty such as a soldier with a rifle or a policeman with a truncheon.
- The maximum penalty for a conviction of this offence is 4 years imprisonment for offences committed after 4 July 1996 and 2 years for offences committed before then.
- Age is not a relevant factor so far as this offence is concerned. The only important point to remember is that children under the age of 10 are deemed not to be capable of committing crime. They are below the age of criminal responsibility.

Section 139(1) of the Criminal Justice Act 1988

This provision makes it an offence for a person to carry an article with a blade or a point in a public place unless they can prove any of the following:-

- That they had lawful authority or reasonable excuse for carrying it
- That they were carrying the article for use at work
- That they were carrying it for religious reasons
- That they were carrying it as part of national costume

This offence is punishable by a maximum of 2 years imprisonment for offences committed after 4 July 1996 and a fine only for offences committed before then.

Please note the following points:-

- Folding pocket knives with blades not exceeding 3 inches are exempt from this provision. This means that it is not an offence to carry a pen knife around with you. Age is not a material factor in any respect - anyone can own or carry a penknife no matter what age they are. The only occasion when the police would take action would be if the person is using the penknife illegally such as to cause criminal damage or to injure someone.
- Lock knives with blades of any length and folding pocket knives with blades exceeding 3 inches are covered by this provision together with any other article that has a blade or is sharply pointed, such as a stanley knife.
- Carrying an article with a blade or a point for "self defence" in case of attack does not constitute a reasonable excuse, nor is it a reasonable excuse to be carrying it because you had been using it for a job earlier and had forgotten to put it away afterwards.

Having an article with a blade or a point or an offensive weapon on

School premises

Since September 1996 it has been an offence to carry such an article while on school premises. The offence was created by Section 4 of the Offensive Weapons Act 1996.

The same four defences apply as to offences contrary to Section 139(1) of the Criminal Justice Act 1988 as outlined above. Further, the provision does not affect the carrying of pocket folding knives with blades less than 3 inches in length. In other words it is still perfectly legal to carry an ordinary penknife on school premises, just as it is anywhere else.

Sale and hire of dangerous weapons

It has long been a criminal offence to sell or hire certain types of offensive weapons to the public. These items include flick knives, knuckle dusters and blow pipes. Recently it has also become an offence to market knives in such a way that indicates they are suitable for combat or that would otherwise encourage the use of such knives as a weapon. (See the Knives Act 1997). However certain defences specified in the Act may apply.

It is also now a criminal offence to sell the following items to people under the age of sixteen: (a) any knife, knife blade or razor blade (**but see the note below**)

(b) any axe

(c) any other article which has a blade or which is sharply pointed and which is made or adapted for use for causing injury to the person

These offences were created by section 6 of The Offensive Weapons Act 1996.

Please note - folding pocket knives with blades less than 3 inches in length are again not affected under this legislation. It is not an offence to sell such a knife to a person under 16 years old. Razor blades permanently enclosed in a cartridge or housing exposing less than 2 millimetres of the blade (e.g. an ordinary disposable razor) are also not affected.

The rules of the Scout Association concerning the carrying of knives

Rule 47.3 of Policy Organisation and Rules states "Knives may not be worn with uniform". In the absence of any further guidance on the matter, this has been widely interpreted to mean that knives may not be carried as part of uniform. Scouts were of course at one time required to carry a sheath knife on their belt as part of their uniform but this is now no longer the case. Accordingly there is no bar against Scouts carrying knives while in uniform provided that they do so discreetly and in accordance with the law.

Carrying of dangerous articles in a public place

1. Is the object being carried in a public place or on school premises?
Yes. **Go to question 2**
No. **No crime has been committed**
2. Was the object made for use for causing injury to a person?
Yes. **Go to question 5 (unless the article is being carried on school premises in which case go to question 7)**
No. **Go to question 3**
3. Has the object been adapted for use for causing injury to a person?
Yes. **Go to question 5 (unless the article is being carried on school premises in which**

case go to question 7)

No. **Go to question 4**

4. Does the person carrying the article intend to use it to cause injury to a person?
Yes. **Go to question 5 (unless the article is being carried on school premises in which case go to question 7)**
No. **Go to question 6**

5. Does the person have lawful authority or reasonable excuse for carrying the offensive weapon?
Yes. **The person is not guilty of any offence contrary to the Prevention of Crime Act 1953 Section 1**
No. **The person has committed an offence contrary to the Prevention of Crime Act 1953**

6. Is the object an instrument with a blade or a point (excluding folding pocket knives with blades less than 3 inches in length)?
Yes. **Go to question 7**
No. **No offence has been committed.**

7. Does the person have lawful authority or reasonable excuse for carrying it or are they carrying it for use at their work or are they carrying it for religious reasons or are they carrying it as part of any national costume?
Yes. **No offence has been committed.**
No. **The person has committed an offence contrary to the Criminal Justice Act 1988 Section 139, Section 139A and/or Offensive Weapons Act 1996**

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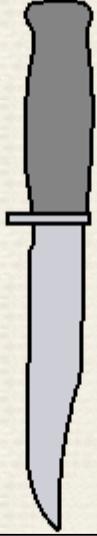
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Knives

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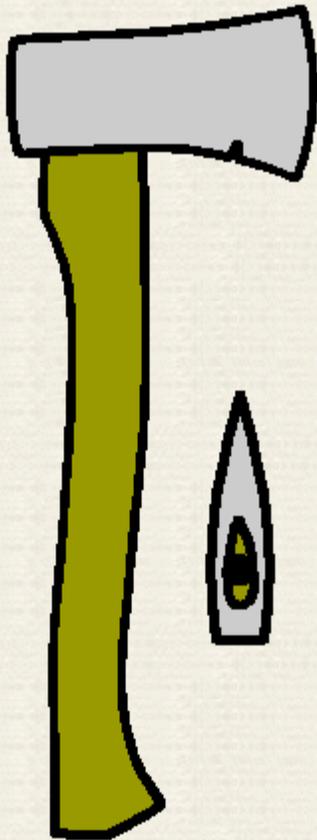
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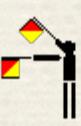
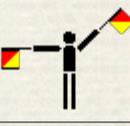
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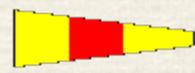
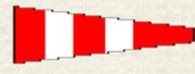
Phonetic/ Morse/ Semaphore/ Marine Flags

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	Phonetic Alphabet	Morse Code	Semaphore	International Maritime Flags	Meaning
A	ALPHA	• —			Diver below (when stationary); I am undergoing a speed trial
B	BRAVO	— ••••			I am taking on or discharging explosives
C	CHARLIE	— • — •			(affirmative)
D	DELTA	— •••			keep clear of me, I am manoeuvring with difficulty
E	ECHO	•			I am altering my course to starboard
F	FOXTROT	••• — •			I am disabled, communicate with me
G	GOLF	— — •			I require a pilot
H	HOTEL	•••••			I have a pilot on board
I	INDIA	••			I am altering my course to port
		• — — —			I am going to send a message by

J	JULIET				semaphore
K	KILO	— ◆ —			you should stop your vessel instantly
L	LIMA	◆ — ◆ ◆			you should stop, I have something important to communicate
M	MIKE	— — —			I have a doctor on board
N	NOVEMBER	— ◆			no (negative)
O	OSCAR	— — — —			man overboard
P	PAPA	◆ — — ◆			the Blue Peter- all aboard, vessel is about to proceed sea. (At sea) your lights are out or burning badly
Q	QUEBEC	— — ◆ —			my vessel is healthy and I request free practise
R	ROMEO	◆ — ◆			the way is off my ship. You may feel you way past me
S	SIERRA	◆ ◆ ◆			my engines are going full speed astern
T	TANGO	—			do not pass ahead of me
U	UNIFORM	◆ ◆ —			you are standing into danger

V	VICTOR	●●●●—			I require assistance (not distress)
W	WHISKEY	●—●—			I require medical assistance
X	XRAY	—●●—			stop carrying out your intentions and watch for my signals
Y	YANKEE	—●—●—			I am carrying mails
Z	ZULU	—●—●			to be used to address or call shore stations
	Error Signal	●●●●●●			
1	ONE	●—●—●—			
2	TWO	●●—●—			
3	THREE	●●●—●—			
4	FOUR	●●●●—			
5	FIVE	●●●●●			
6	SIX	—●●●●			
7	SEVEN	—●—●●			
8	EIGHT	—●—●—●●			
9	NINE	—●—●—●			

0	ZERO			
				Code and answering pennant
			 	N + C - I am in distress

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The Semaphore System

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by Jim Croft (jrc@anbg.gov.au) 😊

The Semaphore flag signaling system is an alphabet signalling system based on the waving of a pair of hand-held flags in a particular pattern.



The flags are usually square, red and yellow, divided diagonally with the red portion in the upper hoist.

The flags are held, arms extended, in various positions representing each of the letters of the alphabet. The pattern resembles a clock face divided into eight positions: up, down, out, high, low, for each of the left and right hands (LH and RH) six letters require the hand to be brought across the body so that both flags are on the same side.

Flag positions in Semaphore



One way to visualize the semaphore alphabet is in terms of circles:

- first circle: A, B, C, D, E, F, G;
- second circle: H, I, K, L, M, N (omitting J);
- third circle: O, P, Q, R, S;
- fourth circle: T, U, Y and 'annul';
- fifth circle: 'numeric', J (or 'alphabetic'), V;
- sixth circle: W, X;
- seventh circle: Z

In the first circle, the letters A to C are made with the right arm, and E to G with the left, and D with either as convenient. In the second circle, the right arm is kept still at the letter A position and the left arm makes the movements; similarly in the remaining circles, the right arm remains fixed while the left arm moves. The arms are kept straight when changing from one position to another.

The Semaphore Alphabet



A and 1 (LH down RH low)



B and 2 (LH down; RH out)



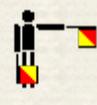
C and 3 (LH down; RH high)



D and 4 (LH down; RH up - or LH up; RH down)



E and 5 (LH high; RH down)



F and 6 (LH out; RH down)



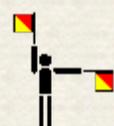
G and 7 (LH low; RH down)



H and 8 (LH across low; RH out)



I and 9 (LH across low; RH up)



J and 'alphabetic' (LH out ; RH up)

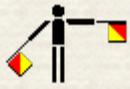


K and 0 zero (LH up; RH low)



L and 1 (LH up; RH high)

L (LH high; RH low)



M (LH out; RH low)



N (LH low; RH low)



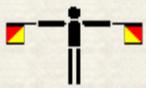
O (LH across high; RH out)



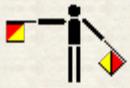
P (LH up; RH out)



Q (LH high; RH out)



R (LH out; RH out)



S (LH low; RH out)



T (LH up; RH high)



U (LH high; RH high)



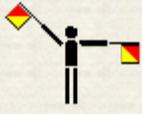
V (LH low; RH up)



W (LH out; RH across high)



X (LH low; RH across high)



Y (LH out; RH high)



Z (LH out; RH across low)



Numerical sign (LH high; RH up)



Annul sign (LH low; RH high)



Error (LH and RH raised and lowered together)

Scout Notebook



Basic Firelighting

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Introduction

When BP started the movement most boys already knew how to light fires but for many scouts today this will be the first time that they have even lit a match. This guide goes through the various steps of building, lighting and using a fire, finishing with thoughts and ideas from people who have been lighting them for years. Each section can be read by itself but for beginners it may be best to start at the very beginning, its a very good place to start.

Background

Fires need the following:

Fuel

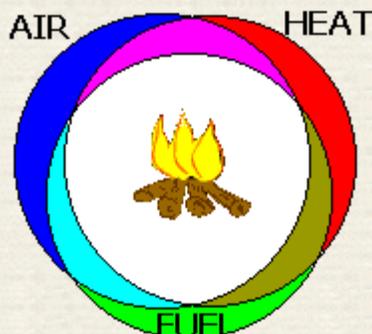
The most common fuel used by scouts is wood, either as logs cut from trees or more commonly scrap wood from broken pallettes.

Heat

Heat from the smaller fuel should ignite the next size up which should be arranged around it. The best way to learn this is to practice starting fires using just Tinder and Kindling.

Air

All surfaces that are trying to burn need oxygen, make sure that the fire is kept loosely packed to allow in as much air as possible.



Fuel

To make a fire we need wood of all sizes, and for our puposes we can think of it in three categories:

Tinder anything small that burns well like very small dry twigs, paper, fluff from your pockets, fine strips of silver birch bark, bandage, cotton wool and so on. This is what you actually set fire to and it will have to generate enough

Safety

- Have a bucket of water or fire extinguisher nearby
- No nylon clothes near the fire
- Make sure the fire is out before you leave it
- Never use flammable liquid or aerosols on a fire
- Never pick up burning wood

Cutting Turf

- Use a knife to cut 12" squares of turf to make an area the size of your fire
- Put them somewhere shady, away from the fire. Lie them flat with the roots at the bottom
- Gently and evenly pour a bucket of water over them every morning
- At the end of camp remove clean out the fire place, and rake the soil over.
- Gently replace the turf, and pour over 2 more buckets of water.

Tips

heat to set your kindling on fire. You will need a loose bundle that would over fill a large mug.

 **Kindling** is the next size up, it needs to burn long enough and hot enough to set fire to the fuel around it.

Collect enough to fill a baseball cap, and you can use twigs between the size of a pencil and a twix bar or larger wood that has been split down.

 **Main Fuel** is the main wood for the fire. The thicker the wood the longer it will take to catch fire but once burning will last longer.

How much you collect will depend on the type of fire you are building, and these are covered in the following sections.

Location

There are several different types of fire, some are good for keeping you warm, others are better for cooking, however they all follow the same design principals listed below.

One of the first decisions in making a fire is where to put it and what needs to be done to make sure that it will work properly.

-  Don't build a fire so close to your camp that stray sparks can set fire to the tents.
-  Cooking fires need to be next to your kitchen area
-  Don't light the fire too near or under overhanging branches. The heat can damage the leaves and the smoke can kill any animals or birds living in them.
-  Don't leave signs behind or risk setting fire to the surrounding country, clear the site before you start and again when you have finished. No one should be able to tell that you have been there.
-  If there is grass on the ground then cut it out, as shown in the panel on the right of this sheet.
-  Be especially careful if you build your fire on peat - once it catches fire it can be very hard to put out.

Construction

-  Place your tinder in a small pile in the middle of the fireplace and build the kindling around it, making sure that you do not pack it too tight, as the fire will need oxygen to burn well.
-  Make sure that you have plenty of kindling available, so that you can add more as the fire becomes established.
-  If there is a strong wind, shelter the fire before you try to light it.
-  Set fire to the tinder and gently blow on it until the kindling starts to burn
-  Once the kindling starts to burn gradually add more until it burning nicely
- 

Fires burn faster if they are force fed more air

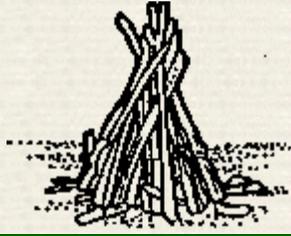
-  Bellows: not so easy to find but VERY effective
-  Blow tube: 2' of plastic tube with a metal end. Put the metal end in the bottom of the fire and blow gently
-  Fanning: Clipboard or UNBREAKABLE plate.
-  Hot Air Gun: Turns almost any fire into a furnace

Programme ideas

-  Find as many different types of tinder as you can, and make a chart listing the advantages and disadvantages of each.
-  See how quickly you can light a fire using the above methods.

Gradually add the fuel into the shape that you want. Don't rush this stage and make sure that the wood you are adding is less than twice the size of that which is already alight.

🔥 Never throw wood onto a fire, always place it carefully.



Wet Ground

- 🔥 If the ground is damp or wet then build the fire on a platform of logs, thick sticks or flat stones.
- 🔥 This even works if you need to light a fire in a puddle.
- 🔥 If it is raining hard, you may need to build a shelter over the fire but make sure that both this and the platform are made of green, and not old, dry wood.
- 🔥 Even if you use a platform you still need to remove the turf as it will eventually burn though.



Rock Platform



Log Platform

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Lighting A Fire

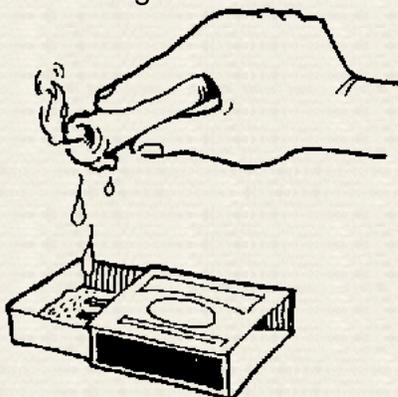
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There are many ways to create a flame, some obvious and some not so obvious. Learning the more unusual methods can be both useful and fun.

Matches

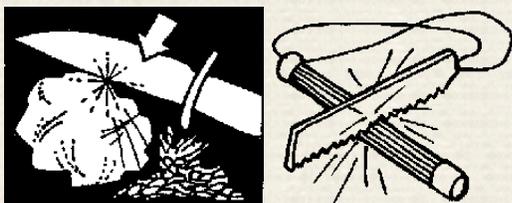
If you have matches, always strike them into the wind. If the matches are damp or wet, wipe the striking end in your hair - the natural grease will help them to dry out. If matches are in short supply you can make them go further by splitting them in half lengthways.

You can make normal matches waterproof by coating them with candle wax, or you can buy special-matches called 'lifeboat matches' which will burn in high wind or even underwater.



Flint and steel

You can make your own but you will find that the ready-prepared kit is much easier to use and is more effective. Cotton wool is a very good tinder to use with this method, especially if a little vaseling has been smeared on it.



Lens and Sunlight

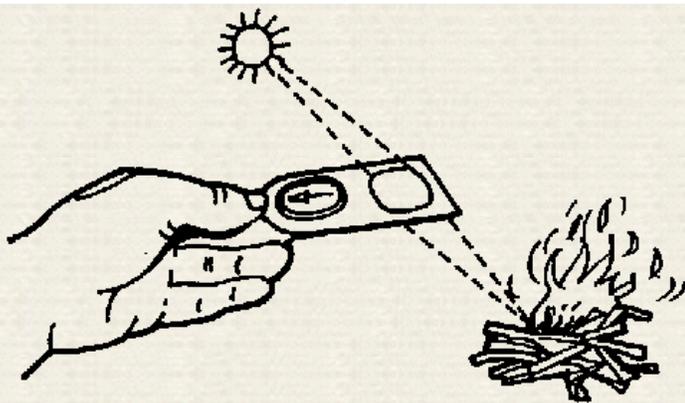
Direct the Sun's rays through the lens so that the rays converge in to a sharp point on the tinder. Once the tinder starts to smoulder and glow, blow it gently to encourage flames- Try using the lens incorporated in some compass bases or a pair binoculars as well as just an ordinary magnifying glass.

Chemicals

There are a number of other methods of lighting fires, but many of them involve chemicals or more hazardous ways of making a spark to start the fire. By all means try these, but make sure that younger Members of the Troop are always closely supervised.

Programme Ideas

- 🔥 Practice any of the above on troop nights.
- 🔥 Run an incident hike where each base uses one of the above methods.
- 🔥 Build a fire, and bury some wire wool in the tinder. Use long leads back to a point some distance away but bury them so that they are not visible to a casual observer. Sit everyone around the fire before it is lit and tell a story during which someone else connects the batteries and the fire will light as if by magic. Practice this one first to get the technique right,



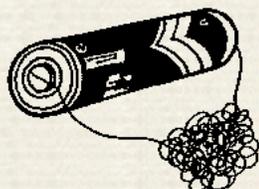
use plenty of vaseline in the tinder.

🔥 Use an old torch as a battery box to get more voltage for the above

Wire Wool and AA Battery:

Get some of the finest wire wool that you can and connect the battery to it using two wires.

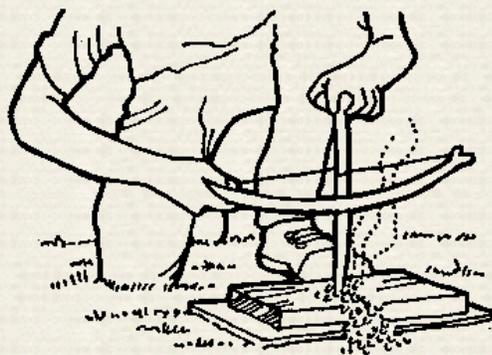
After a short time the wire wool will start to glow, at which point you should put some tinder over it and blow gently.



Do not use re-chargeable batteries, it can damage them

Fire By Friction:

I am including this method in the list as it can be useful, but it does need a great deal of practice and some dry wood, and is probably the most difficult method described. Make sure that the baseboard is made of dry, soft wood and that the spindle is made of harder wood.



[Click here for a more detailed commentary on this method.](#)

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Building A Cooking Fire

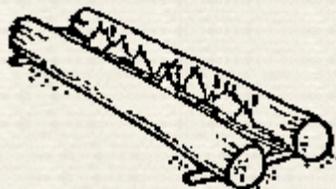
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When building a cooking fire you need to make sure that the heat is directed towards what you are cooking and not lost to the outside world.

Traditional Fire

The normal way of doing this is to build a **basic fire** and surround it with something that will reflect the heat back in and support a grid above the fire on which you can put your pots. You can try any of the following as fire surrounds:

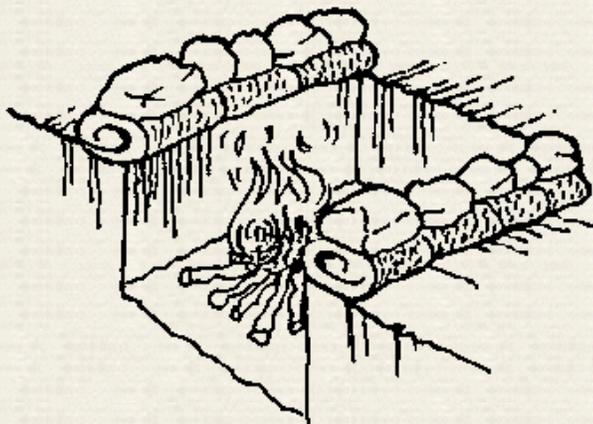
- 🔥 Bricks are good because they will keep the grid level
- 🔥 You can use two thick logs but soak them first to make sure they don't burn down too fast



- 🔥 Rocks, but **never** use ones that have been in water as they could explode when hot
- 🔥 **Never** use Flint it explodes when it gets hot

Trench Fire

The heat will be reflected up by the sides which will also provide a really solid support for your grid and pans. This type of fire is especially good in exposed or windy site. Try and keep one end open towards the direction of the wind to make sure that the fire gets enough air.



Altar Fire

One of the most popular cooking fires is called an Altar fire, which is

Wood

The best woods to cook on are

- 🔥 Oak
- 🔥 Beech
- 🔥 Maple
- 🔥 Birch
- 🔥 Sycamore

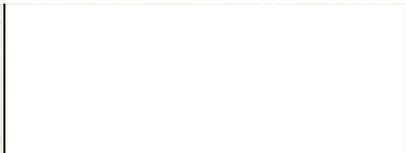
Where to get Grids

- 🔥 Old cooker shelves are ideal, you may be able to get them free from electrical or gas repair shops
- 🔥 They can be bought from DIY shops to use on Barbecues
- 🔥 Don't use chicken wire for grids, it splits when hot
- 🔥 Make sure your grid can't tip over or you will end up with water on your fire or scalded legs

Programme ideas

- 🔥 Get each Patrol or group of people to select a cooking fire design, build it and light it. This will give you an idea of the benefits of each type.

made of a raised platform on which the fire is lit. These can be made from wood, but quite often metal is used, and half an old metal drum used to hold the fire. This is very similar to a domestic barbecue.



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Building A Camp Fire

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Under Construction

Construction

- 🔥 A Camp fire needs to be built up so that it radiates heat and light all around
- 🔥 Build a [Basic Fire](#)
- 🔥 Before lighting the fire build a bigger tee-pee over the existing fire using the Main Fuel, then the Large Fuel, keeping the doorway clear
- 🔥 Light the same way as a [Basic Fire](#) but continue to blow harder and harder as the wood burns until it doesn't make any difference



Wood

The best woods for camp fires is

- 🔥 Ash
- 🔥 Fir
- 🔥 Apple
- 🔥 Hazel
- 🔥 Holly

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Advanced Firelighting

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Most of the ideas below were copied from various Internet Newsgroups. They haven't all been tested by us but should work

Keeping a Fire Going

I have never had any problem starting a fire, but often problems keeping one going, especially if the wood is damp. I came across a tool many years ago that as served me very well.

The tool is a thin plastic tube, about 2ft long. It is used to blow on the fire. It works great and keeps the ashes and sparks out of your face! On a recent canoe trip around the Bowron Lakes in British Columbia, Canada, it rained every day of our 8 day trip but we never went without a fire thanks mainly to the fire-tube.

I have been very surprised in my camping trips that I have never seen anyone else using this simple tool, so I thought I would share this with your group. It easily slips into a pack and weighs nothing. Give it a try!

[Denis J. Reid](#)

Keeping a Fire Going 2

A little insight on your tip sheet. I have seen these fire blow tubes you speak of at Civil War Re-enactment's. The tubes I saw were made copper, had a mouth piece and a slight bend to them. The bend will keep the heat from running up the tube and burning your lips! Also, fires could be tended so well they were practically smokeless, a tactical advantage.

Another neat fire thing these pro campers use is 3 metal stakes with hooks on the top. Make a firepit sized "H" slit in the ground, roll the sod over on both sides. Stick your stakes into the ground, put on a small grate and adjust stake height until level. Roll the sod back over the fire pit when you are done and leave little trace.

Lightweight versions of these ideas can be adapted or made on the trail for backpacking.

[Joe Kubisiak](#)

Tool To Keep Fire Going 3

You can use a piece of coper tube (Will not melt like plastic)and a piece of rubber hose (Needs to fit tight on one end of the copper tube)Each piece of this tool can be about 18" in length. You can put the end with the copper in the fire and blow through the end with the rubber hose. This tool is referred to in Boy Scouts as a lift handed smokeshifter. works great and folds for travel. Can be made shorter but could get hot and melt the rubber.

[David Conner](#)

Fire Starter

Hi. I start my fires in the winter with a paper cup filled with mixed wood and wax shavings. It gives

me a larger and hotter fire than just a candle. When I make them I use pie wood (it burns fast and is easy to light) normal candle wax, normal little ketchup cups and a match. Fill the cup with wax and wood shavings. Shove a match in the side(you may have to shorten it) and then drip molten wax over the top of the cup and the match head. As the paper cup is waxed, this little thing is pretty waterproof (i.e. especially good for canoes/kayaks). When you are ready to use, scrap the wax off the match head with a fingernail (preferably your own;) light the match and position so the rest of the wood chips start burning. Cover with thumb sized wood and build up from there. Enjoy!!

Ronald Hempel - rhempel@cc.UManitoba.CA

PS: a little experimentation is need to get things right.

PPS: I forgot to mention that if you are an avid sunflower seed eater, the empty shells work great for a replacement for wood shavings!!

Fire Starter II

Take a standard blue tip match, "spin" a pinch of dryer lint (Cotton is best) onto the stem (tightly) until you have a big ol' Q-tip looking thing. The lint wad should be approx. 1/4" dia. all along the stem of the match, but leave the tip exposed. Dip the whole thing into and out of melted paraffin (use a double boiler to melt the paraffin or you'll have a REALLY nice fire), wait a few seconds for it to cool slightly, and spin between your fingers again to "dress" the shape before the paraffin sets. Set it aside on a piece of foil to finish cooling. As long as you have the stove fired up make about a hundred or so. It's fun to do and it really pisses the wife off to have to clean up the drips.

I scatter them all through my gear - My fishing vest, hunting coat, camp shirt pockets, pack, chuck box etc. That way I usually have one when I need it. They burn for about 5 minutes and are pretty darn waterproof. After a year or two in a fishing vest, the blue tip usually gets soft and no longer ignites, but flame it with a bic for a second and your in business.

P.S. = If you have a pet (or a wife) that sheds, beware of hairs in your dryer lint - they don't smell so good when you fire one of these babies up.

S. Gleason

Fire Starter III

Here is a tip for making fire starters. Take some old egg cartons, half fill them with wood chips, and half with lint from your clothes drier. Pour melted wax over the top and let it dry. These work well, and burn for a long time. You can use one just by ripping it off, or use a full dozen to start a really stubborn and wet fire.

from someone at @oxford.net

Fire Starter IV

A good water-resistant system for starting fires is cotton balls smeared heavily in Vaseline. You can buy a bag of cotton balls, empty the bag and then smear each one with a healthy dallop of Vaseline and put it back in the bag the cotton balls came in, be careful to not shred the bag when you open it. Dryer lint balls would probably work also, but I haven't tried those.

Paul Nichols

Fire Starter V

what you need:
egg carton (the cardboard kind)
wax (from old candles, crayons, etc.)
coffee can
dryer lint (at least a couple loads accumulation)
aluminium foil

Put the wax in the coffee can and melt it over medium to medium high heat on your stove (Caution- hot wax can cause severe burns, take the appropriate precautions!!!). As you are melting the wax you can then start stuffing the dryer lint into the egg carton. Put the egg carton on top of a piece of foil (this is to protect the surface of your countertop, or whatever you put it on). When the wax is done melting, pour it over the lint in the egg carton. Let it cool. When cooled, you can break off sections of the egg carton and use as fire starter.

[Sara Walhovd](#)

Fire Starter VI

For a easy quick starter use a one inch square piece of ceiling tile. The kind that are used in drop-in suspended ceilings. These are then dipped in melted parafin after which they will burn great. Be sure to use a double boiler to melt the parafin or it could catch on fire. You can make hundreds out of one old used tile. You can make them larger but if you do you will need to leave them in the wax longer. Also you can use newspaper roled up and cut in two inch pices with a piece of string tied around each. Then dip these in wax also.

[David Conner](#)

Fire Starter VII

Need to build a fire but worried about finding dry kindling and don't want to pack in paper? Take dryer lint. Extremely compact and weighs virtually nothing. I take it even when we car camp, because it starts any fire fast!! Tried and true!! Would love to take the credit for this idea, but it actually came from a friend of mine's Grandmother.

[Betty Robertson](#), 87 and still hiking.

Fire Starter VIII

"Candle Kisses"

Required:

Candle stubs

Waxed paper

Save the stubs from your candles. Cut them into lengths about 1.5" to 2" long. The longer the stub, the longer the fire starter will burn.

Tear off strips of waxed paper. The stips should be several inches wider than the candle stub. Place one candle stub, centered on the narrow end of the strip. Roll the candle stub up in the waxed paper. Twist each end of the waxed paper several times so that they are secure.

When required, light the twisted end of the waxed paper.

Children love to make these as they are quick. They also have the benefit of being very inexpensive and do not require the melting of any wax.

This fire started has been used successfully for a long time by the Girl Guides of Canada!

Leslie Bown

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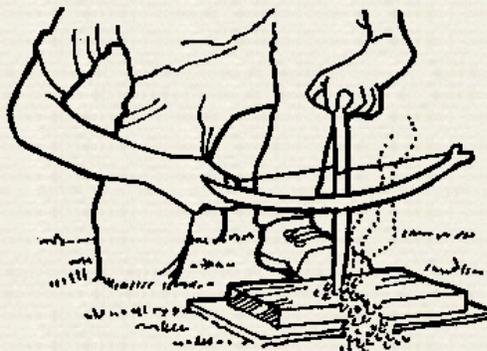


Firelighting With A Bow

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The following section is purely theory. No one who contributed has actually managed to get it to work

Thanks to John Kennaugh and Anthony Anson, from a discussion on the UK.REC.Scouting newsgroup, which is reproduced here with permission from both parties



From: John Kennaugh
Subject: Re: Firelighting without matches
Date: 09 August 1999 22:23

Anthony Anson writes

> Making fire with a bow - this is theory - I have never tried
> it, but I remember this description.
I got loads of smoke as a lad.

> You need a piece of wood which is anchored - or big enough
> not to move when bowing frantically.

> Cut a small pit in the wood - it doesn't have to be smooth -
> indeed it is better if there are some grooves in it.

> Cut a bendy but not too springy stick and make a bow using a
> fairly tough line.
I found a leather boot lace grips the stick well.

> Find a straight dry stick of about images/8" diameter - no more
> than that, as the thicker the stick the slower it will spin.
>(A stand of hazel is a good place to look. Ash is good, too)

> Sharpen the stick to a point, then round the point off so
> that it makes good all-round contact with the contours of the
> pit you have made.

The main thing is to keep the point from skidding off, it will rapidly form its own shape. You forgot to mention that you need something to support the top of the stick and to press down with. As a lad I think I had a glass 'something'. If you want to stick to natural materials a limpet shell is the ideal shape but I have not tried it. Some lubrication on that end might be a help.

> Now find some tinder. (Tinder is that powdery rotten wood you
> find lying in damp places) This must be very dry. Our ancestors
> used to dry it and carry it around in tinder-boxes - figures!

> Have your tinder box handy while you are bowing - no need to
> tell you how to reap the cord once round the stick? Place a
> little tinder in the pit. It may be necessary to top this up
> from time to time.

> Sooner or later - usually later - a wisp of smoke will be

- > evident. this is a cue for more tinder and frenzied bowing. It stiffens up just before the smoking stage. Charcoal rubbing against charcoal has higher friction than wood against wood.
- >
- > When the smoke is more evident, the stick is removed and a gentle blowing and adding of more tinder should produce a flame, from which a taper, bunch of dry grass, etc. can be lit.

The problem is that by the time you get to the smoking stage your stick is down a hole. It won't burst into flames because it has no air and the tinder is not where the high temperature is. I have seen two suggestions. One requires drilling right through the piece of wood and have the tinder underneath waiting to catch the hot dust as it emerges. The other is to drill the hole at the point of a V-shaped cut in the wood so that one side of the 'drill' is just exposed. The V is packed with tinder. I am not sure whether cutting a groove down one side of the 'drill bit' might get air to the point.

You want high temperature. In theory if you keep putting energy in and none escapes the temperature will rise to infinity. What happens in practice is that the temperature will rise until the heat lost equals the energy you are putting in. If that temperature is not high enough you can bow harder to get it higher but if you can insulate the whole thing to reduce heat loss you will reach a higher temperature with the same effort. In simple terms if you are not warm enough you can either jump up and down to generate more energy or you can climb into a sleeping bag.

I would try wood that has been dead a while and has reached the brittle stage as this does not conduct heat as well as a more solid piece. I would set it up and surround the whole thing with a ball of hay (or sheep's wool). A two man job with one keeping the hay in place. This will keep the heat in and draughts out.

Good luck Andrew ! Let us know how you get on.

--
John Kennaugh

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Beaufort Scale

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Beaufort Force	General Description	Sea Criterion	Land Criterion	Windspeed in knots
0	Calm	Sea like a mirror	Calm; smoke rises vertically	below 1
1	Light air	Ripples with appearance of scales are formed but without foam crests	Wind direction shown by smoke drift but not by windvanes	1 to 3
2	Light breeze	Small wavelets, still short but more pronounced. Crests have a glassy appearance and do not break	Wind felt on face; ordinary vane moved by wind	4 to 6
3	Gentle breeze	Large wavelets. Crests begin to break. Foam of glassy appearance. Perhaps scattered white horses	Leaves and small twigs in constant motion. Wind extends light flags	7 to 10
4	Moderate breeze	Small waves becoming longer; fairly frequent white horses	Raises dust and loose paper; small branches are moved	11 to 16
5	Fresh breeze	Moderate waves, taking more pronounced long form; many white horses are formed. Chance of some spray	Small trees in leaf begin to sway. Crested wavelets form on inland waters	17 to 21
6	Strong breeze	Large waves begin to form; white foam-crests are more extensive everywhere. Probably some spray	Large branches in motion; whistling heard in telephonewires, umbrellas used with difficulty	22 to 27
7	Near gale	Sea heaps up and white foam from breaking waves begin to be blown in streaks along the direction of the wind	Whole trees in motion; inconvenience felt when walking against wind	28 to 33
8	Gale	Moderately high waves of greater length; edges of crests begin to break into spin-drift. The foam is blown in well-marked streaks along the direction of the wind	Breaks twigs off trees; generally impedes progress	34 to 40

9	Severe gale	High waves. Dense streaks of foam along the direction of the wind. Crests of waves begin to topple, tumble and roll over. Spray may affect visibility. Spray may affect visibility.	Slight structural damage occurs (chimney pots and slates removed)	41 to 47
10	Storm	Very high waves with long overhanging crest. Resulting foam in great patches is blown in dense streaks along the direction of the wind. Whole surface takes on a white appearance. Tumbling of sea becomes heavy and shock-like. Visibility affected.	Seldom experienced inland; trees uprooted; considerable structural damage occurs	48 to 55

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"I Want" - The Prayer Of A Leaders Wife

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I want the tent in my bed room gone
 I want the plastic boxes of books and notes gone from the living room
 I want one night without the S word
 I want to go on holiday without taking other people's children
 I want to spend my anniversarry without ironing a fawn shirt
 I want to be able to accept an invitation without having to check his diary
 I want my front door painted
 I want a car that doesn't have a tow bar
 I want to feel more important that strangers
 I want to hear my husband laugh when we are alone
 I want to know that he is only thinking of me when we are alone in the dark
 I want him back

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The Jungle Book

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AKELA

- [The Jungle Book by Rudyard Kipling](#) | [[Download 116K Zip File](#)]
- [The Second Jungle Book by Rudyard Kipling](#) | [[Download 138K Zip File](#)]

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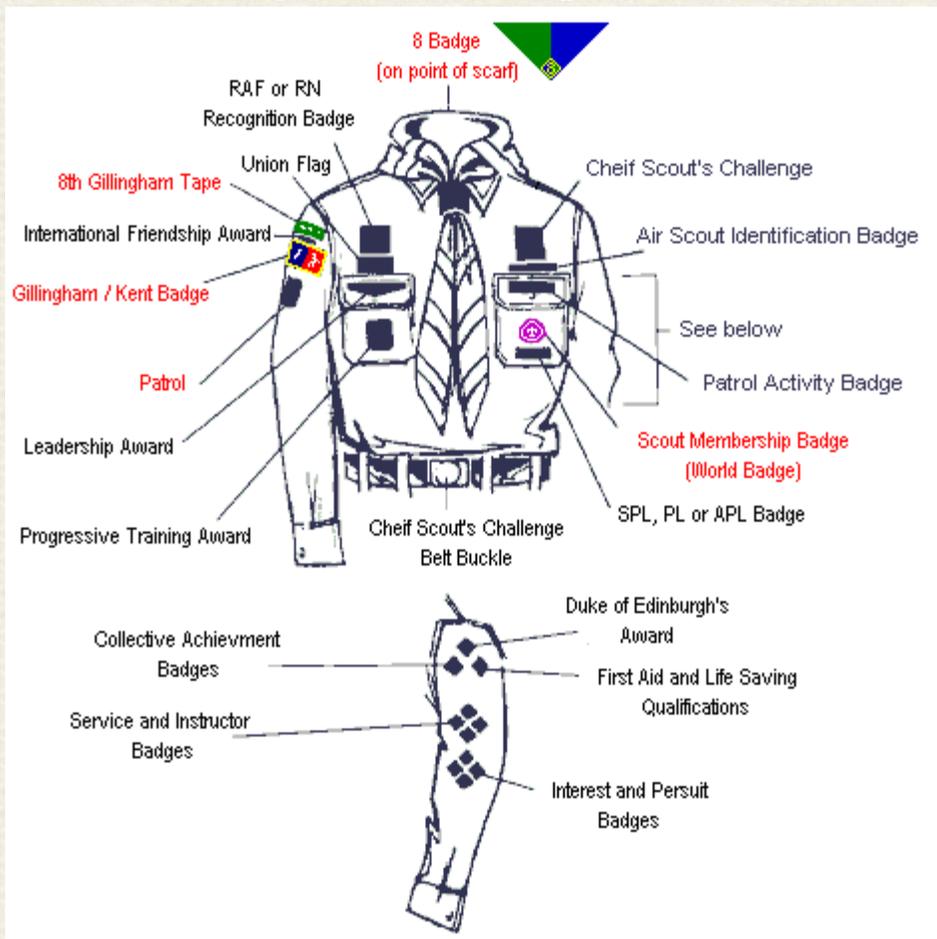
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Position of Badges

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Example : 8th Gillingham Scout



NOTE: New members should have all the badges shown in red, but may have one or two more.

Full Details on [Scoutbase](http://www.scoutbase.com)

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The Laws and Promises of the UK Scout Association

Beaver Scout

Promise

I promise to do my best to be kind and helpful and to love God.

Cub Scout

Promise

I promise that I will do my best to do my duty to God and to the Queen, to help other people and to keep the Cub Scout Law.

Laws

Cub Scouts always do their best, think of others before themselves and do a good turn every day.

Scout, Venture Scout and Leader

Promise

On my honour, I promise that I will do my best to my duty to God and the Queen, to help other people and to keep the Scout Law.

Laws

- 1 A Scout is to be trusted.
- 2 A Scout is loyal.
- 3 A Scout is friendly and considerate.
- 4 A Scout belongs to the world-wide family of Scouts.
- 5 A Scout has courage under all difficulties.
- 6 A Scout makes good use of time and is careful of possessions and property.
- 7 A Scout has self-respect and respect for others.

Baden Powell's Version

Promise

On my honour I promise that I will do my best
To do my duty to God, and the Queen
To help other people at all times
To obey the Scout Law

Laws

1. A Scout's honour is to be trusted.
2. A Scout is loyal to the Queen, his country, his Scouters, his parents, his employers, and those under him.
3. A Scout's duty is to be useful and to help others.
4. A Scout is a friend to all and a brother to every other Scout.
5. A Scout is courteous.

6. A Scout is a friend to animals.
7. A Scout obeys orders of his parents, Patrol Leader, or Scoutmaster without question.
8. A Scout smiles and whistles under all difficulties.
9. A Scout is thrifty.
10. A Scout is clean in thought, word, and deed.

Original 1908 Versions

Laws

As later BP Version except:

2. A Scout is loyal to the to the King, and to his officers, and to his country, and his employers.
4. A Scout is a friend to all and a brother to every other Scout, no matter to what social class the other belongs
8. A Scout smiles and whistles under all circumstances.

The 10th law was added by BP in 1912.

The Boy Scouts of America (BSA) added Brave and Reverent which made 12 laws.

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Chief Scouts Award Planner

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Name	Letter from list	Activity Planned	Troop	Planned Start Date	Planned End Date	Tick When Complete
Scout Craft						
1						
Adventure						
2						
3						
4						
Culture						
5						
Community						
6						
7						
Health						
8						
Commitment						
9						
3 others						
10						
11						
12						
Leadership						
13						
14						
15						

Project					
16					
Badge					
17					
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Scout Award Local Knowledge Chart

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Name	Troop	Patrol
-------------	--------------	---------------

Look at the list of places below and write in the boxes where you think they are. You can work with someone else, so long as you understand where everything is, perhaps you could walk round to some of them just to make sure. When you have filled in all the answers take the sheet to your PL who will go through it with you.

Where would you find the following

	Near to your home	Near to the scout HQ
Telephone Box		
Police Station		
Bus Stop		
Railway Station		
Public Toilets		
Doctor		
Dentist		
Hospital		
Vet		
Library		
Petrol Station		
Post Office		
Chemist		
Chip Shop		
Swimming Pool		

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About expeditions...

1. **Wear 2 pairs of socks**

The best is a thin cotton/polyester pair next the skin, and thick woollen on the outside. The thin socks will stick to your feet, and the thick ones to your boots, any friction will be between the two pairs of socks and not to your feet so the heat can't build up and blisters won't form.

Make sure that they are not too tight or it will restrict blood circulation and you could get frost bite in cold weather.

2. **Put talc on you feet**

This will absorb some of the sweat and stop your feet from softening up or getting too hot, reducing the chances of a blister.

3. **Rub Meths in your feet**

Some people swear that rubbing a little meths or surgical spirit into your feet for several days before a hike will harden the skin, making it more difficult for blisters to form.

4. **Rub vaseline in your feet**

Sounds revolting but it works, it reduces the friction between your feet and socks so blisters won't form, however this is will wear off over a long hike and is only really useful in an emergency.

5. **Learn to treat blisters**

If you do get one know how to treat it. Check your first aid manual for this as it changes from year to year.

6. **Clean and proof your boots every time you use them**

Just walking down the road will wear off the proofing. If they are leather then polish them, or for man-made fibres check the manufacturers instructions or use scotchguard.

7. **Do not EVER dry leather boots near a fire or hot stove**

If you do the leather will harden, warp and maybe crack which will make them uncomfortable and leak.

8. **Stuff wet boots/shoes with newspaper overnight to dry them out**

In a emergency you can use toilet roll or dirty clothes.

9. **Don't wear Jeans or Denim**

Denim holds water and takes ages to dry, if the weather is bad you will stay wet, get colder



and colder and eventually you could die from hypothermia.

10. **Put your waterproofs on as soon as it starts to rain**

Putting waterproofs over damp clothes will keep the damp in long after it stops raining.

11. **Get a good fleece**

They allow your sweat to pass out but will keep you dry and warm. As you get more experienced find out about how they work and how to get the best out of them.

12. **Co-ordinate compasses**

Sounds silly, but make sure they all point in the same direction.

13. **Don't take a big bar of soap**

cut it down, or raid the bathroom for one of the little bars you get free in hotels. Similarly take an almost empty tube of toothpaste.

14. **Artificial chamois 'leathers' make a good lightweight towel for hiking**

Purpose-made green ones can be bought from 'outdoor' shops but cost a lot more

15. **Pre mix coffee/dried milk/sugar in plastic bags before the hike**

Cuts down container weight, use zip lock baggies and put them in a bin when used up.

16. **Don't rely on mobile phones for emergencies**

Sometimes they work, sometimes they don't, you won't know where they do work until you go there.

17. **Recognise Hypothermia and learn to treat it**

Check the current first aid manual.

18. **Let someone know where you are and when you get there**

Always leave a route plan with someone and tell them when you arrive

About camping...

19. **Air sleeping bags once a day**

Even the best sleeping bags trap your sweat at night and after a few days they start to stink and go mouldy

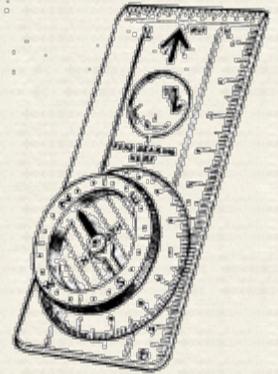
20. **Unless its raining open up your tent every day.**

If its dry roll up the sides but if wet hang them up to dry/air. During the night you will breath out carbon dioxide and water vapour and air borne germs. Opening up the tent makes sure that this is blown out and will make you tent a far more pleasant place to be.

21. **Check that you have all the poles, pegs and fittings BEFORE you take a tent out**

There may be some missing and you could be miles from home and no way of holding your tent up.

22. **Don't eat food in tents**



The crumbs encourage ants and rodents, especially squirrels, who will happily chew through your ruck sack for food.

23. **Don't camp under trees**

Water carries on dripping of trees hours after the rain has stopped and the roots will make it difficult to bang in pegs

24. **Don't camp near mossy grass**

This indicates damp ground and there will be thousands of flying insects

25. **Don't pee on the ground near your camp site.**

Its unhygienic, attracts insects and will turn your campsite into a stinking fetid swamp

26. **No lit lanterns in tents**

Includes gas, tilleys, hurricane lamps etc

27. **Don't touch the side of your tent**

This will allow water to pass through and it will drip on you. If someone does touch the side and it drips then run your finger down the tent from the drip to the edge and the water will flow away.

28. **Wear shoes at all times**

Camp sites are not carpeted and have broken tent pegs, bits of glass, snakes, old bits of barbed wire, and sharp stones on them. If you injure your feet you may have to go home.

29. **Tie up your tent when you go out**

This will dissuade thieves and keep animals out, especially wandering dogs

30. **Loosen your guy ropes at night**

On tents made from natural fibre loosen the guys a fraction each night as the damp night air can cause the fabric to shrink. If the guys are too tight then as the tent stretches the pegs will come out. Man made fibres shouldn't need this.

31. **Never play about with someone else's tent**

It might seem funny at the time, but messing around with tents or letting them down in the night has caused damage to equipment and caused serious injury. Most leaders will send you home for this.

32. **Make sure your ground sheet is inside the tent**

Ground sheets outside the tent will catch rain and funnel it onto your sleeping bag

33. **Don't take your ground sheet right up to the door**

Leave a gap to store your muddy boots by the door so your sleeping bag won't get dirty and you will be able to find them easily

34. **Put up your dining shelter on the end of your tent to make an integrated living module**

Not necessary during the summer and be aware that if one part catches fire the whole lot will go up.

35. **Use a large sheet of plastic or a tarp as a bell end on your tent**

This can be used to store your gear on patrol camps when it's not always feasible to have a

separate tent. A bell end on a 6 man patrol tent can store all your gear and food..

36. **Washing up water goes into the wet drain, and the wet drain is not a rubbish bin**

37. **Jobs need to be done at camp.**

If you are given a job, just do it as well as you can so that you can all get on with the rest of the day

38. **Learn to tie ropes to plastic sheets.**

Wrap the plastic round a stone like foil round a toffee apple, and twist it. Tie the rope behind that, where the stick would go on the toffee apple and the plastic won't rip. Useful for emergency fly sheets and shelters.

39. **Respect other people's camp area**

While you are at camp your tent is your home and the area around it should be treated the same so don't go in unless invited. If you do someone will think that you are stealing.

40. **Don't run around tents**

You will trip over a guy road and crack your head open on a tent peg, not to mention damage the tent.

41. **Don't kick the da** football on or in other peoples tents!!!!**

Its rude, ignorant, it can damage tents and ultimately can get your head kicked in.

42. **Don't run through tents**

You will damage other peoples kit, fall over and hurt your self.

43. **Only fill a water carrier with as much as you can carry**

If you put too much in you are likely to injure your self or drop the container and split it.

About cooking...

44. **Rub washing up liquid on the OUTSIDE bottom of billies before using them on an open fire**

Alternatively make a paste with washing up liquid and washing powder, and spread on the outside - at the end of the week - it just comes off with all the burnt bits - and for any bits that are burnt the paste acts as a good "abrasive"....

45. **Add 10% water to meths for using it as Trangia fuel**

This makes the flame burn cleaner and cuts down the amount of soot you have to clean off afterwards, however this may be negligible for short hikes

46. **Make sure a Trangia is out before adding more fuel**

If the flames have _just_ gone out the meths can ignite when poured in so pick the burner unit up before refilling it just to check. This sometimes means you end up waiting a bit longer - which means waiting for the dinner or cuppa, but its better than getting your hand or face burnt off.

47. **Learn the different qualities of different stoves**

There are times when Gas is best, other times when paraffin or petrol are best. And even

times when a Trangia is the best solution :-)

48. **Make sure your gas bottles are full before taking them to camp**

Gas bottles tell you how much gas is inside but don't normally tell you how much the bottle itself weighs. When you get a new one weigh it on the bathroom scales and write the weight on a sticker or label around the neck. Check this occasionally and when the new weight is almost the same as the original minus the weight of the gas you know the bottle is empty.

49. **Don't cook in a hike or patrol tent**

It takes about 30secs for an 8 man patrol tent to burn... the stuff in it takes longer to finish off. A nylon hike tent will burn even faster, and even if it is ""Flame retardant"" it will go up in seconds. What's worse is that the burning nylon will drape a layer of burning plastic over everything in the tent, including anyone who happens to be inside.

50. **Don't store fuel in a tent, EVER.**

Scouts have died from fuel leaking, both gas and meths by being choked by fumes or burnt alive.

51. **To clean burnt food off billies**

Add some long green lush grass, water, bit of washing up liquid, and heat. When it starts to bubble, burnt stuff will scrape off pretty easily. Alternatively don't put washing up liquid in initially and add a large amount of salt, salt is usually the best ingredient for removing stuck grime on the inside of a pan...

52. **Scrub a badly burnt frying pan with sand or gravel**

But not a non-stick one

53. **Measure your mug before camp**

Use it for measuring out liquids when cooking.

54. **Learn to cook at home before you go to camp**

Also understand a little bit about nutrition, that way you won't go hungry at camp and on activities

55. **Don't put nuts in emergency rations**

If someone does become nut intolerant then a mountain emergency isn't the time or place to find out. Dairy Milk's a good choice, as they come in waterproof packets

56. **Keep food cold in a cool box full of water**

It's easier than a bucket, stays cold longer, and you can fill it up in the supermarket

57. **Know about the metabolism of chocolate and how much water it requires.**

Roughly a half litre per Mars bar.

58. **If you are given an axe in a forest by a Scout leader and told to get some fire wood, DO NOT start on the nearest trunk you find!**

59. **Cylindrical airtight container for loo roll**

Wet toilet paper is useless. Plastic bags collect water and get lost, hanging from the tent they get damp and left on the ground they get muddy and damp.

About fires...

60. **Chop twice as much wood as you think you need**

That way you will have enough for the next meal too and will be able to get it started earlier. Cut more wood while the food is cooking.

61. **Keep a small bag which you fill with tinder as you walk about during the day**

and keep it in your tent at night. Fresh kindling will always be damp in the morning, you will have your fire alight much quicker if you have dried some out overnight, and can even use it to start a fire with wet wood.

62. **Silver Birch bark burns well**

Dried silver birch bark when scrapped up into flakes will burn exceptionally well.

63. **Split a bigger log to get dry wood.**

Most wet wood is dry in the middle, so split it up 4 ways and most of the surface will be dry.

64. **Hand axes are for cutting along the grain**

I.e. Splitting wood and not for cutting across logs, use a saw for this.

65. **Do not throw hand axes**

66. **Put a plastic sheet over the woodpile at night**

This will keep the wood dry, don't use a poly bag water will collect in the bottom and make it wetter.

67. **Don't keep your woodpile in your tent**

Dead wood attracts insects and they will crawl out during the night and over your kit.

68. **You must wear boots when working in the cutting area**

If an axe can cut through a branch it isn't going to be stopped by the hair on your toe, ALWAYS wear strong leather boots or shoes in the cutting area, and don't wear anything loose around your neck.

69. **Don't put aerosol cans on the fire**

They will explode with the force of a small hand grenade, people are regularly killed and injured like this.

70. **Don't spray aerosols on an open fire**

It will eventually explode and blow off your arm up to the elbow but don't worry about that as you will probably die from the blast, or as a result of your injuries.

71. **Don't run around with burning sticks**

It's dangerous and will hurt someone, probably you, when it slips down through your hand.

72. **Don't wear shell suits near a fire**

They burn really nicely and the molten plastic will stick to your body. The best possible outcome is several days in intensive care and scarred for life.

73. **Get burns under cold water as soon as possible**

Keep them there until the pain stops, and if it still hurts after 15 minutes then go to the hospital, but keep the burn wet and/or cold. Stick your hand in a bucket of cold water for the journey to hospital.

About troop kit...

74. **Don't leave tent pegs in the ground**

In a few years time they will either crack or rot and leave a sharp spike which could go through someone's boots or hurt an animal

75. **Don't try to get pegs out by just hitting them, they will snap off**

Carefully hit them backwards and forwards with a mallet then pull them up with a loop of rope, a lever, or another peg as a "T" handle

76. **Don't put a tent away when its still wet**

The damp will make the canvas rot and mildew will spread and ruin the tent. If it is wet at the end of camp get it out and dry it as soon as you get home.

77. **Don't walk on tents**

This will force dirt into the pores and ruin the water proofing

78. **Always clean and dry off tent pegs before final packing**

Wooden pegs will rot and after a while fail when they are put under pressure, like in a storm when you need them most

79. **Carry a spare 6" nail for replacement of spike on patrol tent pole**

If the spike comes out or the pole splits the pole can be turned upside down and a nail banged in with a mallet

80. **Don't use aerosols (e.g. deodorant) in the tent**

Side spray produces instant deproofing.

81. **Do not poke fingers at the mantle of Tilley/Coleman lamps**

it ruins them.

82. **Don't stand on ropes**

It forces dirt into the fibres which acts like sandpaper cutting through them.

83. **Use light coloured rope for guy lines**

you are more likely to see them in the dark.

About personal kit...

84. **Don't let your mother pack your kit**

If she does, you'll never get it all back in and you won't know what you have got with you. PLUS she will only pack the things she "knows" you'll need... and not very many of the essential things from the kit list... because she can't see a use for them!

85. **Don't carry your sleeping bag in a bin liner**

They are biodegradable and designed to melt when wet, leaving you with a damp and

miserable nights sleep. Keep your sleeping bag in a tough plastic bag inside a stuff sack. The plastic bag will keep it dry and the stuff sack will protect them both from tears and cuts.

86. **Get a roll mat**

You lose as much body heat through the ground as through the air, a cheap mat (£10) will keep you warmer and keep your sleeping bag drier if the ground gets damp.

87. **NEVER EVER wear that days clothes to bed**

Clothes damp from the days sweat, rain or evening dew will make for a clammy cold and miserable night. Either keep a separate set of clothes for night time or put on tomorrows dry clothes.

88. **Wear a hat in bed if its cold**

A wool (or fleece) hat will make ALL the difference in keeping you warm at night, and will reduce the body area outside your sleeping bag by 50%

89. **Put clothes in a stuff sack as a pillow**

Don't take a normal pillow they get damp at night and are a pain to carry. Keep your clothes, not including your uniform, in a stuff sack wrapped inside a jumper and it will be just as good.

90. **Keep your clean clothes in plastic bags**

Even the best bags and tents can leak, but a plastic bag won't.

91. **Keep your dirty clothes in a net bag**

That will stop them rotting or going mouldy if they are wet.

92. **Take baby wipes to give your hands and face a quick clean**

Or better still get a hand full of wipes from KFC and keep them in the pocket of your bag.

93. **Keep your face cloth damp in a poly bag**

If it gets a good lathering up at the end of each day (and it does, doesn't it?) it smells sweetly all day!

94. **Take at least 2 pairs of everything to camp**

One lot on and the other drying out.

95. **Take a pack of waterproof playing cards**

and learn some games before you go. This is lighter than a book and can provide entertainment on the occasions you are stuck in the tent.

96. **Water activities**

Wear yesterday's clothes or the most grotty ones, and always leave a dry set to go home in, which may well be your uniform.

97. **Do not use any perfumes, smelly soaps, shampoos or deodorants**

If you're camping in an area that is buggy or populated by hordes of mosquitoes, stick to biodegradable soaps with no perfumes. Most insects are drawn to "nice smelling" soaps and perfumes and will make your life miserable.

98. **Put your name on everything**

Unless you want to end up wearing someone else's underpants or for them to go home with your new torch

99. **Don't use nail varnish to mark your cup**

It comes off after the first wash and it doesn't prove it's yours.

100. **Don't leave money in your tent**

It will fall out or get stolen.

101. **Engrave your name on metal with a masonry nail and hammer**

Do this in an open area or wear earplugs, and don't try it on enamel which will flake off and ruin the item.

102. **Engrave your name on plastic with a hot pin**

Pushed the pin into a stick and hold the head over a candle so you can melt in your name. Some plastic won't melt others you will go straight through.

103. **Take the batteries out of any electrical equipment during transport**

Especially true of your torch (and electric razor if you can) because if they turn on the batteries will be flat before you get there and a razor can eat its way out of your rucksack

104. **Know where your torch is**

Check that it works, *before* it gets dark and keep it handy for those 'night time' visits Tie a length of cord or string to the end so you can find it easier in the dark.

105. **Take two torches**

This avoids spending ages looking for tiny batteries in a big bag! A small "key-ring torch" tied to the pocket of your rucksack will be easy to find and useful for searching your kit.

106. **Have a spare battery and bulb for your torch**

Learn how to change them in the pitch dark.. Keep the bulbs wrapped in tissue inside a film canister. Keep batteries in a small poly bag to stop them shorting out.

107. **Charge your phone up before camp and turn it off at night**

Use a payphone where possible to save the batteries and if you can buy an adaptor that uses dry cells for long camps. If you are going by car get a cigar lighter charger so you can keep it fresh.

108. **Take clothes pegs**

To stop your teatowels blowing away on a windy day, they don't dry so well if you tie them around the washing line

About stuff...

109. **Learn to tie a reef knot and bowline**

These are the two most useful knots you will ever need, learn them early and well.

110. **Never assume that Skip does not know what you are up to.**

Always let someone know where you are during activities, Skip has no way of knowing if you are stuffing your face down at the providore or floating face down in a pond, unless you tell

him first.

111. **Bend your knees and not your back when lifting heavy loads**

Protect your back

Thanks to the following people from the UK.REC.Scouting news group who added to this list during January 2001

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VE2VFD Pat

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Scout Award Personal Fitness Chart

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Name	Patrol
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Pick a physical activity that takes about 10 minutes, and makes you slightly out of breath at the end.

Try it every 2 to 4 days, for 10 times, and in the boxes below write down the date and what you achieved.

Examples:

- (1) Run round the block and record how long it takes
- (2) Climb the stairs, one step at a time, in a 4 or 5 story building and record how long it takes to get your breath back.
- (3) Swim a fixed distance and record your time.

Note: If you start to feel ill at any time or feel any pain then stop and ask a qualified adult before continuing. If you find that you get out of breath very quickly and takes along time to come back then talk to your parents and consider telling your doctor.

	Date	Time
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

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The Sentinel

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Based on the 1980's Computer Game

Notes

- Time: 30 Mins to 2 Hours
- Location: Hill at Night
- Verdict: 7/10

Equipment

- Strong Torch with focused beam
- Bell

Instructions

- One person is chosen to be the "Sentinel" and his job is to guard the "Bell of Justice" at the top of the hill.
- The Sentinel is armed with a single laser weapon (the torch) which can only shine for 1 second in 5. (Time it manually)
- The players are commandos who work as teams and start in their drop ships at the bottom of the hill.
- If a commando is hit by the laser he is dead and must return to his drop ship.
- When a player returns to the drop he must wait 30 seconds for "new orders" (from one of the leaders with a watch) before returning to the fight.
- The first team to ring the bell wins.

Variations

- When the sentinel hits someone they call out the commandos name so that the leaders back at the drop ship can expect them (and stop cheating).
- Vary the time of the laser blasts
- Use a rotating beam

The person to ring the bell becomes the new sentinel and the game starts over again.

- **Have several sentinels at once taking it in turns to flash the laser, either randomly or in sequence.**

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Chase The Whistle

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Notes

- **Objective:** Catch the "running" patrol.
- **Time:** 30 Mins to 2 Hours
- **Location:** Wooded area roughly 100m square (or bigger)
- **Verdict:**6/10

Equipment

- 2 Whistles
- Watch with second hand, illuminated at night

Instructions

- Give one patrol a whistle, and send them off to hide. MAKE SURE THE WHISTLE IS ON A LANYARD, so it can't get stuck in someones throat if they trip (look at football refs.)
- One minute later you blow your whistle, the PL responds and the rest of the troop charge off to find them.
- You blow your whistle every 30 seconds and the PL has to respond, attracting the chasers to him.
- The "Running" patrol has to return to you without being "tagged" by the time you have blown your whistle for the 10th time.
- If the runners are tagged before their time is up the catching patrol gets a point for every whistle left before the 10th.
- If the runners don't get tagged they get a point for every whistle that you have blown.
- If the runners don't respond with their whistle, then either one of you is too far away to hear the other or they are cheating, either way they are out.
- Each patrol has a go at running, and the one with the most points at the end is the winner.

Variations

- Let the running PL do the timing, and you just listen for his.
- Use a powerful torch or lantern instead of a whistle, but they have to whirl it around for 5 seconds.
- Use animal calls rather than whistles. Screeching Parrot, Wolf, or Wookiee work well, but frighten the be-jessus out of the neighbours, and can get tiring on your throat

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Jail Break

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Notes

- **Objective: Round up all the Villains**
- **Time: 30 Mins to 2 Hours**
- **Location: Wooded area roughly 100m square (or bigger)**
- **Verdict:6/10**

Equipment

- **4 posts to make out an area on the ground**
- **Night: Torches for at least one patrol**

Preparation

- **Mark off a prison area, fairly central to the playing area and large enough for all the players to stand in.**
- **One patrol are cops, the rest robbers. (Make sure you never have more than 25% cops)**

Instructions

- **Give the robbers a minute to get away and hide out.**
- **The cops then chase after the robbers and catch them by touching them and saying "You're nicked sunshine!" in a thick cockney accent or something similar.**
- **The cop then takes the Robber to the jail, using terms like "Your goin' dahn you slag"**
- **At any time one of the free Robbers can run into the prison and shout "Breakout".At which point all the prisoners escape and all cops have to run to the jail. Once all the cops are in the jail they can start chasing robbers again.**
- **The winner is the last patrol to have someone free**
- **Repeat so that all patrols have a go at being cops**

Variations

- **For a shorter game only allow a limited number out at a**

jailbreak.

- **Only allow members of the jail-breakers patrol to go free.**
- **Have timed jail breaks, say every 10 minutes, to make sure no one spends all their time in prison.**

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Traditional

This is our variant of "Capture the flag", where the flag is on a pole or hanging from a tree and you only have to knock it down to win.

Notes

- **Objective: Knock over the other teams flag base.**
- **Time: 30 Mins to 2 Hours**
- **Location (Day): Wooded area roughly 100m square (or bigger)**
- **Location (Night): Football pitch sized clear ground**
- **Verdict:7/10**

Equipment

- **Flag Base (Day) - 2 Flags on poles**
- **Flag Base (Night) - 2 Sturdy Battery lanterns on poles**
- **Markers for the edge of the play area, football pitch corner flags are good, DON'T USE ROPE, people will trip and get seriously hurt**
- **Whistle**

Instructions

- **Mark the edges of the play area and divide it in two with markers**
- **Divide into two equal sized teams and toss a coin to see which team starts in which half**
- **Each team places their flag base and a 2m square "Tank" in their half. Both must be easily accessible from all directions and at least 15M from the edge of the play area or any fixed structure**
- **Players are not allowed within 10M of the flag or "Tank" that they are defending**
- **Both teams start in their own tank and wait for a signal from the referee after which they have to try and knock over the other sides flag**

- Players can be caught by the opponents by being tagged by in the opponents half of the game area. Once tagged a player must go straight to the opponents "Tank" and join the back of the queue to be released.
- The player at the head of the queue can be set free by another member of their team passing through the "Tank"
- Players are freed in the order that they were captured and only one player can be freed every 15 seconds
- Players freeing their team mates can still be tagged and sent to the "Tank"

Variations

- At summer camp use water balloons which have to be burst instead of flags
- Teams should be encouraged to try different tactics, but as a minimum should always have one player guarding the flag and another guarding the "Tank"
- Use multiple targets, all of which have to be "Destroyed"
- To avoid arguments over who was tagged each scout is given a balloon "Life". They are captured when the balloon bursts, and new ones are handed out IN EXCHANGE FOR THE DEAD ONE (so the field isn't littered by bits of balloon) at the "Tank"
- From Mike Stolz: Our troop plays this on every overnight campout.

For night play, we use 2 or 4 lanterns. Two are used to mark the centre line, while the other two can be used to show the 'approximate' area where the team's flag is.

Our flag guards **MUST** remain at least 15 feet (5 meters) from their own flag unless chasing someone, and the flags must be completely exposed (no stuffing them into holes in the ground, or tying them to trees).

When the teams are small, we do away with the jail. Instead, we create 'Check Point Charlie' at the centreline. Captured prisoners can be exchanged for a point. In case of a tie (equal games won, or no winner at all), the team that earned

the most points is declared the winner.

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Subject: GAME BOOKS

4.1 BSA CUB SCOUT LEADER HOW-TO BOOK

The "BSA Cub Scout Leader How-To Book" It is built to help the cub scout pack and den leaders running programs that kids enjoy A section of 50 pages is dedicated to games ISBN 0-8395-3831-6.

4.2 GAMES FOR GIRL SCOUTS

GSUSA publishes a book called "Games for Girl Scouts" which has helped me out in a pinch. The book is divided into sections such as "Travel Games", "Quiet Indoor Games", "Relays", etc. I believe it only costs 11 US dollars, and is available through the office of most Girl Scout councils. If anyone outside of the US is interested in getting copies of it, I'd be willing to act as a 3rd party. I don't know how easy it would be for someone in another country to get a GS council office to ship them a book! I wish I could give you more info on the book and some examples of games, but one of the girls in my troop borrowed it (that should tell you something--they love it!).

This book can be ordered directly from the National Equipment Service. The Address is:

Girl Scouts of the U.S.A
National Equipment Service
830 Third Avenue
New York, NY 10022
Phone: 212-940-7655 (customer service only, no orders)

The item number is: 20-902 Games for Girl Scouts. \$6.00

Overseas delivery should include estimated shipping charges with payment. Remittance in US funds only, checks drawn on US banks only. Master Card or Visa. Prepayment required. No CODs.

4.3 INDOOR GAMES FOR SCOUTS

I don't know how useful this info is, but I have a very nice little hardcover book called "Indoor Games for Scouts". Unfortunately, it was published in 1951, and mine is the 6th printing (1965). Whether it's still available seems unlikely. This is a British book, part of 'The New "GILCRAFT" series - Number Two'. The publisher is C Arthur Pearson Ltd., Tower House, Southampton St, Strand London. If anyone discovers that this book IS still available, please contact me at the above address.

Subject: TIPS AND MISCELLANEOUS ITEMS

5.1 SIN BIN

It is often a problem in games where the people who are out lose interest in the game and start to mess about. The Sin Bin gets over this problem very nicely. Somewhere in the hall you put six chairs in a line, this is the Sin Bin. As each person is out they go and sit in the first vacant chair in the line. When the line of chairs is filled up, the next person out changes places with the first person who was out who then goes back into the game. This can be continued for as long as the games last and keeps the boys interested in the games.

5.2 HOW TO GET EQUAL SIZE/WEIGHT TEAMS

In many games where there are two teams, it is a good idea if opponents are similar sizes. An easy way of achieving this is given below:

1. Get all the lads to line up at one side of the hall, tallest at the left shortest to the right.
2. Tell the lads to count off in twos down the line.
3. Get all the number two's to take two steps forward.
4. You now have two teams, get each team to count off left to right 1 to N.
5. Tell team 2 to walk in a line anti-clockwise around the hall until they are lined up along the opposite wall of the hall.

You will now have two teams of boys where each number on one team has an opponent on the other team of a similar size. Another advantage of this system is that if lads have to race to the centre, they will have an equal distance to run.

5.3 LEADERS ARE FRAGILE

Please try not to get involved with actually playing the games. Although we as leaders are probably a lot bigger than the lads, we are also more fragile. By this I don't mean that we are all a load of old codgers, but we don't heal as quickly and our bones are more brittle. TAKE CARE!!!!!!

5.4 GIVING OUT INSTRUCTIONS

You will find that prior to starting a game, it will help if you get the lads to sit down when giving the instructions on how the game is to be played. This ensures that they are not walking about or looking somewhere else, so they are more likely to be listening to what you are saying.

5.5 EMERGENCY GAMES BOX

Over the years this has proved to be a real blessing. My box is a small plastic toolbox. In this box I have an assortment of bits and pieces with which I can make up games and other activities at very short notice. Listed below is a list of items that you could put together to make a similar emergency games box.

- * A large bag of elastic bands (rubber bands).
- * Boxes of chalk, white and coloured.
- * 4 candles or night lights, 1 per patrol.
- * Boxes of safety matches.
- * A miniature cricket bat, wicket and small soft ball for indoor cricket.
- * Ball point pens.
- * Markers or felt tip pens.
- * Short lengths of soft white rope with the ends whipped for knotting games.
- * Assorted balloons.
- * Pipe cleaners.
- * A reel of cotton for making trip lines for minefields.
- * Roll of sticky tape.
- * Blu-Tak or similar for sticking things to walls.
- * A couple of large dice.
- * Blank cards or small sheets of paper for writing instructions.
- * Box of thumb tacks or drawing pins.
- * A small torch (flashlight) with spare bulb and rechargeable batteries.
- * 4 small pairs of scissors.
- * A pack of playing cards.
- * A packet of Alka-Seltzer tablets or similar.
- * Various whistles and noise makers.
- * Paper clips
- * Safety pins
- * 4 triangular bandages
- * 4 orange plastic 'Track cones' (highway departments also use these)
- * Cloth strips in 3 colours
 - + 25 strips (each) are 3 inches wide and 18 inches long (great for arm bands or blindfolds)
 - + 5 strips are 6 inches wide, with an overhand knot in the middle (great for 'Bacon', or 'Capture' flags)

5.6 MOTION DETECTORS

It is often useful to know when an object has been moved beyond a certain amount or with what severity it has been moved. There are many ways of doing this some of these are listed below:

- * An oblong tobacco tin with a layer of paper punch chads sprinkled in the bottom. A thin layer of something sticky such as syrup is smeared on the underside of the lid and the lid placed on the tin. If the tin is tipped over or subjected to violent movements, some of the bits of papers will stick to the lid. Penalty points may then be deducted for the number of chads that are stuck to the lid of the tin.
- * A mercury tilt switch can be connected in series with a small electro-magnetic relay and a battery. There should be a set of hold on contacts on the relay. These should be connected across the mercury switch, so that when there is even a brief connection of the mercury switch, the relay will hold itself on through it's hold on contacts. When the relay actuates it could also be wired to sound a buzzer or switch a light on. As an alternative to a mercury switch you could have a simple hanging metal rod or pendulum within a metal ring. Any severe movement would cause the pendulum to touch the metal ring and complete the circuit. There

are available on the surplus market re- settable electro-magnetic counters, you could use one of these in place of your relay and it would count the number of times that the device had been moved.

- * A number of small ball bearings on a dish inside a box. Any slight movement will cause the balls to move. Severe movements will cause the balls to roll off the dish. Penalty points are taken off for every ball off the dish.
- * When laying out obstacle courses or minefields, it is nice to have trip lines that will operate switches to set off lamps, buzzers etc. A simple but effective switch for this can be made from a spring loaded wooden clothes peg. A metal drawing pin or thumb tack is pushed into the inside of each jaw and a wire is connected to each one. The heads of the drawing pins are the switch contacts. A piece of card connected to your trip line is pushed between the contacts to open the switch. When a player snags your trip line, the card is pulled from the jaws of the clothes peg and the circuit is made. How you fix the clothes pegs is left for you to decide.

5.7 PRESSURE PAD

What devious people we leaders are, but isn't it fun. How about pressure pad switches to put on the floor which will switch on a circuit when stepped on. You can make these very easily and can throw them away when the game is finished. All you need is two sheets of aluminium foil about the size of a standard sheet of paper for each switch and some paper or plastic drinking straws. The aluminium foil should be as flat as possible. Connect a wire to each sheet using a small crocodile clip or paper clip. Lay one sheet on the ground where it is likely to be stepped on. On top of this lay some drinking straws, these are to keep the two sheets apart. Lay the second sheet on top of the straws. Wires can be taped to the floor or covered with carpet. [Connect the wires to a battery and small light bulb. when the sheets of aluminum foil touch each other, the bulb should light up.]

Subject: GAMES NEEDING LITTLE OR NO EQUIPMENT

6.1 SPEAK AND DO THE OPPOSITE

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like "I AM PATTING MY HEAD" but in fact they are rubbing their tummy. The person being challenged has to say in reply "I AM RUBBING MY TUMMY" and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

6.2 KEEP TALKING

This is a knockout competition, it is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. We have played this several times and it has proved very popular. Each time we have played it we have been surprised at the eventual winner. Often the younger scouts have walked all over the older scouts in this game.

>From Mike Stolz: We played this with our Boy Scouts - they loved it. A likeable 8th grade 'motor mouth' won easily, his only competition was our Jr. Asst. Scoutmaster, who was quoting plays, the Gettysburg address, etc, but eventually ran out of material. We needed to set down a few ground rules though. The pauses had to last at least 2 seconds, 'common strings', like letters, numbers, months, etc. could only be a maximum of 12 in a row, you could not touch your competitor, and ONLY the (adult) judge could call a boy out for repetition. This is a great 'I need it in a hurry' game!

6.3 COLOURED CIRCLES

You will need:

- * 5 different coloured pieces of chalk, Red, Blue, Green, Yellow and Brown.

Split the troupe or pack into equal teams and get them to number themselves off in their teams. Then draw a number of coloured circles on the floor, several of each colour.

The leader now calls out an object and a number e.g. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the colour of the object. The first person standing in the

correct coloured circle wins a point for his team.

Suggestions:

RED = Blood, Cherries, Ruby
BLUE = Violet, Sapphire, Electric
GREEN = Grass, Emerald, Cucumber
YELLOW = Lemon, Primrose, Sulphur
BROWN = Earth, Potato, Leather

Please remember that some lads may have trouble with colours and so you may have to point out which circles are which.

6.4 CAR TEAM RACE

Sixes stand in teams and are numbered. Each number is given the name of a car. When the number OR the name of the car is called out, they have to race to the end of the hall and back to their place, using the method they have been told. e.g.

- * Mini-crawl
- * Volkswagon - hop
- * Jaguar-run
- * Jensen - pigeon steps
- * Skoda - walk sideways
- * Cavalier - skip

6.5 CRABS CROWS AND CRANES

This is a running about game which is good if you are in a large hall or outside with a lot of boys. Split them into two teams, in two lines across the hall. There should be a gap of about ten feet between them. Near each end of the hall should be a home line for each team. Don't make it too close to the wall or they will run into it. One team are the crows, the other team are the cranes.

If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crows team. If you shout crows, the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the players. You can have a lot of fun rolling your RRRRR'S with this. CRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.

6.6 SNAKE DODGE

You will need:

- * A ball

This is a continuous game with no winners or losers. Five or six players stand in a line, in the centre of the circle formed by the rest of the troop or pack. Each player in the line puts his arms round the waist of the player in front. The object of the game is for the players around the circle to hit the player at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the player at the back of the snake is struck by the ball, he leaves the snake and moves into the circle of throwers and the player who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

6.7 TURN TURTLE

If your scouts or cubs like rolling around on the floor then they will love this quickie. I would advise activity dress, so as not to dirty uniforms. Pair the scouts off in size. One boy in each pair lies on his back on the ground. On the word go the other scout has to try and turn him over onto his stomach. The scout on the floor tries to prevent this by spreading out his arms and legs and moving around on the floor. No tickling or foul play is allowed.

6.8 TAIL GRAB

You will need:

- * A rope or cloth tail for each patrol or six

Each patrol stands in a line behind their patrol leader. Each man holds the belt or waist of the man in front. The last man has a tail

tucked into his trousers. On the word 'GO' the patrol leaders have to move around the room and try to get as many of the other patrols tails as possible. Any patrols that break their chain are disqualified. The winning patrol is the one with the most tails.

6.9 HUMAN BOAT RACE

Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COX'. The cox holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The cox for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

6.10 SIGNALS

You will need:

- * Various noise makers such as whistles, rattles and bells

This game is similar to the game where you shout out Port and Starboard. The players are told what action they must perform when a certain sound is heard. Play this a few times with nobody being out, then start taking out people who do the wrong action or who are the last ones to do the action.

6.11 CITY TOWN COUNTRY

Players sit in two lines team A and Team B, each line numbered 1 to N. Player 1 in team A says to player number 1 in team B the name of a city, town or Country.

We will suppose for example that he says 'GERMANY'. Player 1 in team B must now say a town city or country, beginning with the last letter of Germany. Let us suppose that he says "YORK". Player 2 in team A now has to say a city, town or country beginning with the letter K. This goes on all the way down the line. If a player fails to give a correct answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at player number 1 again.

6.12 COMPASS GAME

A game I used to play in scouts was the compass game. Everyone stood spread out around the room and was told to orient themselves to "north". North could be real north or a convenient wall or corner in the room. Everyone except for the caller and the referees closed their eyes (blindfolded if you don't think the honour system will work). The caller then calls out a direction, like "east" and then everyone turns (eyes still closed) and points in the direction of east. The referee goes around and taps the shoulder of anyone not pointing in the right direction. They are out. The game continues until one player is left. It gets interesting when you start calling headings and bearings.

This is a good game as it only discriminates by your sense of direction, which improves as you play.

6.13 SUBMARINES

A troop 53 favourite. In a large, pitch black room, with light switches on each end, the troop is split in half. Each half gets on their hands and knees near the light switch that they are protecting. On the Scoutmaster's signal, the scouts, staying on their hands and knees, attempt to turn on the light on the other end of the room while protecting their own.

Like British Bulldog, this game can get a bit violent, what with kids fighting in the dark to get to the switch. This game would probably have to be modified for other meeting areas (especially those with hard floors!)

6.14 SARDINES (HIDE AND SEEK)

We turn all the lights off in the entire church (including those intended to be left on permanently). One scout stays in the meeting room and counts to twenty, the rest of the scouts hide anywhere (except for pre-set off limits areas) in the building. "It" begins looking for the scouts. Once a scout is found, he joins "it" in the

hunt. The last scout found is the winner. The scouts especially enjoy jumping out of a dark corner and scaring their scoutmaster.

6.15 SPUD

Each scout is assigned a number between one and x, x being the number of scouts. In a circle outside (we circle around a flagpole) one person throws a ball (tennis, racquet, or similar) as high as he can, straight up, and calls out a number. The scout whose number is called catches the ball as the rest of the scouts fun away from him as fast as possible. Once the called scout catches the ball, he yells "STOP!" at which time all retreating scouts are supposed to stop dead in their tracks. (This is where the most argument comes in in this game...) The scout with the ball is allowed to take three really long steps (more like standing long jumps) so that he can get as close to the nearest scout as possible. He then attempts to hit the scout with the ball (not in the head or other vital organs). The scout being shot at is allowed to twist and bend, but may not move his feet. If the scout is hit, he gets to retrieve the ball while the rest of the scouts get back in a circle. He is also given a "spud," or a point. If the scout is missed, the throwing scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The scout with the least number of spuds at the end of the game wins.

6.16 WHOMP 'EM

Scouts get in a circle facing in, with both hands, palms up, behind their backs. Scouts must be looking into the circle. One scout, with a rolled up newspaper, walks around the outside of the circle. When he chooses, he puts the newspaper into the hands of a scout, who then proceeds to "whomp" the scout to his right. The scout being "whomped" runs as fast as he can (unless he enjoys being whomped) around the circle back to his starting position. The scout now holding the newspaper walks around the outside of the circle, looking for a scout to whomp the person to his right, as above. No winners, everyone wins.

Subject: WIDE GAMES

7.1 ELEPHANT HUNT

You will need:

- * Coloured wool to match up with six's colours
- * talcum powder
- * plastic plant identification labels
- * TIME to lay the trail

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the cubs help in getting the elephants back. The circus tell us that each elephant is wearing a coloured mat on it's back, each mat matches one of the sixes colours. So each six can look for the elephant wearing their sixes colour on it's back.

The cubs then follow a trail of wool, picking up their colours as they go. They must not pick up any other colours. You could tell them how many pieces they should find. The trail divides and finally the coloured wool disappears. All that can be seen is large (talcum powder) elephants footprints on the ground. These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the cubs for #200 no more, no less.

The cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each six must only take labels to exactly #200 and pay the thieves for their elephant . They then take their elephant back to the circus where there is sure to be a reward.

7.2 MIXED UP NAMES

You will need:

- * A name card for each activity base leader and an activity for them to look after at that base

Each of the leaders or the people manning the bases is given a card similar to the ones described below:

1. You are "THUNDER FIST". Tell them they must find "THE KRAKEN".
2. You are "THE KRAKEN". Tell them they must find "THORIN".

3. You are "THORIN". Tell them they must find "THE HULK".
4. You are "THE HULK". Tell them they must find "Robin Hood".
5. You are "Robin Hood". Tell them they must find "THUNDER FIST".

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the cubs or scouts have to complete at that base. The base men are sent out and hide within a given area. The patrols are then sent out, each having been given a different "NAME" to find. When a baseman is found, the scouts or cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple scouting exercise such as tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning patrol is the one that finds all the basemen and completes the most tasks.

7.3 BRASS RUBBING RACE

You will need:

- * A sheet of heavy duty paper or brown wrapping paper
- * for each six or patrol and a thick wax crayon

On the command go, each patrol leaves the hut in search of road signs to rub. They have to make up the phrase " BE PREPARED " on the sheet of paper. They have to brass rub the letters onto the sheet of paper with the wax crayon, from the road signs. The first patrol back with the completed phrase are the winners. This is an excellent game as it makes the scouts think of all the road names in their locality that might contain the letters they need. You can of course use other phrases for repeated use. It is also a good idea to supply each patrol with a damp cloth, this is to clean the road sign of wax crayon should the paper split.

7.4 ROCKETS AND INTERCEPTORS

You will need:

- * a bucket or large tin
- * a large number of coloured balls or plastic clothes pegs all
- * the same colour
- * Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors. The target area is marked off and the bucket or large tin is placed in the centre. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area. If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead units in the bucket or tin destroy the interceptor target area. All the coloured balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

7.5 NAVAL COMBAT

You will need:

- * Coloured wool (or cloth) to be worn on the arm for each team
- * 6 cards bearing the name "DESTROYER"
- * 4 cards bearing the name "SUBMARINE"
- * 2 cards bearing the name "BATTLESHIP"

Instead of cards you could use coloured counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams coloured wool to tie round one arm. A combat area is marked off in the centre of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows:

A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing boy hands over his piece of

wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A boy can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team is the one which has collected the most pieces of wool at the end of the game.

7.6 LAMP CHICANE

You will need:

- * 4 lamps such as hurricane lamps

The game is played in the dark between two teams. Two lamps are placed about 100 metres apart. These are the home bases. Another two lamps are placed about 40 metres apart, and at right angles to the first two lamps. They should be about halfway between the first two lamps. One team is split into two, one half going to each home base lamp. Their object is to get to the other homebase lamp, without being caught. They must go between the other two lamps to get there. There is no restriction on how far out they go to either side to get to the other home lamp, but they must go between the two 40 metres apart lamps. For each member who reaches the other home base, their team wins a point.

7.7 STEAL THE BACON

You will need:

- * a hat, scarf or some other 'bacon'

Divide the troop into two halves (not three halves, nor one half). Number off EACH half separately. If there are 30 boys in the troop, then you would have two groups, each numbered from 1-15.

Line them up facing each other, about 30-40 feet apart. In numerical order. Place your 'bacon' between the lines. Now the field will look kinda like this:

1 2 3 4 5 6 7 8 9 10

X

O <--- SPL or Scoutmaster

10 9 8 7 6 5 4 3 2 1

The idea is for a scout to go out and retrieve the object. The SM calls out a number, and each scout with that number runs out and tries to get the object and go back behind his line.

Once the object is touched, the scout that touched the object can be tagged by the other scout. There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other scout after he grabs the object and before he makes it past the line.

7.7.1 VARIATION: TELL A STORY INSTEAD OF JUST CALLING

OUT NUMBERS: "Once, THREE scouts went on a hike. They saw TWO deer and FIVE trees..."

7.7.2 VARIATION: CALL OUT MORE THAN ONE NUMBER

It usually ends up with two scouts circling the object, waiting for an opening, with the other scouts shouting, etc. If nobody makes a move, call out another number so there will be four scouts instead of two out there.

As for physical builds, strength is NOT a factor in this game, but speed and planning is.

7.7.3 VARIATION: 2 BACONS

We also play a variation of this game. We put 2 'Bacon' out of different colours. We then read out True/False questions (often on First Aid, or from the Tenderfoot or Second Class rank requirements). When we call out a number, the boys have to make a choice - one Bacon is True, the other is False. If you grab the wrong colour and take it across your line, you lose. Naturally, if you grab the wrong colour and your opponent tags you, HE loses!

7.7.4 VARIATION: ASK QUESTIONS

Instead of calling numbers, ask questions that result in a number like:

- * How many leaves on poison ivy?
- * How many Scouts are there in the buddy system?
- * How many first aid hurry cases are there?
- * How many minutes can someone survive without oxygen?

The possibilities are endless - and it's not just another meaningless game that is a waste of time.

7.7.5 VARIATION: MATH PROBLEMS

We made it interesting by doing math problems (2 plus 4 divided by 3 or some such).

7.7.6 VARIATION: TRUE/FALSE QUESTIONS

3 4 5 6 7 8 9 (n) (team A)
 2
 1

F T 0 <--- SPL or Scoutmaster

1
 2
 3 4 5 6 7 8 9 (n) (team B)

No numbers are called, True/False questions are asked of the next person in line. Good type of questions deal with First Aid, Scouting history, use of knots, just about anything dealing with Scouting, like "how far can you go into the woods?"

Questions can slow scout's reaction time leaving the starting position as the idea is to know whether the answer is T or F. The idea is to take the bacon of the correct answer, colour of the bacon denotes the T and the F bacon. A Scout taking the correct answer bacon and returning to Home gets a point, if he is "tagged" then the other team gets the point. If a Scout takes the wrong answer bacon then the Scout from the other team doesn't have to try and tag him. Taking the Wrong answer bacon gives the other team a point. But if the Scout takes the wrong answer bacon and IS tagged by the Scout from the other team then the Scout's team taking the bacon gets the point even though he selected incorrectly. Two wrongs don't make a right but I have seen older boys take the wrong one and then "slip" so that they can get caught.

This opens up many more chance to win even if your team members are the fastest, it adds the element of knowledge into the game.

7.8 TROGLODYTES

- You will need:
- * some candles
 - * some matches

Here is a wide that we call "Troglodytes" although I think that it's common name is burning bridges. The premise behind the game is that Troglodytes have landed on our planet from another galaxy and are preparing to take over the world. The troglodytes have a faulty spaceship which will explode if it is set on fire.

The scouts job is to sneak up to the troglodyte ship and blow it up. However, The troglodytes are more advanced then humans and have laser blasters that can kill the scouts.

The game is played on a dark night in a large field with many hiding spots.

The leaders place a candle and some matches at a designated location. The leaders then pick a place near the candle but not right up close to it. Each leader carries a flashlight and is not allowed to move from his/her location.

The scouts start at one location and must sneak up and light the candle. If a leader hears a scout he/she turns on his/her flashlight and blasts the scout. If a scout is hit with the flashlight then he is out.

The game continues until a scout can light the candle or until all

scouts are dead.

Note that the flashlights can only be used for a short burst.

7.9 ZORCH (MUCH LIKE TROGLODYTES)

You will need:

- * a flashlight
- * a pot

This game has to be played on a rather dark night. Playing this game on a hill is preferable. One player sits at the top of the hill with the flashlight, the rest of the people start at the bottom of the hill. The object of the game is to advance up the hill and touch the pot with out being "zapped" by the person with the flashlight. If a person is zapped they have to go back down to the bottom of the hill and has to start over. The first person to get the pot is the winner. He then becomes the person with the flashlight and the game starts over. My troop has played this game for hours on end. It is really fun and even some of the adults get in on the action.

7.10 STALKING

This is one game we used for years. It's called "Stalking", but I have heard different titles:

1. one person is the "stalked, and stands at the top of a wooded or rock-formation-ridden hill/slope.
2. other players start at bottom of slope.
3. the stalked player counts to 10 out loud.
4. the other players rush up the slope towards the stalked player.
5. when the stalked player is done counting he turns around and any other player he can visibly see must return to the bottom of the slope.
6. after the stalked can no longer see anyone, he begins counting again.
7. this cycle is repeated until one of the players reaches the stalked player and takes his place.

This should be done so that it would take a player several cycles to reach the top. It is a lot of fun in large groups.

7.11 THE OTHER GUY'S OBSTACLE COURSE

Standard set-up, but small: tire to go through, chest-high rope to go over, "creek" to cross, bell suspended out-of-reach to ring. Trick is, you may not do anything to manoeuvre yourself through any obstacle - the other people in the Patrol have to push/pull/carry/ lift/etc. you through! First Scout lies down, and is stuffed through the tire, whereupon he may help pull subsequent Scouts through. At the over-the-rope obstacle, each Scout must be lifted over by the others and deposited on the other side (getting the last one over can take ingenuity!). To go over the "creek", the Scout whose turn it is may not "get wet", but everyone else may. The most amusing effective solution I've seen was a Patrol that had their strongest Scout carry the 3 smallest across at one time, then had the small guys go to hands- and-knees in the creek, pushed the big guy over across the kneeling Scouts' backs, and had him pull the others over. Build a human pyramid to reach the bell. Timed event, starts at ref's "Go!", ends when bell rings. Lots of tumbling around. :-)

7.12 CAPTURE THE FLAG

You will need:

- * 2 flags
- * for night play - 2 or more lanterns

First you pick out two even teams. Once you have the teams you set boundaries for the game. The boundaries can be wherever you want them. What you should end up with is a large rectangle or square. Once you have decided on the boundaries, you should draw a line through the middle of your playing zone. This line is divides the two sides. Each team should be able to choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails.

Once this is done, each team goes to their own side of the playing field. Once the game begins, the teams are free to go at the others flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a member of his own team.

To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other teams flag and return it to your own side with out being captured.

It is up to the team on how they want to place their members. When we play, we usually have two players guard the flag and one player be the jail guard. Two or more players stick around and help provide the defence. The rest go for the flag.

Variation: From Mike Stolz: Our troop plays this on every overnight campout. For night play, we use 2 or 4 lanterns. Two are used to mark the centre line, while the other two can be used to show the 'approximate' area where the team's flag is. Our flag guards MUST remain at least 15 feet (5 meters) from their own flag unless chasing someone, and the flags must be completely exposed (no stuffing them into holes in the ground, or tying them to trees). When the teams are small, we do away with the jail. Instead, we create 'Check Point Charlie' at the centreline. Captured prisoners can be exchanged for a point. In case of a tie (equal games won, or no winner at all), the team that earned the most points is declared the winner.

7.13 GAME OF LIFE

I learned a game at national scout camp which I forget the name of, but basically goes like this. All the scouts save one (or a couple) start out side of the woods. They are considered the prey of the forest (deer, antelope, small game). In the forest you place a large number of objects (hats, chips, scarves, etc.) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter.

The one scout who is not prey is considered a predator (wolf, grizzly, eagle, etc.). The predators job is to capture the prey. he does this by simply touching the prey. The prey has three methods of defence.

1. RUN - deer use it, (Be careful if you allow running at your camp.)
2. FREEZE - a prey that is totally immobile is considered to be camouflaged, and cannot be touched until he moves (looks around, etc.)
3. HIDE - touch a tree to symbolise hiding in the tree.

Each prey carries one object to symbolise themselves. If they are "eaten" by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn't get three prey, he starves for the winter. Any predator that starves becomes prey for the next year.

Note, you should start with only a small number of food in the forest the first year (maybe 2 * number of prey) (remember they need three to survive).

The game is fun and shows how there must be a balance between the prey and the predators. I'm sure you can adapt this game to many environments and change the rules where needed to make it more fun and or educational.

7.14 BRITISH BULLDOG

Another game is British Bulldog. One person stands in the centre of a rectangle. He's the bulldog. Everyone else lines up along one side of the rectangle. At the bulldog's command, everyone dashes across the field toward the opposite side. The bulldog's job is to grab someone, and hold him completely above the ground while saying "one, two, three, British Bulldog." If he succeeds, the caught player joins him in the middle. Repeat until everyone is caught. The last player left becomes the bulldog for the next round.

This was particularly interesting in our troop, since we had a 250+ pound guy. It took quite a few of us to lift him.

7.14.1 WARNING 1

We do play this game but not that much anymore. With the scouts I have in my troupe, this game gets too dangerous. We can expect at least one person to get hurt each time it's played and/or someone's uniform loses at least one button, etc.

7.14.2 WARNING 2

I've also banned this game because of injuries. For reasons I don't

understand, whenever we allow this game, kicking, choking, tripping and 'clotheslining' suddenly become acceptable tactics. When I was a kid, our troop played it all the time, and I don't remember anyone getting injured back then.

7.14.3 WARNING 3

I was under the impression that British Bulldog had been banned by the BSA as well, but upon seeing it described in Scouting magazine a few months ago, I put it back into the program. Even though it's rough, and there are nearly always minor injuries, I let the scouts play. And I let them know that they have the option to sit out, if they so desire.

Played as previously described, with the added rule that instead of lifting the scout up for the count of "British Bulldog-one-two-three!" the scout can be pinned as well. Both shoulders to the turf.

7.15 JAIL BREAK

There are two "cops" and one "jailor". The rest of the people are "robbers". The number of "cops" and "jailors" can vary depending on the number of players. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game.

Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailor.

7.16 SCOUT STAFF TREASURE HUNT

A wide game that is popular in our scouts is to distribute various items of a Trangia around our local village, on the ScoutLeaders doorstep, and the Exec.'s etc., and send the scouts off on a kind of a treasure hunt, with the aim to make a cup of tea for the S.L. and the A.S.L. at the end (it was good!!;-)

The hunt started with a note telling them where to find the next item of the Trangia, and then the next note was on the next item, etc.... It also helped the scouts to learn who their Exec. were, as the notes told them it was in the Secretary's garden, and it helped immensely if they knew *who* the secretary was...

Glossary: Tragia: Swedish outdoor cooker, I'm not at all sure if it's known at all in the U.S., but it is very popular over here. It's light weight, and uses meths to run, but Butane attachments are available now. Mine splits up into several pieces, and so was ideal for this exercise.

7.17 RACE AROUND THE RING

Here is a short game for cubs.

Make pairs with the boys in the pack, place the couples in a circle, one kid behind the other looking both towards the centre. Select a 'victim' and a 'catcher'. Well after my poor English the game is like that.

The catcher tries to catch the victim who runs around the external part of the ring. The victim can stop behind a couple and then the kid

in the inner part is the catcher and the catcher is the victim. The new catcher must touch his ankle before beginning to run.

I make a draft of the exchange between victim and catcher so i am clear. (sorry my English is not that even) :)

c3
c4

c1 c2 c6 c5 <-- V

V <-- C c8 C
 c7

They get so confused with changing sides that it's really amazing.....

Subject: MEMORY GAMES

8.1 SILHOUETTE KIMS GAME

You will need:

- * About twelve different shaped items, a sheet or back
- * projection screen and a slide projector or strong light (Note: clear bulbs are better than pearl)

A number of objects are held, one after the other, behind the screen, eg. scissors, bulldog clip, flower. After all the objects have been seen, a short time is given for the lads to write down or tell to the leader, the objects that they saw in the correct order of viewing.

8.2 BATTLESHIP KIMS GAME

You will need: (for each six or patrol)

- * A table, a piece of chalk and ten items

Each patrol gets a table set up on it's side in their corner as a barrier, so that the other patrols can't see behind it. On the floor they draw a 7x7 grid, and mark horizontal axis A to G and vertical axis 1 to 7. They then take ten items and place them at random on their grid. The patrols are now given five minutes to look at each others grids and try and memorise the locations of as many items as they can. After five minutes they each retire behind their barricades. Each patrol in turn fires three shots. For a shot they must say the name of the patrol they are firing at, the grid reference and what item is at that grid reference. If they are correct then they capture that item. Each patrol only gets 3 shots per round. After a set number of rounds, the patrol that has captured the most items are the winners. Please note that this is a memory game, no pencils and paper allowed.

8.3 KIMS GAME VARIANT

You will need: (for each six or patrol)

- * Two bowls or buckets on chairs
- * ten mixed items

Teams or patrols stand in single file facing the front of the hall. At the front of the hall facing each team is a bucket or bowl on a chair. In each bowl there are ten items (the same items for each team). At the back of the hall opposite each team is an empty bucket or bowl. The scout leader calls out an item and the first man in each team has to run to the front, get that item place it into the other bucket at the back of the hall and then run back to the back of his team. The first team with their man back get a point.

As you continue playing this the objects will be distributed between the front and the back buckets. If the scouts have good memories they will remember what items are in what buckets. This will save them time. If an object is called by the leader and it is in the back bucket then it has to be placed in the front bucket and vice versa. The reason for the bucket being on a chair is so that the scouts can't look in to see what is in the bucket.

8.4 PATIENCE

You will need: (for each six or patrol)

- * A suit of cards Ace to ten (one pack of cards will supply four teams)

The ten cards for each team are laid out at random, face down on a table in front of them. One at a time the boys run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up at the front of the table. The next card needed is the two and so on. Play continues until one team has all its cards turned face up in the correct order.

8.5 COMPASS SKILLS PATIENCE

You will need:

- * Sets of cards having the compass points printed on them

This game is played the same way as the Patience game, but this time the boys have to place the cards at the correct compass position for that card. Suggested order for laying down cards: North, South, East, West, North East, South East, South West, North West. NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW

8.6 IT'S UNDER A CUP

You will need:

- * A number of plastic cups and
- * objects to fit under them (e.g. a ball, a ring, a key etc.)

Two teams one each side of the hall. Each team is numbered 1 to N with boys with the same number on each team of similar size. The object are placed in the centre of the hall in a row and the plastic cups placed over them. The leader now calls out an object and a number. The two boys with that number have to rush to the row of plastic cups, find the correct cup and take the object to the leader. The lad who gets the object to the leader wins a point for his team.

8.7 RUBA DUB DUB

You will need:

- * Twenty four 35mm film cannisters, these should be opaque and all look the same. Into twelve of these you place a marble, fishing bell or anything that will make a noise when the cannister is shaken.

The boys sit in a circle and take it in turn to pick up two cannisters at a time and give them a shake. If they both rattle then a prize or point is given to the boy who picked them. These cannisters are then removed from the game and the next boy has his turn. If both cannisters do not rattle then they are both replaced where they were picked up from and the game continues. The game gets more difficult as more are removed as there are then more empty ones left in the game than ones that rattle. You could make it more difficult by having a larger number of containers to begin with. You could also guild the lilly by putting numbers on the cannisters but I have not found this to be necessary. You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

8.8 POST OFFICE

You will need: (for each six or patrol)

- * 2 chairs
- * coins adding up to 50 pence

The boys stand in their patrols or sixes, in straight lines across the middle of the hall. In front of each patrol is a chair, this chair is the post office. On this chair at the beginning of the game is an assortment of coins. We use coins that add up to 50 pence. Each teams post office, has the same number and value of coins. Behind each patrol is placed another chair, this chair is the 'BUREAU DE CHANGE'. The leader calls out a sum of money, say 20 pence. The front man in each team then runs to the post office and has to leave 20 pence on the post office chair. Any extra coins must be taken and placed on the BUREAU DE CHANGE chair. On finishing his move the player runs back and joins the back of his team. The first man back gets a point for his team. If a value is called which is higher than the value on the post office chair, the boys must run to the BUREAU DE CHANGE to collect the coins they need. Great fun can be had by calling out 49, a lot of them will start counting the coins out, but the smart ones soon realise that they only have to leave one coin at the BUREAU DE CHANGE to get 49 at the post office. Calling out the value that is already at the post office also causes a laugh.

8.9 OBSTACLE COURSE IN THE DARK

You will need:

- * Various items that will fall over easily such as skittles
- * plastic bottles and short lengths of wood or plastic tube

Give each team the same type and number of objects. Allocate each team a lane down the length of the hall across which they must lay out the obstacles. You could mark these lanes with chairs if you wished. When the teams have completed their task, line them up at one end of the hall and then get them to swap lanes with one of the other teams. This way if they have made the obstacle too easy then they will give this advantage away to another team. After allowing them a minute or two to look at the lane they are in, turn out the light and get them to walk down the lane to the other end. The patrol leader or sixer should be the leader for his team. At the finish end of the hall, one of the leaders could flash a torch on and off at random to give them a bearing. Points are deducted from each team for the number of obstacles they have knocked over.

Subject: PENCIL AND PAPER GAMES

9.1 CUB 2000

You will need: (for each six or patrol)

- * A sheet of paper fanfolded into 6 sections
- * a pen or pencil

The cubs or beavers sit in a circle in their six. The sixer is given the fan folded sheet of paper and a pen. The rest of the six clos>

Transfer interrupted!

result more fun. The sixer then draws

on the first section, a hat suitable to be worn by a scout in the 21st century. Paper is passed onto the next cub who draws the head on the second section. This is continued with the shoulders body legs and feet. Open out the paper at the end to see the strange 21st century cub that the six have drawn.

9.2 MIME AND/OR KIM'S GAME

You will need:

- * A sheet of paper and a pen or pencil for each cub, or for sixers only if you do not have enough equipment.

The cubs sit in a circle with paper and pen in front of them on the floor or just in front of the sixer. Akela sits in the circle with the lads and takes imaginary objects out of a sack in front of him and mimes the object. Cubs can either write the objects down as they are mimed, or wait until the end and then write them all down.

Suggested items to mime:

Hammer and nails, Necklace, Tea cup and saucer, Teapot, Telephone, Powder compact, Soap and flannel, Shoes, Watch, Hoola-hoop, Paper clip, Earrings, Hair spray and many more, limited only by your ingenuity.

9.3 PICTONARY

You will need: (for each six or patrol)

- * Sheets of paper and a pen or pencil

This is a game which has been commercialised in England. One member from each patrol comes up to the scout leader, who whispers a word or phrase to them. The patrol member then goes back to his patrol and attempts to draw on a sheet of paper, what the scout leader said. They are not allowed to give clues by actions, speech or writing. The first patrol to guess correctly win the point.

9.4 TIME TABLES

You will need: (for each six or patrol)

- * A set of time tables
- * Paper and pens
- * A prepared set of destinations and arrival times

If you go to a couple of your local travel agents, you should be able to pick up some airline flight time tables. If you have four patrols then you will need five copies all the same, one for the leader and one for each of the patrols. You have to make up a list of

destinations and times that you would like to arrive there. Put in some interesting ones that will need flight changes and different airports. You could also throw in things like certain flights only going on certain days. You could if you prefer, use railway or bus time tables, but airlines will give you more exotic destinations. This is a good training game for teaching the youngsters how to read and use time tables.

9.5 ANAGRAMS

You will need:

- * Cards with anagrams on pinned around the room
- * pen and paper for each player or 1 per team

There are so many variations that you can try with this, for example books of the Bible, rivers, towns, famous people.

9.6 CIRCLE LINE

You will need:

- * 6 cards with lists of railway stations on them in two columns
- * Pen and paper for each player or 1 per team

In England there is a circular underground line called would you believe it 'The Circle Line'. The object of the game is for each player or team to make their way all the way round the circle line. You start each player or team off at a different station. They then have to look at all the cards until they find their station in the first column, they then have to move across horizontally on that list to the second column which is the destination station, this they write down on their paper. The new station is now the one they are looking for in all the lists in the first column. To prevent players from cheating you can put in a few red herrings i.e. stations that are not on that line and which will send them in the wrong direction if they do not play correctly.

Subject: PARTY GAMES

10.1 PIRATE'S TREASURE MAP

You will need:

- * A map drawn on a large sheet of paper
- * small sticky labels and a pen to write names on the labels

Often you will find that at the beginning of a party where you are running the games, not all the children have arrived when you start. To overcome this a game was needed that could be played by the children as they arrived. I drew a pirate's treasure map on a sheet of paper that I stuck to a board. On top of this I stuck a sheet of clear adhesive film 'FABLON'. Between each game I ask a few children up and ask them their names. I write their names onto small sticky labels about the size of a thumb nail. The children then stick these onto the map where they think that the treasure is buried. At the end of the games session I turn the map around and show that I had stuck a label on the back of the map to mark where the treasure was buried. The closest person to this wins the prize. If you need to pad it out a little, you can tell a short story about the pirate coming ashore with his treasure chest, and deciding on the different places that he might bury his treasure. This game can be used with any age group. Because the map is covered in plastic film you can easily peel the labels off, you can then use the map for repeat shows.

10.2 SOUND EFFECTS

You will need:

- * A tape player and a tape with sounds that you have recorded

This is another game that is good at the start of a show if not all the children have arrived. Borrow some sound effects records from your local library. The B.B.C. do quite a large selection of these records. They are used by drama clubs and film makers. Record different sounds onto a tape leaving short breaks between each sound. Put in some easy ones such as a dog barking and chickens clucking, but put in some hard ones as well, such as submarine asdic noises and music boxes. Tell the children, that you are going to play them sounds from the television and the cinema. The first person with their hand up, will get the prize if they can say what the sound is. Tell them not to put their hand up until they are certain what the sound is. This game can be played by any age group. A variation on this is to use the first few notes of popular songs.

10.3 FIRST PERSON TO ME

This game can be used with large numbers of children. It keeps them interested and can play for as long as you have questions. The object of the game is for a child to bring you an item that you ask for. The first child to you with that item gets the prize. Listed below are some examples.

- * A Loose tooth
- * A rose coloured shirt dress or blouse. (any colour will do)
- * A picture of the queen (a coin or banknote)
- * Three hands on one wrist (a watch with hands)
- * A pair of white socks
- * A hairclip

Tell the children to be very careful that they don't bump into anyone as they are running up to you. If you run out of ideas you can look to see what different people are wearing. You often find a child that won't join in with the games as they never win anything. Choose something that only they have, this will make them want to take part.

10.4 BOAT OR CAR RACE

You will need: (for each six or patrol)

- * A toy boat or car connected to a long length of string on a roller

This is an oldie but very good when you have a large group to keep amused and interested. You will need four toy boats or cars. These are attached to long lengths of twine which are wound around pieces of dowel or broom handle. Rotating the dowel winds on the twine and drags the toy car or boat along the floor. Split the group into two teams and sit each team on opposite sides of the hall. Choose the biggest person from each team, explaining to the children, that these people are going to try and win points for their team. My boats are red, blue, green and yellow. The first race we use the red and the blue boat. One team is told to shout for the red and the other team to shout for the blue. After the first race I change the boats for the other two boats. I tell the children that this is to ensure that there was no advantage, as perhaps the boats could have been different weights. I then run the new boats out and we have another race. The children get very excited during this game, but you have complete control. You only have to direct the two children running the boats. The rest of the children are sitting at the sides cheering their boat in.

10.5 ISLANDS

You will need:

- * Four different coloured skittles or bean bags
- * Four coloured beads or balls to match the colour of the skittles
- * A small cloth bag to keep the balls in
- * A whistle or other noise maker, I use a siren whistle

This is a variation on musical chairs, but the kids will not realise this the way that it is played. Place the four coloured skittles at the four corners of your playing area. Tell the lads that these are islands. When you say "GO" they must run around the outside of the four islands in a clockwise direction, when you shout "CHANGE DIRECTION" they must run the other way round. When you blow the whistle, they must go and stand next to one of the islands. You do this a couple of times with no forfeits and nobody out, then you introduce the bag with the coloured beads. You reach into the bag and take one out, all the boys standing next to that colour has to do ten press-ups. You then sort them all running again. This time all the lads who land on the colour you pick out of the bag are out and have to sit in the middle (This keeps them out of the way). You then take away that skittle and it's matching coloured ball. The next time round all the lads on the chosen colour have to do a hand stand. The next time all the lads on the selected colour are out and sit in the middle. You again remove the selected skittle and it's matching coloured ball. So you are down to two skittles. By this time most of the boys will be out and you just keep playing with the two skittles until you get to a final winning boy.

10.6 PASS THE PARCEL UPDATED

You will need

- * A timer or alarm clock with a loud ring - this should be in a small box

Pass the parcel is a bit old hat but the lads will enjoy this updated version. A timing device with a loud alarm connected to it is passed

in a box around the circle. The person holding the box when the alarm goes off is either out or has to do a forfeit. There was a toy put out on the market several years ago that did just this. It had some name such as "TIME BOMB" or "GRENADE" you may have seen it.

10.7 THE LIMBO

You will need: You will need:

- * A tape recorder with recorded music
- * A dowel, flat on 1 side, to act as a bar
- * 2 large clothes pegs or bulldog clips to balance the bar on
- * 2 upright stands

These can be made from two pieces of dowel about one and a half metres high with a flat wooden base to make them stand upright. Place the two stands about four feet apart. Put one of the clothes pegs on each stand at about four feet from the ground. Balance the bar on the clothes pegs. If one clothes peg falls off then use two clothes pegs per stand. Mark out the hall with four chairs and tell the players that they must walk around the outside of all the chairs. This prevents them bunching up, you only want one person at a time going under the bar. To begin you get all the players to stand in a single line at one side of the hall. You show them how to go under the bar, they must lean backwards and bend their knees to get under the bar. They must not touch the floor with their hands and they must not knock the bar off, anyone who does so is out. When everyone has been under the bar once it is lowered down a few inches and the process repeated. Prizes are given to those who can get under the bar at the lowest setting. Ideal for all ages, girls or boys and can be played with any number. All you have to do is play the music and keep lowering the bar as they go around.

10.8 ANIMAL SNAP

You will need:

- * Get several packs of animal snap type picture cards
- * make sure you have the same number of each animal card

Distribute these cards one to each person but tell them not to look at the picture. On the command go they must look at their card and by making the noise of that animal they must find all the other people in the hall with that card. A very noisy game ideal as an ice breaker at mixed parties. Don't forget to get your cards back afterwards.

There are quite a few spectator games where only a few take part but the rest cheer the others on. Listed below are a few of these.

10.9 STOP

You will need:

- * 2 sets of large cards - there are four cards in each set and the letters on the cards spell S T O P

You get up eight people and stand four on each side of you facing the audience. Give each team member one of the cards from their set of STOP cards. To start with they should spell out STOP as viewed from the audience. The idea is that they have to rearrange themselves to spell out the word that you tell them. The first team to finish each word are the winners. The words you can have are STOP, TOPS, POST and SPOT. There is lots of room for fun here, try telling them to spell a word they are already lined up spelling and see what happens.

10.10 CLOTHES PEG PEGGING

You will need:

- * Two lengths of rope or clothes line
- * Coloured plastic clothes pegs

Have two small groups at the front. This time they have to peg clothes pegs on a length of line. The rest of the kids cheers their team on. Two people on each team hold an end of the line the third person dashes to pick up the pegs and put them on the line. You can make it more difficult by using coloured plastic pegs and getting them to peg them on in a certain order. The team with the most pegs on correctly in a given time are the winners points are deducted for every peg that is wrong.

10.11 YES NO INTERLUDE

You will need:

- * A minute timer

- * a gong to strike when they say "YES" or "NO"

Only do this with half a dozen kids. One at a time they have to talk to you for a minute answering your questions. They must not say YES or NO to any of your questions. If you word your questions correctly then they have to think very quickly. Tell them they will be out if they do not answer, if their answer does not make sense, or if they hesitate.

10.12 SWITCH BOX

You will need:

- * 3 table lamp switches push ON/push OFF type, panel mounting
- * 1 small bulb and a holder for it
- * A battery of the same voltage as the bulb
- * Connecting wire
- * A small box to fit the whole lot into

Drill holes in the top of the box for the three switches and the light. The switches have the numbers, 1, 2 and 3 painted against them. Wire the three switches in series with the lamp and the battery. The battery can be fixed into the box with a `TERRY` clip or a strip of 'VELCRO' material. You can solder the wires to the battery or better still, if the battery has lugs on it, use crocodile clips. In use, all three switches must be closed before the bulb will light. Get the cubs or scouts in a circle and explain to them that the box has a brain. By pressing the switches in the correct sequence, the brain will cause the bulb to light. Demonstrate by pressing the switches until the bulb lights. Now pick up the box, and tell them that you are going to change the program. Press one of the switches and put the box down again. The bulb will now be out. One at a time they take it in turns to come up and press one switch. If the bulb lights, then they get a prize or points for their team. If the first person to come up, presses the switch that you pressed, to switch the bulb off. The bulb will light and they will win. This means that they have a one in three chance of winning. If however they press one of the other switches, it means that two switches are now open and need to be closed before the bulb will light.

Example 1

- * Switch 1 closing will light the lamp.
- * First person presses switch 1 and wins.

Example 2

- * Switch 1 closing will light the lamp.
- * First person presses switch 2 - this means that 1 and 2 are now open.
- * Second person presses switch 3 - All the switches are now open.
- * Third person presses switch 2 - 1 and 3 are now open.
- * Fourth person presses switch 1 - Only 3 is open now.
- * Fifth person presses switch 3 and wins.

10.13 IMPROVED SWITCH BOX

Available at the present time is a range of LED's (Light Emitting Diodes) which have a flasher circuit built into them. These will run off any voltage between 6 and 12 volts with no series resistor. The one that I have fitted into my switch box in place of the lamp, is 8mm in diameter, and it has a light viewing angle of 140 degrees. The device is called a "SUPER BRIGHT" red LED in the catalogue that I have. It is also available in 5mm and 10mm sizes. There is also an ultra bright device, which is at least twice as bright, but the viewing angle is only 90 degrees. All these devices flash at a rate of about two flashes per second and they are very bright. I have changed the battery in my switch box to a PP3 type 9 volt battery. It is now a much simpler job to change the battery, as the battery connector just pushes on. While I was rebuilding the switch box, I wired in another switch at the side of the box for testing the battery. This switch is wired across the three switches that are wired in series. When you press this switch the l.e.d. flashes if the battery is ok.

10.14 HALLOWEEN PARTY GAMES

10.14.1 PUMPKIN CARVING

A game we tried that the kids really liked at Halloween was blindfolded pumpkin carving. no no no no no. NOT with knives! (Unless your Webelos need a lot of Readyman training!)

You give the kids already inflated orange balloons and a black magic marker, blindfold them and see how they do. You can give prizes for the 'best', most original, worst, etc.

10.14.2 FEELY BOX

Something that may be a bit to scary for the Cub Scouts, but is great for the older scouts, is a "feely box" that grabs your hand! You take a plastic bucket; cut out a circle in the bottom, and glue a rubber glove in its place, just like gloves in sterile boxes.

You should not blindfold people, but instead to this in an almost place. Have buckets with spaghetti, liver, etc., in addition to the "grabbing" bucket. The buckets should all be filled with water, and the special bucket should be last. People get a good scare when feeling for something in the bucket, and then suddenly this something grabs their hand and pulls down !! The downward pulling makes the shock even greater than just a grabbing hand.

Subject: WATER GAMES

11.1 WATER BOMB FIGHT

You will need: (for each six or patrol)

- * An endless supply of paper squares to construct water bombs from
- * A jug of water

Each patrol is given the same number of sheets of paper and a jug of water. On the word go they have to fold the papers into water bombs. Fill them with water and splatter the other patrols. You will find the instructions for water bombs in any good origami book and also in many scouting books. This game is best played out of doors.

11.2 BALLOON VOLLEY BALL

You will need:

- * A volleyball net or a rope over which the balloons can be tossed
- * An endless supply of balloons a quarter filled with water

This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

11.3 WATER BALLOON TOSS

You will need:

- * An endless supply of balloons one-quarter filled with Water.

Players form two lines facing each other about 2 metres apart. Players in line 1 each toss a water balloon to opposite players in line 2. Any players who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of players remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

11.4 WATER RACE

You will need:

- * A bucket of water, a table spoon, and a plastic drinking cup

Form the players into teams (number and size of teams depends on number of players available). players form parallel lines. Lead player of each line has a bucket of water next to him and a table spoon in his hand. At some distance (10 - 30 meters) from each line is a drinking cup sitting on the ground. Lead player gets a spoonful of water and quickly takes (walk or run) the water to the cup and dumps it in. He then RUNS back to his line and hands the spoon to the next player in the line who is now the lead player. The former lead player goes to the end of the line. The whole process is repeated until one team fills it's cup to overflowing.

11.5 TILT

You will need: (for each six or patrol)

- * A billy can half filled with water

- * An aluminium foil cake container
- * 1 Alka-Seltzer tablet

For each patrol, put an Alka-Seltzer tablets in each foil cake dish and then float one cake dish in each patrols billy can. The patrols must now transport the billycan through an obstacle course without the tablet getting wet or falling into the water. They are not allowed to touch the foil disk or the tablet. The patrols could either carry the billy cans by their handles, or if you are feeling very mean, you could get them to pick them up between two poles.

11.6 WATER PISTOL FIGHT

You will need: (for each six player)

- * A water pistol or a washing up liquid squeezy bottle
- * A flack jacket made from a double sheet of newspaper with a hole in the centre for the players head to go through
- * A supply of water

This game should be played out of doors and could come into the wide game category. The trouble with shooting type games, is knowing when someone has been hit. This is the object of the newspaper flack jackets. Any hits on the jacket will be easily visible. Any players with wet patches on their flack jackets, are not allowed to fire on an opponent and must return to their home base for a replacement flack jacket. The team that has the most dry flack jackets at the end of the game are the winners. Obviously you can't use this idea if it is raining.

11.7 BUCKET LINE

You will need: (for each six or patrol)

- * 2 buckets, one filled with water
- * A supply of paper or plastic cups

This is a great game for hot days on camp. Teams stand in lines. They have a bucket full of water at the front of the line and an empty bucket at the rear. The object of the game is to transfer the water from the front bucket to the rear bucket. To do this the team members must pass the cups of water over their heads to the person behind. Empty cups must be passed back to the front in the same fashion. To play the game fairly you could weigh the buckets at the start and finish to see how much water has been lost. Penalty points could then be taken into account when working out the winning team.

Subject: GAMES WITH BATS OR STICKS

12.1 HOCKEY

You will need:

- * 6 hockey sticks and a block of sponge rubber as the puck

The troop is split into two teams, and each team numbers off from 1 to 15, or however many scouts there are. One hockey stick is placed in each goal mouth, the other four are placed, two each side of the centre line. Instead of a ball, we use a small sponge rubber block. A kitchen scourer pad is about the right size. We have found that it is better than a ball for indoor use, it doesn't roll too far and doesn't cause any damage. This is placed in the centre at the start of each game. No sticks may be raised above ankle height during play to reduce accidents, any player doing so has committed a foul. The scout leader calls out three numbers, eg. 1,2 and 3. The first number called is the goalkeeper. The second number is the defender, and the third number called is the attacker. The scouts from each team with those numbers, run and pick up their sticks and try to get the sponge into the opposite teams goal.

The goal keepers are not allowed out of their goal areas, but they are allowed to pick up the sponge or kick the ball. Any scouts committing a foul of any sort, have to spend 30 seconds in the Sin bin. The game continues until a goal is scored. The sticks and the sponge puck, are then replaced in their starting positions, and three new numbers are called. We continue playing, until each scout has played in all three positions. We also play another version of this game using only four sticks. In this game we have rush goalies, where the goalie can come out of his area. This version is also a very fast game. When we play this version we usually put one of the leaders on each team. Every so often we call out the leaders number, as either the goal keeper or the attacker. We therefore have a leader and a scout on each side.

12.2 2 BALL HOCKEY GAME

You will need:

- * 2 hockey sticks
- * 2 balls or sponge pucks
- * 4 chairs
- * 6 skittles or liquid dishwashing soap squeeze bottles.

Two equal sized numbered teams on each side of the hall. Two chairs each end for a goal, with a hockey stick and puck in each goal mouth. A line of skittles between each goal mouth. When a number is called, the two scouts with that number race to their goal mouth, pick up the stick and then dribble the puck between the skittles slalom fashion until they reach the end of the line where they can shoot at the opposing teams goal.

12.3 CROCKER

You will need:

- * 2 stumps a yard apart for the wicket
- * A stump for the bowler 8 yards in front of the wicket
- * A stump 7 yards to the left of the wicket to run round
- * A large ball such as a football
- * A baseball bat or rounders bat

The ball must be bowled under arm from the bowlers stump. The batsman must run round the running round stump, every time he hits the ball in front of the wicket. The bowler can bowl as soon as the ball is returned to him. The batsman is out if the ball passes between the wicket stumps, it hits his legs twice (leg before wicket) or if he is caught out, in front of or behind the wicket. To speed the game up, you could make the whole team out if someone is caught out.

12.4 PANCAKE RACE

You will need:

- * A bat, frying pan or tennis racket
- * a ball or frisbee

Half of each team stand at one end of the course and half at the other end. The first player has to run to the other end and give the frying pan to the first man at the other end who runs back with it. This is continued until each player has run the number of times the leader decides. On each run the frisbee or ball must be tossed and caught twice without dropping it. If the player drops it on the floor they must go back to where they started from and do their run again. On pancake day use real pancakes.

12.5 FRENCH CRICKET

You will need:

- * A cricket bat or baseball bat
- * a tennis ball

All players form a circle and the batsman stands in the centre of the circle facing the player who has the ball first. The player with the ball can bowl under arm at the batsmans legs or pass the ball to another player around the circle to bowl. The object of the game is to hit the batsmans legs. The batsman must stay facing the man who first had the ball, but he is allowed to move the bat around him to protect his legs. When the batsmans legs are hit, he swaps places with the player who bowled the ball.

12.6 NO BOWLER CRICKET

Set up as for any other cricket type of game, but in this variant there is no bowler. In this version the batsman has to balance the ball on his bat, flip the ball in the air and then hit it. The batsman must run if he hits the ball or not. Any fielding team player can stump the batsman if he is not at his wicket or catch him out. The batsman may also be out if he drops the ball onto his own wicket. When a batsman is out a new batsman, if one is available takes his place. When all batsmen are out then teams change over from fielders to batters.

Subject: MORE GAMES YOU MAY WISH TO CONSIDER.

13.1 DONKEY RACE

Two boys straddle a broomstick, back to back. On signal, one runs

forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

13.2 FOOTBALL GAME

One team gets on each side of a table. Each side tries to blow a ping-pong ball off the opponents' side of the table.

13.3 EATING RACE

Give each boy two double crackers. The boy who can eat them all and whistle, or blow up a balloon wins.

13.4 FIFTY YARD SWIM

Each boy hops on one foot carrying a paper cup of water. First one over the finish line wins. (Could also be done as a relay.)

13.5 DODGE BALL

Divide boys into two teams. One team makes a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle, who are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy on the head does not count. Only boys in the outside circle may catch and throw the ball. Boys who are hit join the outside circle and try to hit the inside boys.

13.6 CENTIPEDES

Divide the boys into two teams. Establish two lines about fifty to one hundred feet apart. Line the two teams up on the starting line. Have the first four (three or five if needed) boys in each line straddle a broomstick and with their left hand grasp the stick. On signal the centipedes race to the far line, turn around and race back to the finish line. The centipede may only advance when all four boys are holding the broomstick. Then the next four boys form a centipede and continue the relay.

13.7 POTATO JUMP RACE

Establish a start and a finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, etc.) to put between his knees. On "Go" see who can jump to the finish line first without dropping the potato. (May also be done as a relay.)

13.8 CLOTHESPIN RELAY

Divide into teams. Each team member must run from the starting line to a team bottle placed a distance away, attempt to drop a wooden clothes pin into the bottle (Each boy has only one attempt to get the clothes pin in the bottle) and run back to tag the next team member, who then repeats the action.

The rules are to hold the clothespin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same way. When all the teams are done the team with the most clothespins in their bottle wins the game.

13.9 NAIL DRIVING RELAY

Stand one 2x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one boy from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails.

13.10 DISTANCE CLOVE HITCH

Using a very long rope and either a tree or a pole, the object of this game is to tie a clove hitch around the tree (pole) without getting near the tree. Draw a circle around the object that the knot is to be tied to and tell the boys that they must not go inside that circle. The knot can be tied, but only through the co-operation and teamwork of the two boys. (Hint: One boy is a runner and the other stands in one spot.) We did this at a Loggers Day for the Boy Scouts and it was

as much, if not more fun for the adults to try it as it was for the boys. It's not anywhere as easy as it sounds ---- TRY IT, YOU'LL SEE FOR YOURSELF ... 8-)

I must also thank Indian Nations Council for most of the above games, as well as those of my previous post to the list.

Subject: ONE ON ONE CHALLENGES

I shall refer to the two people from time to time as Alan and Bertie (my old math teacher's terminology. For reference there were also Charlie, Dick, Edward and Freddie.) I prefer to use these challenges with paired off Patrols if possible, PL vs PL, APL vs APL and so on.

14.1 ARM WRESTLING

Easy enough; it can be done lying on the floor, so you don't need a table. You're supposed to keep your elbows together and hold hands so that your thumb muscle is in the other person's palm.

14.2 TRACTORS/TANKS

Here the pair is working together to get from one end of the hall to the other in the shortest time. Alan lies on the floor on his back. Bertie stands facing him with his feet either side of the first person's head; Alan grasps Bertie's feet around the ankles. Alan then lifts his legs up in the air, and Bertie grasps Alan's ankles in much the same way.

It should now be possible for Bertie to dive forward, tucking his head in, and end up with his back on the floor beyond Alan thus reversing their positions. Repeat until you reach the finishing line. And you know the best part is that it really doesn't hurt if you do it right. It requires a little faith and tuition, but do dive properly, never let go of the other guy's ankles and tuck your head in!

14.3 ARM KNOCKOUT

Alan and Bertie face each other on the floor, press up style. Feet should be together and bodies should not be bent. The object is to knock out the other guy's arms and thus make him collapse - you may not grab the other guy's arm with an open hand. Clearly the best way to do this is to fake him out and knock his one arm out when his other arms is trying to knock your wrong arm out of the way. Got that? Terrific. This is particularly painful with short sleeves.

14.4 BACKLIFT

Anne and Brian (variety...) stand back to back and interlock arms at the elbows. On the word `Go', each has to attempt, by leaning forward, to be the first to lift the other clear of the ground. You'll want to try to match heights quite well for this one.

14.5 LEG PULL

I would organise this one with all the pairs of boys down the long axis of the hall; Alans will have their backs to one long wall, Berties will have their backs to the other long wall. OK. Good.

Now each person lifts his left leg in the air and holds onto his partner's left leg. Upon a suitable command, each player has to hop backwards trying to pull his partner with him. The one to touch his back on his own wall (or to cross a line - safer) wins.

14.6 SLAPS

This one comes from the playground and you may be a little wary to encourage your little angels into such violence, but here we go. You should probably slip a coin in each case to see who goes first, but we shall assume Alan goes first.

Each player holds his hands together in a prayer position, such that his fingers are pointing at the other player in front of him and his hands are at chest height. Some suggest that the two players' hands should be close enough that fingertips are touching and this can be enforced. Since Alan is going first, he will be attacking. (:-) This involves his moving one of his hands and swinging it so as to slap Bertie's hand, for example Alan may decide to use his right hand, in which case he would slap Bertie's left hand.

Bertie's role in this is to try to remove his hands, and so foil Alan's swipe. Bertie however may not move his hands until Alan's fingertips have broken apart; if Alan successfully fakes Bertie into doing so, then Bertie is required to hold his hands in place while Alan exercises his right to a free slap. This can inevitably be somewhat harder than combat slaps as preparation time is available. It is observed that players wishing to retain friendship with their opposition do not necessarily slap any harder here than at any other time.

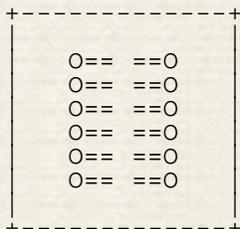
So far Bertie has done rather badly out of the arrangement. However a further important rule is thus; if Bertie successfully removes his hands entirely and Alan thus misses, play changes over such that Bertie is now attacking Alan.

The game finishes when one of the players submits to the other and admits defeat. This is of course subjective.

Slaps is an excellent spectator sport, particularly in watching the colour of their hands. My campers and PFC Summer camp picked this game up rather slowly at first (I noted this softness in general in American kids), but enjoyed it immensely once taught.

14.7 CHINESE LADDERS

This game only belongs here insofar as the boys are likely already arranged in the right format to play it. They should sit down the length of the hall facing their partners, with their feet touching those of their partners.



...like so. Starting at the top end of the diagram, upon command, the boys jump up, and run down the hall over the legs of their team (who may not move those legs!) and then touch the end of the hall. They run back around the outside, touch the top wall, and then make their way over any legs back to their place, whence the next boy may do the same. It's a race.

Note the way I have described it so that each boy must sit down beyond the next person in his team; this helps prevent cheating by starting early.

This game can be made more interesting by providing simple obstacles around the two outside edges of the hall, e.g. car tyres to get through, turned gym benches to walk along, or chairs to go under.

14.8 INDIAN LEG WRESTLING

Picture first: (laying on the floor)
Person A (Jim)
] == < > O ([] = feet, == = legs)

O < > == [(< > = body O = head)
Person B (Tom)

Jim and Tom (with the inside hand) grab the other person's forearm. This will cause the (roughly) pivot point. A count of 1, 2 is given, and on each number the inside leg is raised to the vertical position. On the count of 3, the legs are interlocked at the knees.

The Objective is to get your opponent to turn from the original starting position. It is kind of hard to explain, but if you get a partner and try it, you will see what I mean.

Subject: SUMMER OLYMPICS GAMES

Here's a brief description of the games we'll be using in our Summer

Olympics.

15.1 WATER RELAY RACE

Transport water from point A to point B holding water can above head. Water can has small nail holes in bottom edge resulting in a shower effect on the carrier. Team that has the most water average per den wins.

15.2 OBSTACLE COURSE

Standard obstacle type course described in Ideas book, with the addition of slip N slide water slide, and Rope swing over small swimming pool. Best den average through course wins.

15.3 ELECTRIC ISOTOPE

Combined teamwork to remove coffee can from centre of circle using ropes tied to a small inner-tube. Boys cannot cross rope circle. Best time wins.

15.4 WATER BALLOON SLING SHOT CATCH

Using a large slingshot made from surgical tubing and a inner tube cup, three boys will launch the water balloons toward the objective. The objective is three boys holding a small plastic swimming pool, who will try and catch the water balloons. The team with the most catches wins.

15.5 4X4 RACES

Using two 4x4"s (6 ft lengths) with robes tied every 12 inches, six boys standing on the 4x4 will attempt to lift and walk a short distance. Requires teamwork and co-operative effort. Fastest time wins.

Subject: WINTER GAMES

16.1 THE SNOW SNAKE GAME

Native American winter game, reached highest levels of sophistication among the nations and tribes near the Great Lakes. Seneca tribe of the Iroquois Nation called it Gawasa, I believe. (Also the name of the oldest winter training program in the BSA I believe, now well over 50. In the Land of the Oneidas council upstate New York)

On a long, 1/4 mile or more , level surface, build a long pile of snow, 2 feet high, 2 feet wide. This will occupy a winter camporee of about 100 scouts for an hour or so. Make a V shaped trough in the pile, smooth and ice it thoroughly.

All contestants have previously carved a snow snake. It should be 5 to 7 feet long, about 1 1/2 inches high at the 2 to 4 inch long head. The eyes of the snake are where it is weighted. The snake should never be wider than 3/4 inch and is usually only a 1/2 inch high, behind the head. The bottom is rounded, the top, behind the head is flat. The underside of the head should curve up like a ski. Decorations and carvings should be done on the non-sliding surfaces.

The snow snake is held in the throwing hand with the index finger at the end of the snake, like a sling. The snake is supported with the non throwing hand during a running head start. The arm movement is a crass between a baseball side-arm pitch and a bowling delivery.

Using these directions, at the defunct Iroquois Council's 1973 Gawasa, a 14 year old scout threw a snow snake more than 1/4 mile down the trough. I have seen the Huron Nation build troughs on Lake Michigan over 3 miles long, and one year saw a television report of a Huron throwing a snow snake over 2 miles down a trough (about 1978).

The younger scouts get really impressed when they see what they are capable of.

16.2 MORE WINTER GAMES

I have seen all sorts of things done at winter camps, and while I have no specific suggestions as to games, there are variations you can use on other sports/games, such as: Golf (use tennis balls coffee cans and expect to lose a few balls), volleyball (careful, the ball gets quite hard, but playing this game knee or waist deep in powder is not to be

missed.), campfire building and so on. As I type this I remember building kitchen areas with tables and seats by digging into the snow. Wide games are a lot of fun in the snow (see other thread) and I imagine "stalker" would be trickier on snowshoes... One winter camp here in BC (Rovent for you BC'ers who have seen a lot of this before) also features a gateway contest and snow-sculpture contest.

In general I think that you can do a lot of things at a winter camp that you can do in the summer, you just have to remember to stay dry. One final note, Hot Chocolate tastes GREAT at -20 C!!! Enjoy!

Subject: RELAY GAMES

17.1 SEED PLANTING RELAY

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next boy on the team.

17.2 POTATO RACE

Two teams. Give each starting player a fork and a potato. He tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player. First team through wins.

17.3 CONE RACE

String paper cones on cords stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team finished wins.

17.4 DRIVING THE PIG

Two teams; each team has a 3" long stick and a 1/2 gallon milk bottle (add a little water to the bottles). The players use the stick to push the bottle (pig) to the fair.

17.5 TOWEL ROLL ROLL

Using a broomstick and a paper towel cardboard tube, each team member uses the stick to roll the tube to one end of the room and them back. He then hands the broomstick to the next boy. (I have seen this one done -- it's harder than it sounds!)

17.6 TURKEY FEATHER RELAY

Divide into relay teams. First player holds a long turkey feather. At the word "Go" each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player.

17.7 CANDLE AND STRAW RELAY RACE

You will need:

- * 1 candle and a box of matches per team and 1 drinking
- * straw per team member

Each team member is given a straw. They have to race to the opposite end of the hall where their candle and box of matches is located. They must light the candle and then blow it out by blowing the flame through the straw. This can also be played in subdued lighting.

17.8 CHECKER RELAY

You will need:

- * 6 wooden checkers playing pieces per patrol
- * We often get these given to us at rummage sales

Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand, is either when they have dropped them and are picking them up, or when they are transferring the checkers to another scout in their team.

17.9 CUBS ACROSS THE RIVER

You will need:

- * 4 card or carpet tile stepping stones
- * three awkward pieces of equipment such as a rucksack, a football and a hoop, for each six

Line up sixes with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up cub 3 plus a piece of equipment. Cub 3 comes back and picks up cub 4 plus a piece of equipment and so on until all the cubs have crossed the river. Those cubs on the bank should be encouraged to cheer their team on.

17.10 DRIBBLE BALL

You will need:

- * 1 ball and several skittles per team or six

Standing in teams, each person in turn dribbles the ball down the line of skittles slalom fashion, either using their foot, a stick or a washing up liquid bottle and then straight back to the next man in their team. If a skittle is knocked over, the player has to return to the start and begin again.

17.11 STACKING THE CANS

You will need:

- * 6 tin cans or drinking chocolate tins with lids per team

Patrols or sixes stand in lines. They have to run to the end of the hall in relay fashion and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention. You could add a variation to the game by playing two teams at a time and have the other teams at the sides throwing bean bags or dusters at the piles of cans. If you played this variation then you would play against the clock to see which was the fastest team.

17.12 TUNNEL BALL

You will need:

- * A ball or balloon for each team

The teams stand at attention in lines, the front player in each team has the ball. On the command 'GO' they spring their legs apart. The player at the front passes the ball between their legs. The ball must go between each players legs until it is picked up by the player at the back. The back player then runs to the front and continues the process until the original front player is back at the front. The winning team is the one with all players standing at attention with the ball at the front. If a ball breaks out from the line it must start its journey through the tunnel again from the front. As an alternative pass the ball from the back player through the tunnel to the front.

17.13 WHEELBARROW RACE

Teams stand in lines at one end of the hall. On the command 'GO', the front player gets down on his hands. The second player stands between his legs and lifts his legs up to waist level. They now have to go as fast as possible to the other end of the hall with the front player walking with his hands and the rear player holding him up like a wheelbarrow. When they reach the end of the hall the front player stands up and the rear player runs back to the front of his team and then becomes the front man of the new wheelbarrow. This process is continued until the whole team are at the far end of the hall.

17.14 HIGHWAYMAN

You will need:

- * A short length of lashing rope and a chair for each team

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front player of each team has a length of rope in one hand. On the command 'GO' the second player jumps onto the back of the front player and they race piggy back style to the chair at the other end of the hall. The player riding jumps down and ties one end of the rope around the top bar of the chair using the highwaymans hitch. He then jumps back on the other players back, pulls the end of the rope to free it and they then race back to their team. The player who was the horse

goes to the back of the team and the player who was the rider now becomes the horse or front player.

17.15 FIREMAN, SAVE MY CHILD

You will need:

- * A drinking straw for each player
- * simple paper cut-out of a child, this should be about 1 1/2 to 2

inches tall. The arms and legs should be about 1/2 an inch wide on the figure

The game goes like this: The players are divided into two teams and are formed into two lines. Each team has a pile of the cut-out children on a table and a drinking straw for each player. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever.

At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they then run to their respective pail and deposit their figure in the pail. If they drop the figure en route, they must stop and pick up their child again, by getting down on the floor and sucking it up with their straw. After putting their child in the pail, they run back to the starting line, and the next player picks up his child and repeats the process. The first team to save all their children is the winner. Have enough figures so each player gets at least two turns.

17.16 LAYERED CLOTHES

My Girl Scout troop really liked a game I threw together to teach them about layered clothing. Gather a pile of assorted clothing, including socks, shoes, hats, etc. Divide the clothing "evenly" into piles (i.e. pair of pants in each pile, mittens in each pile, etc.). Make sure the clothes are large enough that the outer layers can fit over the other layers. Divide the group into teams. Divide the teams in half and place one half near the pile of clothes, the other about 50 feet away. At a signal, the first member of each team "dresses" in the clothing of the pile and gallops the 50 feet to the other side, "undresses" and another team member puts on the clothes. As long as there are no rocks in the way, this game can be really fun to play (and watch!).

Subject: STRATEGY GAMES

18.1 MOUSE TRAP ATTACK

You will need:

- * 4 spring loaded mouse traps per team
- * an endless supply of rolled up paper balls

We will suppose that there are four teams or patrols of six boys. They are spaced at equal distances down the length of the hall. Each team or patrol has it's mouse traps cocked at one side of the hall on the floor. At the other side of the hall opposite each group of mouse traps are three attacking boys from each of the other patrols. These attacking boys are armed with rolled up balls of paper. Each patrol is allowed up to three defenders for their mouse traps. These defenders must sit on the floor half way between their mouse traps and the defenders. The attackers must lob the paper balls over the heads of the defenders and set off the mouse traps. The winning patrol is the one that has the last loaded mouse trap.

18.2 MOUSE TRAP FISHING GAME

You will need:

- * 1 spring loaded mouse trap
- * 3 bamboo canes
- * 3 lengths of string
- * some objects such as plastic bottles to be picked up, for each team

You will have to bore a hole or fit a screw eye in one end of each mouse trap so that it can be attached to a length of string. Each team stands at one side of the hall and the objects they have to collect such as plastic bottles are on the other side of the river (hall). The only way that they can get the objects, is to lash the three bamboo poles together to form a fishing pole and attach the string with the mouse trap attached to the end. You will have to show the scouts how to cock the mouse traps safely or you may have to do some first aid on

bruised fingers.

18.3 SUBMARINES AND MINEFIELDS

You will need:

- * Blindfolds for each member of the minefield

You split into two teams, one forms a line across the playing field. They are blindfolded and standing close enough together to touch hands. Each hand is a mine that will 'destroy' a ship (a member of the other team.) that team quietly tries to sneak along the line weaving in and out of the mines, (i.e. between their feet, or between two scouts). we once had someone go fetch a utility ladder and climb over the minefield. After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Thus later ships may go through an unprotected area. Smaller scouts usually win this one. When the whole team has gone through or not as the case may be, change over. At the end of the game, the winning team is the one that managed to get the most ships through the minefield.

18.4 TRADER

You will need:

- * 4 counters for each boy, red, blue green and yellow one of each colour.

When the game starts the boys are given a set time 5 to 10 minutes in which they are allowed to trade. They trade in the following manner. A boy approaches another boy with a counter in his left fist , he does not show the other boy what colour he is holding. If they agree to trade then they give each other a counter taking care that they do not show the colour they are swapping. Any boys who do not wish to trade simply cross their arms, this indicates that they are not open for trading. After the trading period is ended you show the lads the stockmarket chart shown below and get the lads to add up their scores.

Print out the following table and make copies.

4 Red counters 100 points	4 Blue counters 80 points
4 Green counters 60 points	4 Yellow counters 50 points
3 of any colour 40 points	2 of any colour 15
Single Red 1 point	Single Blue 2 points,
Single Green 4 points	Single yellow 5 points.

After they have added up their scores and you have found out which scouts have the highest scores, collect the counters in and hand out one of each colour again to the scouts. Now play it again with the scouts knowing the values and see the difference in tactics. From time to time you could introduce jokers these are White counters. You place some of these on the table and the boys are told they can take them if they wish. The value of these is unknown until they add up the scores. You then tell them that they either get 10 extra points for each White counter they have or minus 10 for each White counter they hold, much like Bulls and Bears in the stock market. You can decide if it is going to be a plus or a minus by either tossing a coin or rolling a dice.

18.5 THE TRADER GAME

You will need:

- * 4 chips for each boy, all of different colours (red, green, blue, yellow)
- * 1 chip for each adult - white (I made my chips by cutting 1 inch squares from coloured cardboard)

The boys are given a chip of each colour. the adults each have one white chip. The boys get 7 to 10 minutes to 'trade' chips with each other or an adult. To trade, each boy holds a chip HIDDEN in one hand. When they agree on the trade, the chips are exchanged. ALL TRADES ARE FINAL! Boys who do not wish to trade should fold their arms to signal that they don't wish to trade. All trades are 1 chip at a time. Boys can also trade with adults if they want to. After the trading is over, show the boys the stock market list below and have them add up their scores.

Now that they know the value of the chips, let the boys play the game again. Collect and redistribute the chips, and see how trading tactics change. After the second trading period is over, add up the scores again and see how the boys did this time.

STOCK MARKET CHART - TRADING CHIP VALUES

4 RED -	90 POINTS	1 (SINGLE) BLUE -	40 POINTS
4 GREEN -	80 POINTS	1 (SINGLE) YELLOW -	30 POINTS
4 YELLOW -	60 POINTS	1 (SINGLE) GREEN -	30 POINTS
4 BLUE -	50 POINTS	1 (SINGLE) RED -	20 POINTS
2 WHITE -	50 POINTS	1 (SINGLE) WHITE -	20 POINTS
3 OF ANY COLOUR -	40 POINTS	2 OF ANY COLOUR -	20 POINTS

18.6 TRADING POST

You will need:

- * Two price lists, one of things that you are selling and one of things that you are prepared to buy back.
- * Various things for the teams to buy
- * You will also need some form of currency such as coloured cards, paper or even beads.

At the start of the game, each team is given the same amount of currency. They then have to decide what they are going to buy from you in order to make something to sell back to you for a profit. Most things that you buy back should result in a profit, but you should put in some items that produce no profit or even a loss. As an example of the sort of things on your to buy list would be a cup of hot tea for the scout leaders. To do this they will have to purchase from you matches, tea bags, milk and sugar, a cooking stove, fuel for the cooking stove, water pot and water.

18.7 LIGHTHOUSE

This game comes from a Games book published by the Bharat Scouts and Guides (India). It is attributed to the Catholic Boy Scouts of Ireland.

You will need:

- * enough blindfolds for half your group.
- * a reasonably large room.

The Leader is the lighthouse. Half the troop (pack, company) are ships, and put on the blindfolds at one end of the room. The other half are rocks, and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimise tripping. The rocks also should not clump up.

The lighthouse goes "woo woo" to guide the ships. The rocks go "swish, swish" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

Subject: THEMED GAMES

19.1 SPACE TRAINING GAME

As usual, I did these on my MAC - I've reformatted them as plain text so they can be posted. Anyone is welcome to use these - my only request is that you let me know, and give me some feedback (both good and bad) as to how things went. - Mike Stolz (stolz@fnusgd.fnal.gov)

----- cut here -----

SPACE GAMES

den name _____

19.1.1 SPACE ARCHERY

In space, everything floats. As a construction mechanic, the only way to keep your space station parts from floating away is to rope them together. Your problem is that YOU are anchored to the main space station, while the new parts are slowly drifting away. So how do you get a rope on those parts? Why with your trusty bow and arrow. Each new part comes with its own target. Each mechanic gets 10 arrows. Hit the target with the arrow that has a string attached, and double your total points.

19.1.2 ROBOT ARM

You're the operator of the space shuttle's robot arm. The arm will do everything you tell it, but it can't see or think for itself. Your job, pick up the three space disks and return them to your position. Use voice commands like 'forward, left, right, and down' to direct the robot arm. Keep the tether rope tight to prevent the robot arm from overshooting the targets. This is a timed event.

19.1.3 SPACE CONSTRUCTION

Your team of construction mechanics are on the moon. You need to build the tallest radio tower you can, using the standard space-blocks. The structure must be free-standing and self-supporting. DO NOT DAMAGE THE BUILDING MATERIALS while constructing your tower!

19.1.4 SPACE EXPLORATION

Space explorers need to be highly trained observers. In this training exercise, you need to scour the marked-off section of rough terrain, and discover the interesting samples. There will be bonus points for discovering samples whose colour is different from your assigned colour.

19.1.5 SHUTTLE FLIGHT-CHECK

All shuttle crews need to check out their craft before take-off. Every crew has memorised the list of instructions. Lets see how good your crew is at remembering instructions. You will get two minutes to study and discuss the list of instructions and their order. Then, without looking, your team must write them down in the correct order. If you're quick, you will have time to play this one twice.

player name	arch	arm	const	explo	check
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	(den scores here)		
_____	_____	_____	circle the best den score for each game		
_____	_____	_____	_____	_____	_____
put the best den score here ->	_____	_____	_____	_____	_____

19.2 GAME LEADER INSTRUCTIONS

Bring spray paint (white) to draw lines on the grass. Also packing tape and duct tape. If games are held indoors, use masking tape for your lines.

Make sure all game leaders understand that the rules may need to be modified, but if they are, ALL GROUPS must have the same chances. The most important thing is to make sure that all rules are applied consistently for every group participating. All games were designed to be played outdoors, but most could easily be done indoors if the activity room was large.

At the end of the competition, all score sheets will be collected from Den leaders. Compare the single 'best' score for each game and den. Award 1st thru 5th place (we have 5 dens) in each event. The den with the LOWEST total score for the 5 events will get 1st place.

19.2.1 SPACE ARCHERY

GAME PARTS - 3 targets with stands, 30+ arrows, 3 bows, ball of string, 3 stakes.

Set up targets, with 3 shooting stations about 20 feet (7 meters) away. Put 10 arrows at each station. Measure 30 feet (10 meters) of string for each station. Tie one end of string to a stake at the station, and tie/tape the other end to one of the arrows. This should be the last arrow shot by each Cub, and can double their target score. Score target rings at 1 (target), 2, 3, 5 (bulls eye on our targets).

Be very alert to safety. Make sure ALL ARCHERS understand that arrows are not to be nocked while anyone is 'even close' to the shooting range area!

19.2.2 ROBOT ARM

GAME PARTS - Long rope, 3 Frisbees, blindfold, 2 paper grocery bags.

Draw a ring for the 'operator' to stand in. Paint 3 spots at different points outside the ring, ranging from 15 to 30 feet (5 to 10 meters). The spots mark the pick-up spots for the 3 Frisbees. Tie rope around waist of the cub acting as 'robot hand' (use a bowline!). Blindfold the 'hand', then place grocery bag over his head - the 'hand' should be unable to see. The operator now steps into the ring, and takes hold of the rope. At "GO", the 'hand' walks out to get the Frisbees. The operator lets out the rope until the 'hand' is out far enough, and uses voice commands (left, right, down, out) to direct the 'hand' to each frisbee. Make sure the operator knows that he should keep tension on the rope - this is one of his main methods of guidance and control. After the 'hand' has all 3 frisbees, the operator has to reel him back into the operator's circle. MAKE SURE THE 'HAND' IS UNABLE TO SEE! This is a timed event - the boys may run thru this as often as they want in the allotted time. Keep the best time.

19.2.3 SPACE CONSTRUCTION

GAME PARTS - 16 cardboard boxes all the same size, 6 large coffee cans, 3 thin strips of plywood, 2 poles with nails thru the ends, several smaller dowels, tape measure.

The object is to build as tall a tower as possible with the material supplied. The tower must be free-standing and self-supporting, and stay up for at least 1 minute. DO NOT LET THE CREW DAMAGE OR MODIFY THE SUPPLIED MATERIALS! Measure the tower to the nearest inch. The crew can try several different configurations.

***WARNING! Wind and uneven terrain can dramatically affect this game. Try to locate it in a sheltered area with fairly even ground. It could also be done inside if the room has a tall ceiling.

19.2.4 SPACE EXPLORATION

GAMES PARTS - individually wrapped candy in different colours, coloured tape or marker cones to mark off the search area.

Game leader will hide 10 candies of the same colour in search area, plus 1 of a different colour. Cubs need to search the area to find all 'samples'. After they are turned in and counted, they may each have 1 to keep. The coloured candy counts as 3 points, all others are 1 point. Be alert to 'missed' candies from previous groups.

19.2.5 SHUTTLE FLIGHT-CHECK

GAME PARTS - 20 cards with different flight-check instructions, table, large cloth.

Lay out 2 cards (in random order) for every Cub in the den. The Cubs will have 2 minutes to study, discuss, and memorise the cards. Then cover cards with cloth. They now have 5 minutes to write down all the flight-check instructions in order. Award 1 point for every instruction in the correct position relative to the previous and next instruction. Award 2 points for every instruction that is written EXACTLY correct - give 1 point if the instruction is mostly correct. There should be time to play this game twice. This is a version of 'Kim's Game'.

*** My cards were all very short phases, including things like 'CHECK FUEL GUAGE', 'CHECK OXYGEN GUAGE', 'INSPECT SHUTTLE BAY', 'TEST SHUTTLE BAY LIGHTS', 'EXAMINE AIRLOCK' and so on. I used 3" x 5" index cards and a black magic marker to make them.

***WARNING! This is another game that can be affected by wind. Using a large thick cloth, and taping one edge of it to the table can create an effective windbreak that the Cubs can 'peek under' during their 2 minutes of observation.

Subject: FIRE SAFETY GAME

Alright folks - here's the first Pack 164 Fire Safety Game. I used it at my Pack meeting this Monday. It took most of 45 minutes, which was my goal. I used the Version 1 instructions. Things went fairly well, but as soon as I got home, I typed up the Version 2 instructions as well, and intend to use them the next time. Some of the boys were able to handle the 'game' by themselves, but most of the 2nd graders, and a few strays from the older grades, couldn't stay 'on task' for more than 5 or 10 minutes. If anyone else wants to try this game, all I ask

is that: 1) you let me know that you're using it, and 2) you give me feedback, suggestions, improvements, etc. when you're done. I've attempted to re-format this text in plain ASCII, my original is on a MAC using WORD 4.0. If you see any typo's, they were probably introduced during reformatting. PS - at the (older) Boy Scout level, I'd suggest doing it first alone, and then by Patrol.

----- cut here -----
FIRE SAFETY GAME

EVERY ANSWER IS USED ONCE - AND ONLY ONCE!. IF A QUESTION CAN HAVE MORE THAN ONE ANSWER, SKIP IT AND COME BACK TO IT LATER.

|_YOURS_____|_GROUP'S_____|

THE REST WAS DELETED - ADD IT IN AGAIN PAUL!!

FIRE SAFETY GAME

INSTRUCTIONS: VERSION 1

This 'game' is has been designed with Cub Scouts in mind. The game will be done as follows: 1) every person, Cubs, parents, Den leaders, and even siblings should take the test alone. Emphasize to the kids that if they don't know what a word is, they should ask an adult. The game is supposed to test Fire Safety skills, not reading ability. 2) After everyone has answered the questions alone, they should then get together by family. Each family should compare answers and circle those that aren't the same. Do NOT change 'YOUR' answers after you start the family discussion. After you have compared answers on all questions, go back and discuss those where the answers aren't the same. For answers that don't agree, you should settle on one 'correct' family answer. PARENTS, PLEASE LISTEN TO YOUR KIDS IF THEIR ANSWER IS DIFFERENT FROM YOURS! KIDS, DON'T ASSUME YOUR PARENT'S ANSWER IS RIGHT, AND THAT YOURS IS WRONG. 3) In the final step, each Den should get together. The Den Leader should read the answer sheet out loud, and the families should see how well they did. Mark the total number of right answers for each column in the boxes at the bottom of the page. These score sheets are NOT to be turned in, I would like families to take them home and talk about them. If any kids do better than their parents, please have them bring both game sheets up to me at the front. I would also like Den leaders to find out whether any families had 100% perfect on the game.

A few questions can use several answers. There is a 'best' answer for each of these questions. If you find a question that has more than one answer, skip it and come back to it later. EVERY answer should only be used once. Use the process of elimination to find the 'best' answer on those questions that can use more than one of the answer words.

FIRE SAFETY GAME

INSTRUCTIONS: VERSION 2 This 'game' is has been designed with Cub Scouts in mind. The game will be done as follows: 1) every Cub is to pair up with an adult (parent), Boy Scout, or older sibling. They should work as a team to decide the answers for each question. PLEASE make sure the Cubs have a lot of input into the decision-making. 2) After everyone has answered the questions as pairs, they should then get together by Den. Each Den should compare answers and circle those that aren't the same. Do NOT change 'YOUR' answers after you start the Den discussion. After you have compared answers on all questions, go back and discuss those where the answers aren't the same. For answers that don't agree, you should settle on one 'correct' Den answer. PLEASE LISTEN TO EVERYONE, ESPECIALLY IF THEIR ANSWER IS DIFFERENT FROM YOURS! KIDS, DON'T ASSUME THAT SOMEONE ELSE'S ANSWER IS RIGHT, AND THAT YOURS IS WRONG. 3) In the final step, THE Cubmaster should read the answer sheet out loud, and the Dens should see how well they did. Mark the total number of right answers for each column in the boxes at the bottom of the page. These game sheets are NOT to be turned in, I would like families to take them home and talk about them.

A few questions can use several answers. There is a 'best' answer for each of these questions. If you find a question that has more than one answer, skip it and come back to it later. EVERY answer should only be used once. Use the process of elimination to find the 'best' answer on those questions that can use more than one of the answer words.

Subject: GAMES FOR PIRATE THEME BIRTHDAY PARTY

- * Walk the Plank. Works best if you have a swimming pool. Are brave prisoners or groveling prisoners more fun? Vote afterwards.
- * Buried Treasure Hunt. Bury some loot, make a map, hand out shovels, and stand back. Best if held on a beach, but if you're sick of your garden, what the heck.
- * Loot the Town. The kids burst into the house and cart away anything they find. Best if held at someone else's house. With teen-agers, you can add the twist, "Make Them Tell Where They Hid the Silver."
- * Boarding Action. Split the kids into two teams and have them try to capture each other's "ships," which can be buildings or minivans. Kids over ten need to be searched for zip guns beforehand. Victory conditions are variable. Possible outcomes are: last "ship" operational, amount of loot removed from "ship," last pirate conscious. Best played just before leaving the country.

Subject: BOP STICKS

Another game the scouts like a lot, which is not a game from the BSA, is "Bop Sticks." This game requires quite a bit of preparation, however.

You will need:

- * 2 lengths of PVC pipe, 7' X 1"
- * Lots of foam padding
- * Even more duct tape
- * Two old tennis balls
- * Two football helmets (or other helmet with a face guard)

Cut the tennis balls in half and tape each half securely to the ends of the PVC pipe. Wrap every square inch of the pipe in foam, and secure with tape. When finished, you should only be able to see tape. The balls and foam should be covered in tape.

The scouts wear the helmets and attack each other with the stick they are wielding. A hit to a limb results in the loss of the limb. A hit to the neck results in decapitation - you're dead. Two hits to either the body, the head, or both result in death. Loss of a limb results in just that.

Naturally, if both legs are gone, you can't run away, and if both arms are gone, you can't wield a stick. It's fun to watch the scouts hopping around on one leg in their big, bulky helmets while swinging a rather awkward "sword" with one hand. You can have tournaments. Kind of SCAish, but not really.

Subject: CHRISTMAS GAMES

Well it all depends on whether you plan to do it indoors or outdoors. Here are a few ideas, but keep in mind that they're coming from a country where a consistent plot (a 'fil rouge') is a crucial point in every scouting activity.

I would embed the games into a Christmas story. For example about a little angel who has neglected his duties, and preferred to play aureola frisbee and cloud soccer with the little devils instead of doing his daily good actions (games: play frisbee with a frisbee ring, and soccer by having the teams blow on a cotton wool ball over a table).

The case came to Petrus who decided to send the little angel on a penitence mission in the world of darkness and the world of silence. Describe the kids how the angel felt desperately lost and alone in these worlds; How he meets a blind boy in the world of darkness, and a deaf boy in the world of silence; How these two kids show him that they can get along very well in their respective worlds despite their respective handicaps, by using the remaining senses -- odor, hearing and touch in the world of darkness / sight in the world of silence --.

Make heavy use of Kim and trust games in the world of darkness, and of pantomime games in the world of silence. Tell how the angel is marked by these two encounters, and how he decides to help the people lost in one of these worlds. End the story by telling that Petrus, seeing the angel at work and his quest now over, called him back to paradise.

Okay, I made that story up while writing this E-mail, so there are

still a few details to polish, but all in all, you have here largely enough material for a whole afternoon. By including one or two wide games, you could even use it as base for a cub scout weekend.

Subject: Games from Hungary

From: Rochlitz Virag

Giant, Dwarf, and Dragon

Learned when we went on a winter trip to the Tatras.

in a big

dwarf,

if

up.

you

Dwarf,

Dragon,

the

same

You should make two groups. After you do, tell a good story about being

forest, where there are three creatures. One is the Dwarf. If you are a

you must bend your leg in and hold your ears. Another one is the Giant,

you are a Giant, you only must to rise to tiptoe and lift your hands

The third one is the Dragon. A Dragon, of course, can blow fire, so if

are a Dragon, you must move your hands as if you were playing the pipes. The Giant is very big, so if it meets with a

the Dwarf runs away. But the Giant is afraid of the Dragon, because the Dragon can blow fire. And the Dwarf knows the weak points of the

so the Dragon runs away from the Dwarf..

Each Scout in both groups choose a creature they wish to portray

and each group stays in front of each other.

The leader counts to three the groups show the creature, which they are. Then, if one was a Dwarf, it runs back to their homeline, if

other was a Giant. The other tries to catch them, and if they catch somebody, then he joins the other group. And so on, the Dragon runs away from the Dwarf and the Giant from the Dragon. If they show the

creature, then they must choose another one.

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Story By Kevin Jacomb

This story is all about 3 Scouts who are going on an expedition for their Chief Scout Award. They were walking over the moors when suddenly the mist came down. All they could see was a light far off, so they made their way towards it. When they got there, they saw that it was a cottage. They knocked on the door. No answer. They knocked again. No answer. They tried the door handle. It was unlocked, so they went in. To their surprise, there before them was a table set for 3 people and a big pot of stew was cooking on the stove. Being Scouts they thought - "Seems a shame to waste it", so they sat down and ate it up. As it got late, they settled down on the floor and went to sleep. Halfway through the night, one of the Scouts woke up. He saw a light coming from under the bedroom door at the top of the stairs. "The owner must be back" he thought, "I had better go up and tell him who we are and what we are doing". So he got up and went quietly upstairs.

Next morning, the other 2 Scouts woke up and saw that they were on their own. "The other Scout must have gone for help" they thought, "We'd better press on with the expedition and meet the other Scout along the way".

They were walking over the moors when suddenly the mist came down. All they could see was a light far off, so they made their way towards it. When they got there, they saw that it was a cottage. They knocked on the door. No answer. They knocked again. No answer. They tried the door handle. It was unlocked, so they went in. To their surprise, there before them was a table set for 2 people and a big pot of stew was cooking on the stove. Being Scouts they thought - "Seems a shame to waste it", so they sat down and ate it up. As it got late, they settled down on the floor and went to sleep. Halfway through the night, one of the Scouts woke up. He saw a light coming from under the bedroom door at the top of the stairs. "The owner must be back" he thought, "I had better go up and tell him who we are and what we are doing". So he got up and went quietly upstairs.

Next morning, the other Scout woke up and saw that he was on his own. "The other Scout must have gone for help" he thought, "I'd better press on with the expedition and meet the other Scouts along the way".

He was walking over the moors when suddenly the mist came down. All he could see was a light far off, so he made his way towards it. When he got there, he saw that it was a cottage. He knocked on the door. No answer. He knocked again. No answer. He tried the door handle. It was unlocked, so he went in. To his surprise, there before him was a table set for 1 person and a big pot of stew was cooking on the stove. Being a Scout he thought - "Seems a shame to waste it", so he sat down and ate it up. As it got late, he settled down on the floor and went to sleep. Halfway through the night, he woke up. He saw a light coming from under the bedroom door at the top of the stairs. "The owner must be back" he thought, "I had better go up and tell him who I am and what I'm doing". So he got up and went quietly up the stairs. At the top, he put his hand on the bedroom door handle, and slowly turned the handle....

BOO!!!

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Story By (Unknown please email if you know)

This one will generate groans:

As you probably know, some monasteries allow outsiders to use them as occasional retreats. In the north of England was such an establishment. One day the abbot was approached by a wealthy and well-known businessman.

The businessman asked if he might spend a couple of weeks in the monastery to escape from the cares of the world in general and his lifestyle in particular.

The abbot explained that the monks lived a very simple life but were happy to welcome the man.

A few days later he arrived, carrying a small suitcase. He was shown to his cell, which was small and sparsely furnished (and just happened to be next to the abbot's). He quickly unpacked his case and joined the monks at their simple evening meal of bread, fruit and cheese.

After an evening of quiet conversation, it came to the time to turn in and the abbot accompanied the man to the door of his cell. As they parted, the abbot asked if the man wanted anything before going to bed. The man then surprised the abbot by asking for an apple, an orange and a piece of string.

These were duly fetched, and the man wished the abbot goodnight.

The abbot retired to his bed but got little sleep. All night long, the most hideous bangs, crashes and screams emanated from the man's cell.

Next morning the abbot, bleary-eyed and sporting a pounding headache, made his way to the refectory for breakfast, to find the businessman sitting at the table, bright as a button!

That night, the abbot, now feeling like death warmed over, again accompanied the man to his cell. Again, he asked the man if he wanted anything before he turned in and, again, the man asked for an apple, an orange and a piece of string... and again, the abbot got no sleep because of the noises from the cell.

Next morning... the abbot missed breakfast!

That evening, again the apple, the orange and piece of string... and the screams, crashes, bangs, etc!

Next morning, the abbot decides to ask the man what he does with the apple, orange and string which makes such an unholy racket. However, when the man emerges from his cell, looking as fresh as a daisy, the abbot can't bring himself to invade the man's privacy.

The routine continues for a fortnight, at the end of which the man declares himself refreshed and

leaves.

About a year later, the businessman contacts the abbot and asks again if he can enter the monastery on retreat. The abbot, who remembers the man, shudders inwardly but agrees.

The man duly arrives, spends the day, gets ready to turn in (in the same cell as last year) and asks for an apple, an orange and a piece of string!

For the next fortnight, the pattern is unchanging... fresh in morning, apple orange and piece of string at bedtime and noises all night long!

At the end of the fortnight the abbot can bear it no longer. He calls the businessman to his study and says, "Ok, you've stayed here for two retreats now and every night you've asked for an apple an orange and a piece of string. Every night I've had virtually no sleep because of the noises from your room! In the name of God, what the hell's going on?"

The man replied, "I really don't want to tell you Father. It's my guilty secret and I've never told a living soul. I'm so ashamed of what I do. I can't tell you Father."

With that, the businessman left. However, a year later he was back... with the same effect.

At the end of this fortnight, the abbot couldn't bear it. With bloodshot eyes and pale and clammy skin he called the businessman into his study.

"It's no good!" he screamed, "I HAVE TO KNOW!" The man shrank into his chair. "What do you do with the apple, the orange and the piece of string?!"

The man blanched and then thought for a while. At last he spoke. "I'll tell you", he said, "But you're the only person I've ever told and you must give me your word as a man of God that you'll never tell another living soul."

The abbot gave his word and the man told him his guilty secret. And the abbot, being a man of his word and a man of God, never did tell anyone what the man did with the apple, the orange and the piece of string.

Groan...

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Story By Stephen Rainsbury

Inspired By **Chris Scott (Ex Concord VSU) at Frylands Wood May 20th 1972**

Leaders Notes *During the day wander around with a shovel, then hide it. About an hour before the camp fire ask them if they have seen where you left it and offer a free mars bar to whoever finds it. then tell them this story.*

Wherever anything is enclosed in [square brackets] then substitute the nearest equivalent to where you are telling the story

There was an old farmer, Harry Southgate, who owned at a farm in [the village down the road]. But he had an absolute horror of a wife and she was always nagging at him to get a bigger farm and have more money just like her brothers.

He got fed up with this and one night after she had been moaning at him all day he completely lost his temper and cut off her head with an axe.

Apparently he buried her in the woods, around here somewhere, under an old [Oak] tree, just like that one over there. But when he went to bed that night he could hear her calling out to him from the woods , threatening revenge "Harry, you killed me and I cannot rest in peace. I will have my revenge but until I do you will get no rest either". It kept him awake all night.

Each night he could hear her threats, each night louder and more horrible than the last, and every night he got no sleep.

"Harry I will have my revenge and when I do you will die a hideous death and suffer just like me. You let me down in life and did me evil in death, there will be no rest for you Harry Southgate"

After a week of this he had no sleep and was getting frantic so he went back to the woods to dig her up and take the body far far away. He found the body but her head was missing. He took the body down to the sea and threw it in, but when he got to bed rather than the silence he had hoped for the threats were worse.

"Harry, you can't get rid of me that easily, until you confess to the police you will get no rest"

Eventually he started going crazy and went to the police, but they didn't believe him because he had no proof. Remember he had thrown the body in the sea and he couldn't find the head.

He went straight back to the woods to try and find the head, and started digging holes to look for it. This continued for a year and a day, during which time he had no rest and no sleep, and then one day finally he collapsed and died.

They had a service for him but during the quite bit there was a ghostly voice "You are dead Harry Southgate but you will not rest in peace", and even to this day people tell of a woman's voice echoing through [these woods].

That was nearly 50 years ago, but local people still remember and when ever they see a hole they say "the Ghost of Harry Southgate dug that"

At about 3.00 AM start digging outside their tents!

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Christians At Buckmore Park

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A few years back I posted an article on the UK.REC.Scouting newsgroup about an incident involving a Christian youth group from London. Several times since then people have asked for copies so to save keep dragging it out from archive here it is... For the last time..

From: stephen rainsbury
Sent: 02 July 1999 01:53
Subject: Re: First night at camp - HELL

A few years back, at another Buckmore Weekender, the lads asked if there was anything they could do to help the Warden because they wanted to get their "Buckmore Award". He suggested helping one of his lads build a camp fire for a visiting Christian Youth group (The Crusaders) all 250 of them.

We built an 8 foot high fire from old pallets, and finished just as the Christians (jolly nice people by the way) were taking their seats. (At Buckmore the camp fire is in a natural arena with banked seating, and timber fronts.)

We lit the fire, and they invited us to stay.

Their leaders stood in front of the fire, said a few words, and whipped out some guitars.

Half way through the first song the fire really took hold, and the wind started to blow. By the end of it the leaders were edging away from the fire. Sparks were starting to dance.

The Crusaders started handing out sausages on sticks for each person to cook in the fire, the scouts sat open mouthed, good embers were at least two hours away.

A few more words, a few more flames, and a warning from me to the Crusaders that nylon shell suits were not really the order of the day. By now the leaders were standing in the front row, which had been vacated by people moving away from the fire, which was starting to roar.

Next song. Church leaders were nervously eyeing the fire behind them and Michael only rowed his boat ashore once before the singers were in the second row.

All attempts at sausage sizzling were abandoned and the Church Leaders started turning nasty about the fire being too big, from where they stood in the third and fourth rows. At this point the edge of the first row was starting to smoke.

I don't know about your troop, but ours has a particular way for putting out fires, but I don't think the Christians would have helped out, which is a shame because 250 little bladders may have just done the trick.

At this point I decided the best plan was to collapse the fire and drag out some of the logs, the fire agreed and promptly fell to bits. Half the Christians thought it was divine intervention and were impressed, the others that the whole flaming incident was the work of the other bloke.

Logs rolled out and stopped at row 1, which was now alight, but the fire was lower, had nowhere else to go and because it had lost its shape the wind couldn't fan it.

All of the Christians were now standing in or behind the back row, convinced that this was mouth of the gateway to hell, and had given up all attempts at singing, clapping, cooking sausages or toasting marsh mallow's, so they went home, and didn't say thankyou! Ungrateful swine!

Not wanting to waste a good fire, we sat there until 3AM cooking anything we could simply because the embers were the best we had ever seen. 10AM next morning, row 1 had disappeared, there was a 20 foot ring of ash and the

middle was still too hot to touch. One of our finest achievements.

I wonder if they went back the next year?

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You Might Be Taking Scouting Too Seriously If...

(US Original - Date Unknown)

- You buy that '89 Chevy Caprice because you really like that fleur di lis hood ornament.
- Your favorite color is "olive drab".
- You decide to lash together the new deck on the back of your house.
- You plan to serve foil meals at your next dinner party.
- You walk the streets in broad daylight with a coffee cup and flashlight hanging from your belt.
- You raise your hand in the scout sign at a heated business meeting.
- You were arrested by airport security because you wouldn't give up your official BSA pocket knife until the cop said "thank you".
- You didn't mind losing power to your house for three days.
- Your son hides his copy of Boy's life from you.
- Your plans for remodeling the bathroom include digging the hole deeper.
- You trade your 25 foot center console fishing boat in on that great little `15 foot canoe.
- Your favorite movie is "Follow Me Boys" starring Fred MacMurry, and you spent months trying to convince Disney to release it on home video.
- You managed to find that 8th day in the week.
- Your patron saint is Ward Cleaver.
- You disconnect the automatic dishwasher in favor of the "3 pot method."
- You sneak a cup of "bug juice" after the troop turns in for the night.
- You can start a fire by rubbing two sticks together.
- Latrines at camp start becoming comfortable.
- You felt you won a moral victory when BSA brought back knee socks.
- You think campaign hats are cool.
- You gave your wife a mummy bag rated for -15 deg F for Christmas.
- You name one of your kids Baden.
- Your favorite tune is "Camp Granada" (hello mudda....hello fadda) by Allen Sherman.
- You can recite the 12 points of the Scout Law backwards, in order, in 3 seconds flat.
- You bought 10,000 shares of Coleman stock on an inside tip they were about to release a microwave accessory for their camp stove line.
- You can't eat eggs anymore unless they are cooked in a zip-locked bag.
- You plan to get rich by writing a best selling Dutch Oven cook book.
- You took a chemistry course at the local college to help you develop a better fire starter.
- You actually own a left-handed smoke shifter.
- The height of your social season is the district recognition dinner.
- A trip to Philmont is a pilgrimage.
- You are convinced the center of the universe is Irving, Texas.
- The sales operators at the BSA distribution Center's 800 number recognize your voice.
- Singing "Scout Vespers" makes you cry uncontrollably.
- You were disappointed when Scouting magazine didn't win the Pulitzer Prize last year.
- The Scouts in your troop chipped in to have you abducted by a professional cult de-

programmer.

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Casualty Simulation

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- First Aid

(These ideas were shamelessly nicked from *Andy Whitelaw (41st Fife)*)

Notes

- **Background:** Teaching First Aid can be difficult, it is a very important and serious subject but somehow, placing crisp white bandages onto an imaginary injury just does not conjure up the image of a real accident. The troop who devised this has come up with a number of ways of doing casualty simulation on a shoestring, and they seem to work quite nicely. One restriction to remember is that many Scouts don't know what a real wound looks like, so might not realise quite how effective these are, I am not going to suggest how to overcome that!
- **Time:** From 30 minutes to several hours
- **Location:** Anywhere

Equipment

- A cheap watercolour palette (cheap and nasty toy one will do)
- Vaseline
- Tissues - plain white and thin
- [Fake Flesh](#)
- Butterknife
- Double-sided fabric plaster (Cheap stuff in rolls)
- Skin toned foundation powder or liquid (£4)
- [Fake Blood](#)
- Stuff to stick into wounds (nails, wood, screwdriver etc.)
- Bones of various sizes (chicken and Sunday joints are a good source, but keep away from the cat!)
- Scissors

Burns

Burns are great fun to play with. Not only do they look realistic but the blister will burst if handled too roughly.

- Redden the area using a damp fingertip and red watercolour
- Apply a dollop (technical term here) of Vaseline to the area and shape it into a blister shape

Related Pages

- [Fake Blood](#)
- [Fake Flesh](#)

WARNING

Some food colourings can stain clothes or skin. Please try it out before you use it otherwise you may end up with a huge cleaning bill, multicoloured Scouts and a queue of irate Scout parents.

So how do I use this in a Troop Night?

Well what we normally do is to have the Patrols decide on a plausible accident and the dress up one of the Patrol as an accident victim. After half an hour of casualty simulation the Patrols move to a neighbouring Patrol's corner and must treat the casualty as best they can.

One warning though, post a warning on the Scout Hall door. Some of the wounds can look very real and can cause the

Place a piece of tissue over the vaseline and very carefully rub it until the vaseline soaks in and turns the tissue transparent

- Very carefully, tear away the excess tissue and smooth the ragged edges into the vaseline
- Tips
 - Play around with the red paint before adding the vaseline to produce a really nasty burn.
 - Don't add too much vaseline, most blisters don't stick up like half a ping-pong ball



GSL/ADC/DC/Parents to panic.

Another thing, although this is not real and the Scouts know it is all fake, some Scouts can get a bit queasy about this so it is a good idea to have an alternative for them to do in another room

Wounds

- Cut a piece of double-sided fabric plaster to the approximate size and shape of the wound and stick it down to the arm or leg or whatever. (Don't forget to make sure that they are not allergic to it!)
- Using small pieces of flesh, build up flesh on the bandage
- Carefully blend the flesh with the real skin
- (8G: Do this under running water for a really smooth finish then dab dry to get some texture back.)
- Use make-up to blend the skin tones together
- Now for the wound.....
- Decide on the type of wound you want and simulate it in the flesh
 - Incised Wounds - these are clean cuts from knife slashes or glass, make these by cutting the flesh with a blunt butter knife.
 - Lacerations - these are made by blunter objects like barbed wire. Simulate these by dragging a pencil point through the flesh.
 - Punctures - a stab wound made by a knife, nail etc. Use a blunt pencil to make this by working it in slowly widening circles in the flesh until the desired hole size



is made.

- Next you need to dress up the cut. Use the paintbox to redden the inside and the edges of the wound
- Add a few drops of blood inside the wound.
- You can have fun by inserting foreign objects such as nails or wood into the wound.

Variations

- When you have finished with the basics you can really have fun. Open fractures with bones sticking out of the ripped skin.
- Make two lots of fake flesh, one normal coloured and one bright red. Put the red on first then roll out the pink and apply over the top as a thin layer. Cut through the top layer with a blunt knife to produce a REALLY gory effect.
- De-gloved fingers (see right) where the flesh has been ripped off the finger taking most of the bone with it (finger bent over, false stump made and a broken chicken bone used)
- Let your imagination run riot!



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Fake Blood

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(These ideas were shamelessly nicked from Andy Whitelaw (41st Fife))

Notes

- **Cost:** £3, makes GALLONS!
- **Time:** 10 minutes to make, 5 minutes to cool.
- **Verdict:** 10/10 Great fun.

Equipment

- Cornflour
- Water
- A nice Blood Red food colouring
- Eye drop bottle (blagged free from chemist)

Instructions

- Make a paste of flour and a little water and blend it into the rest of the water.
- Slowly bring to a simmer and stir constantly until the mixture just begins to thicken.
- The exact amount you will need will depend upon the number of Scouts you have, however I rarely use more than a cupful. nothing looks more fake than buckets of blood!
- The mixture should be used quickly as it will thicken on standing.
- We found that an eye dropper bottle was ideal storage, its lasts longer and is easy to apply.

Related Pages

- [Casualty Simulation](#)
- [Fake Flesh](#)

WARNING

Some food colourings can stain clothes or skin. Please try it out before you use it otherwise you may end up with a huge cleaning bill, multi-coloured Scouts and a queue of irate Scout parents.

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Fake Flesh

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(These ideas were shamelessly nicked from Andy Whitelaw (41st Fife))

Notes

- **Cost:** the list below makes a ball of basic putty the size of a fist, and should do about ten scouts. Total cost was less than £10.
- **Time:** 15 minutes to make, up to half hour to apply
- **Verdict:** 10/10 Great fun.

Equipment

- 2 cups of Self raising Flour
- 1 Cup of salt
- 4 Teaspoons of Cream of Tartar
- 2 Cups of water
- 2 tablespoons of cooking oil
- Food colouring or liquid foundation

Instructions

- Put all the ingredients into a pan, stir and cook until the mixture forms a soft ball.
- Making the flesh to the correct skin tone depends largely upon what skin tones you have in you Troop. I can get away with the bog standard pink tone most of the time. Minor variations in the pink skin can be dealt with by make up.
- I have not investigated the use of food colourings for darker skin tones but I should imagine that they should not be hard to get a hold of.
- One way of getting round the food colouring problem is to use a liquid foundation of the correct colour instead of the food colouring.

Related Pages

- [Casualty Simulation](#)
- [Fake Blood](#)

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DIY Camp dentistry

Toofy Pegs

My Dentist told me about this, its a small toolkit that contains temporary filling material and glue for replacing crowns or large lumps of filling.

First Aid Kit: Available from Chemists for about £5

Alternatively what if...

(I copied the following down from an article by Dr Biscoe, another Dentist, in Real Health & Beauty magazine)

A bit of filling drops out?

You can plug temporary gaps or rough bits with either unsweetened chewing gum, blu-tac, or softened candle wax. It should protect exposed sensitive parts and provide a smooth coat over rough surfaces.

First Aid Kit: Carry a packet of non-sweetened chewing gum

A whole tooth falls out?

Carefully wash it under cold water, but DO NOT SCRUB it, you need the tooth root material still attached. Try and put it back, bite down and get straight to a Dentist. Alternatively if you can't stomach the thought of that put the tooth in milk and again get straight to the Dentist.

First Aid Kit: Small screw bottle to carry the tooth in (or film container?)

You have throbbing toothache?

Apparently the ancient remedy of "Oil of Cloves" from a health food shop is as good as any until you can see a Dentist. Dissolving an aspirin against the pain is a myth, and is actually harmful as it will cause an ulcer right at the spot you are trying to help. If you need major Dentistry you should try and limit the use of Aspirin or Ibuprofen as these thin your blood down and can lead to haemorrhaging.

First Aid Kit: Small bottle of oil of cloves, not sure about expiry dates

You get mouth ulcers?

The recommendation is to ask a chemist to make up a mixture of 15% tannin and 85% glycerine, then apply directly to the ulcer. I am not too sure about this, and would be tempted to just buy Anbesol or Bonjela while I was at the chemist.

First Aid Kit: To be honest, a tube of Bonjela

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First Aid Kits

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The following first aid kits have been collated from the various sources listed below. Numbers in brackets are suggested from personal experience with a troop of 30 scouts, and should be varied according to the number of people and the type of activities that are likely to take place.

		Personal Travel Kit	Basic Group Kit	Group Outdoor Activity Kit	First Aid Tent	Notes
Dressings	Plasters (assorted)	10	20	20	20	Unopened in container
	Heel/finger plasters		(10)	(10)	(10)	
	Sterile eye pads		2	2	2	
	Gauze pads		(10)	(10)	(10)	Melolin Pads, can be cut to size and held in place with tape
	Finger size sterile dressings	1				
	Medium sterile dressing	1	6	6	6	
	Large sterile dressing	1	2	2	2	
	Extra-large sterile dressing	1	2	2	2	
Bandages	Crepe roller bandage	1	(2)	(2)	(2)	
	Triangular bandage	1	6	6	6	
Other	Easily Identified Waterproof Container	1	1	1	1	Used to store the kit in
	Accident Book and pen	(1)	1	1	1	or Multipart forms
	25g pack cotton wool	1	(5)	(5)	(5)	Use for washing wounds
	Non-alcoholic sterile wipes	3	(10)	(10)	(10)	Keep in container

	Disposable Gloves	(1)	10	10	10	To protect first aider and casualty from infection
	Tweezers	1	(1)	(1)	(1)	Small pointed end, with protective cover
	Small blunt ended scissors	1	(1)	(1)	(1)	
	Thermometer/Fever Strip	1	(1)	(1)	(1)	
	Micropore tape (medium)		(2)	(2)	(2)	Use to hold plasters and gauze pads in place
	Eye wash kit			(1)	(1)	
	Packets of Sugar		(10)	(10)	(10)	From Burger King, for diabetics
	Small bottle aspirin		(1)	(1)	(1)	Offer to suspected coronary casualties
	<u>Dental Kit</u>		(1)	(1)	(1)	<u>Toofy pegs, Bonjella, chewing gum</u>
	Sample Bottles		(1)	(5)	(5)	35mm film canisters, samples, insects etc
	Large corn plasters	(1 pack)	(1 pack)	(1 pack)	(1 pack)	For relieving pressure from blisters
	Safety pins/clips		(5)	(10)	(10)	
	Book of matches	1				
	Coins for phone call	£1				
	Phone card	(£2)				
	Plastic resuscitation shield	(1)	(1)	(1)	(1)	
	Blanket			(1)	(2)	
	Survival Bag			(1)		
	Torch	(1)		(1)	(1)	Checking eye reflex, and ear canal
	Whistle	(1)		(1)		
First Aid Tent	Camp bed, pillow, sheets and blankets				1	Keep wrapped until needed
	Plastic covers for above				1	In case of food poisoning
	Vomit bucket				2	
	Waste bin					

	Bin Liners					For above two items
	Electric lantern					Or light safe to be left on and odourless
	Table, 2 chairs					For treatment
	Paper towels and antiseptic Spray					To keep table and bins clean
	Sanitary Towels				(1 pack)	Double up as large pressure pads
	Cold pack				(1)	Strains etc
	Hot water bottle				(1)	Stomach Ache/Hypothermia
	Medical Records					Store in loose leaf folder

Source Material

Personal First Aid Kit	Pathfinder Award Handbook	ISBN 0-85165-263-8
Basic First Aid Kit	Voluntary Aid Societies First Aid Manual 7th Edition	ISBN 780751-0707-6
Outdoor Activity First Aid Kit	Voluntary Aid Societies First Aid Manual 7th Edition	ISBN 780751-0707-6

Notes

- First aid kits should always be kept in a dry easily identified container
- Signs should be placed outside of tents used to store First Aid Kits.
- Personal medication should be stored in a seperate, locked medicine chest, not the first aid kit. Each item should be clearly marked to show to whom it belongs, the dosage and the expiry date.

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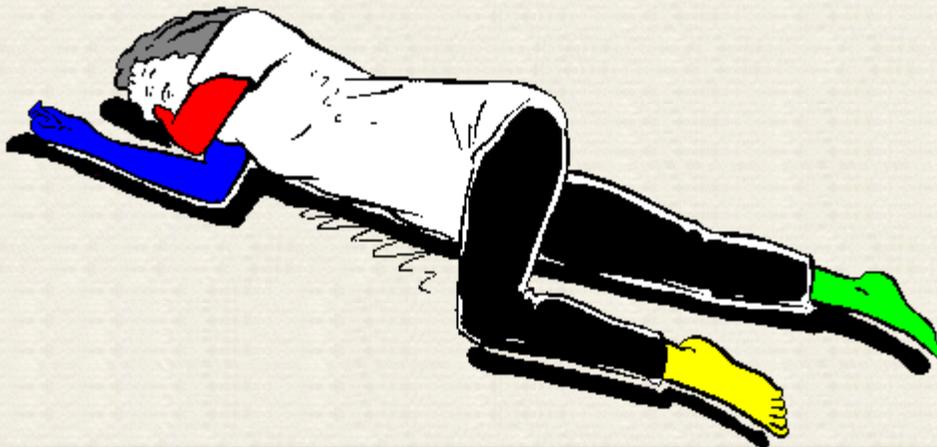
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You Might Be Taking Scouting Too Seriously If... (UK 2000 version)

(UK 2000 Update)

Please send suggested additions to [Stephen Rainsbury](#)

- You have the arrowhead symbol as your PC wallpaper
- You have the arrowhead symbol as your Living Room wallpaper
- The first choice you make for your holiday home is whether or not to storm lash it
- You can tie your shoe laces with a different type of bow for each day of the week
- You put a string fence around the barbecue in your garden
- You store your garden hose in a large turks head woggle
- Your new car is purple to match the colour of the Scout window sticker
- Your wife tells you to wear your best clothes and you put on your uniform
- You only have one meaning for the word camp
- You take the ink blot test and can only see patrol badges
- Your friends agree to come to a barbecue only if you promise not to pick the kebab sticks fresh from the garden and not to try and start a sing-along
- You roll the contents of your bedroom against alternate walls every morning
- You prefer the taste of coffee from a plastic mug
- Your best dinner plates are metal, chipped and made in Poland

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