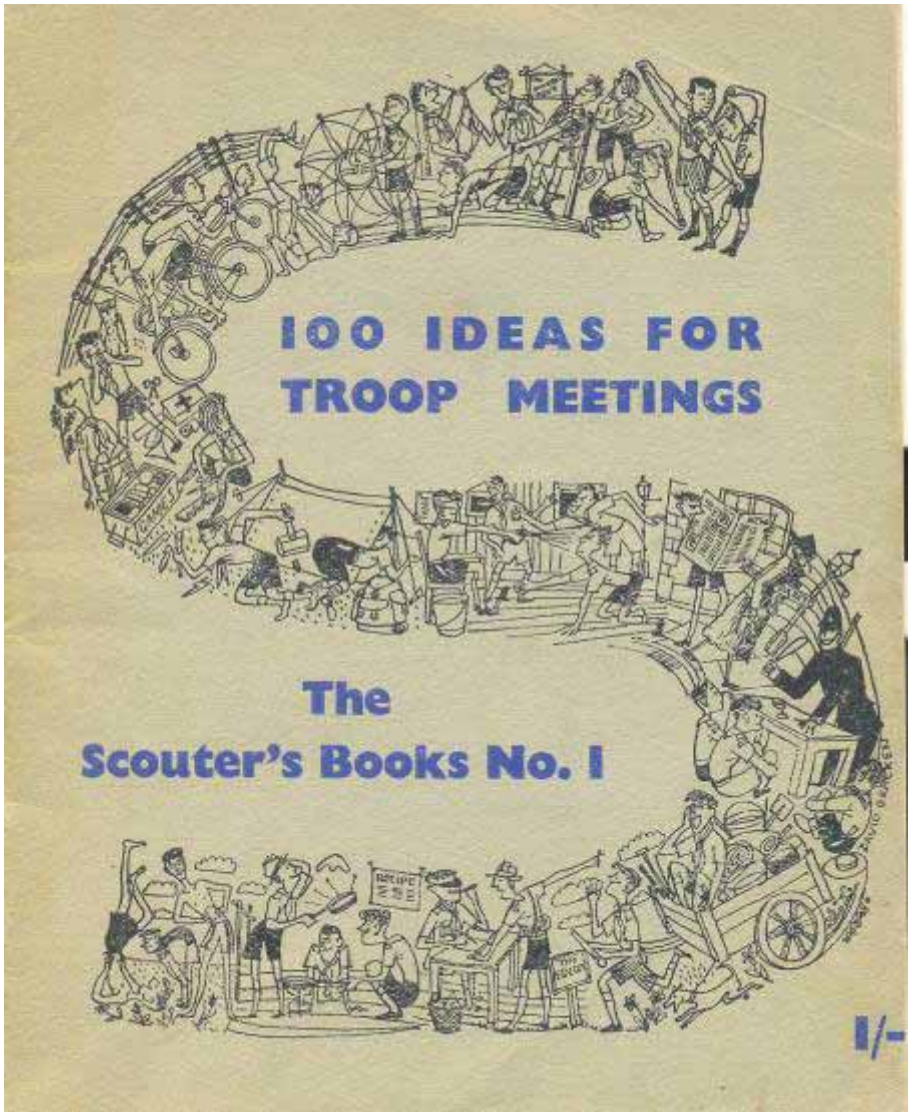


THE SCOUTER'S BOOKS No. 1

100 IDEAS FOR TROOP MEETINGS

BY
DELTA and THETA

"Scouting is a boy's game but a man's job."
Lord Rowallan, February 1945

THE BOY SCOUTS ASSOCIATION
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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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INTRODUCTION

We all know that whether we hold our Scouts depends to some extent (probably to a large extent) on the quality of our Troop Meetings. If they're dull, uninspired, unimaginative, always the same, the boys become bored and drift off sooner or later (and all too often sooner) to one or more of the many other interests that lie awaiting them. We offer you this little book of ideas in the hope that it will help you with your Troop Meetings. We do not suggest that many of the ideas are new (although we think some of them are) but some of them may be new to you and others you may have forgotten.

Actually although this book is called 100 Ideas, there are many more than 100 because sometimes there are several under each heading. The ideas are all based of course on the assumption that you run a Patrol Competition which is the life-blood of good Troop Meetings.

As the first of a new series for Scouters it comes to you with the blessing of the H.Q. Commissioner for Scouts and of the Camp Chief.

Troop Meetings ought to be so good that Scouts can't bear to miss them, so good that the Scout goes home saying: "We had a smashing Troop Meeting tonight" or whatever the current adjective of highest praise happens to be.

John Masefield wrote "The days that make us happy make us wise." May these ideas contribute to the happiness of you and your Scouts.

DELTA.
THETA.

100 IDEAS FOR TROOP MEETINGS

1. **MANNEQUIN PARADE.** Let one Patrol prepare themselves to come in, one by one (from another room if available, or from a screened off portion of H.Q.), to stroll gracefully around once or twice and then make their exit. Of six Scouts, two should be properly dressed down to the last button, while the four others should have mistakes in uniform or be carelessly dressed, e.g., unbuttoned shirt pockets, missing garter tabs, unironed scarf, badge in the wrong position, etc. The remaining Patrols sit with notebook and pencils noting errors, etc., of dress. The 'parade' should be followed by a discussion on smartness, on Scouts in Public, on the good name of the Movement depending on every Scout, etc.

2. **SPY.** Announce that for the next four Troop Meetings, something not usually there will be in the H.Q. Patrol competition points to the Patrol first to discover what. e.g.

(a) Coloured drawing pin stuck in the wall.
(b) Different picture hanging in H.Q.
(c) Walking stick hanging on a peg.
etc.

3. **PERSONAL MEASUREMENTS.** Each Scout to bring a tape measure. Supply him with a card typed as follows:

Name, date.

Height; span of thumb and forefinger; span of thumb and little finger; wrist bone to elbow; tip of forefinger to elbow; extended arms from finger tip to finger tip; middle of knee-cap to ground; hip bone to ground; length of foot.

These he fills in with the help of a pal.

Follow by yarn on how knowing his personal measurements can help a Scout in estimation.

4. **USE CODES.** The use of codes (or ciphers) in wide games, as a substitute for straightforward orders, in treasure hunts, etc., helps to give that romance and secret society atmosphere which Scouting once had and is in danger of losing. Here are three suggested methods: –

(a) Choose a number, say 624. The numbers in the key represent the number of letters in a line and are repeated until the message is complete. e.g. To encipher the message "Meet me in the woods at dawn tomorrow":

M E E T M E
I N
T H E W
O O D S A T
D A
W N T O
M O R R O W

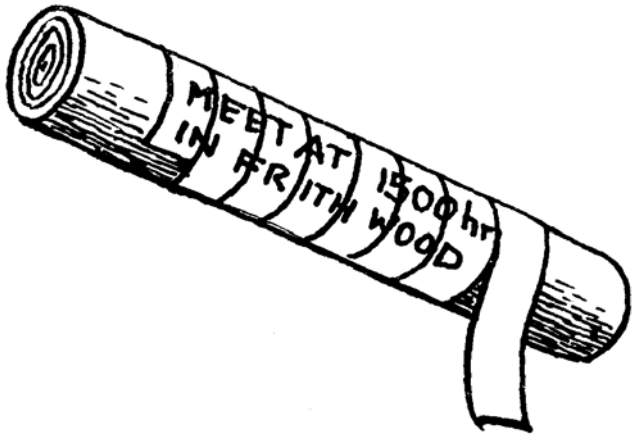
write out: – mitodwmenhoanoeedtrtwsormaoetw (or split up into groups of five letters if you prefer).

To decipher a message, first discover how many lines there are by ticking off the code by 624 key: –

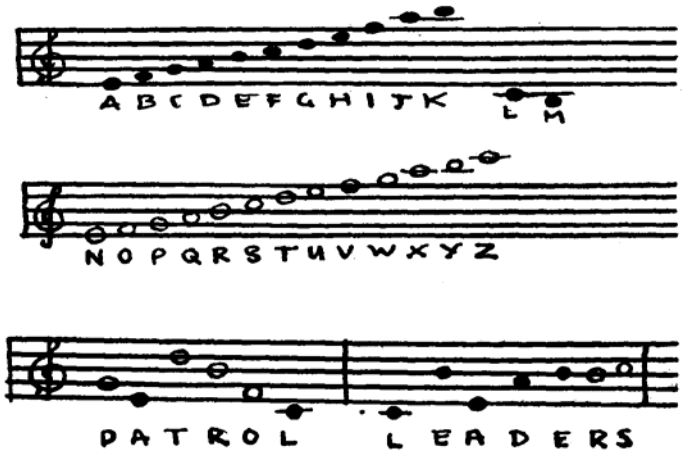
Using the same message, mitodw/me/nhoa/noeedt/rt/wsor/maoetw gives seven lines. Now all you have to do is to write out the message in column downwards:

X	X	X	X	X	X	(6)
X	X					(2)
X	X	X	X			(4)
X	X	X	X	X	X	(6)
X	X					(2)
X	X	X	X			(4)
X	X	X	X	X	X	(6)

(b) Take a long strip of paper (the margin of The Times e.g.) and wrap it round a stout staff or a games baton so that the edges overlap. Write out (preferably in block letters) your message on the paper. Unwrap it; smooth it out. (This is a pleasant 'code' idea for treasure hunts or wide games).



(c) Use a music cipher for which music MSS is needed to write the message. The code can be in any key!



5. ESTIMATION COMPARISON. It is a help if Scouts can know the heights of such things as a lamp post, top of a bus, normal house of the district, pillar-box, telephone box, etc. Discovering these (and others) can be a Patrol activity reported at the next Troop Meeting.

6. VARY INSPECTION. It isn't necessary (or even a good idea) for Scouters to inspect every Scout in every particular every Troop Meeting. Vary inspection. e.g.

(i) Inspect each Scout for clean shoes and garter tabs only.
(ii) Inspect thoroughly just the P.L. or some other one member of the Patrol, and mark points for Patrol on his turn-out.
(iii) All but one of the Patrol Leaders together inspect the other Patrol in turn.
(iv) Inspect knives only.
(v) Inspect content of pockets to see if Scouts carry pencil, cord, clean handkerchief, sixpence, etc.
(vi) Draw a number from a hat; inspect that number only in the Patrol.
etc.

7. PLIMSOLLS AND ALL THAT. Full uniform for inspection but:

(a) at least "scarves off" for games ("knives off" for games of course)
(b) get a tradition of wearing plimsolls for the whole of Troop Meeting. They're cosier, better for games and cleaner;
(c) if facilities allow change into shorts and plimsolls only for violent physical activities.

8. GONE BUT NOT FORGOTTEN. Introduce the Scouts to: Scout's pace, weight estimation and numbers estimation. All were once part of the Second Class or First Class tests, but are no longer. But they were once considered good training and are still good fun.

9. KNOT OF THE WEEK. These knots are mentioned in the tests and proficiency badges: – reef, sheet-bend, clove-hitch, bowline, round turn and two half hitches, sheepshank, timber hitch, fisherman's, crown knot (for back splice), fireman's chair knot, manharness knot, rolling hitch, marline spike hitch, blackwall hitch, midshipman's hitch, carrick bend, bowline on bight, running bowline, catspaw, wall knot, slip reef, double sheet bend, figure of eight.

Devote not more than ten minutes each Troop Meeting to "Knot of the Week." During this time a new knot is demonstrated or learnt or an old knot revised (or it may be a new knot to one or two Scouts). By this method the Troop become expert in knotting and make progress in a number of badges at the same time. Sometimes only a moment or two will be needed but all Troops who have incorporated this idea into their programmes have benefited by it.

10. TROOP CALL. Have a Troop call (owl, woodpecker, etc.) which only the Scouters may use. Make it a Troop tradition that it is taken seriously and used only when the Scouter needs to give an order. On hearing it, every Scout freezes at once. The Scouter should go on repeating it until every Scout freezes awaiting the order. In introducing it the Scouter should emphasize the call's importance in case of accident, fire, etc.

11. RECORDING PROGRESS. Have a definite time each Troop Meeting (as definite as Flag and Inspection) for marking up records of progress in Second Class or First Class. It keeps constantly before the Scouts the idea o the main Scout road along which they should be traveling – and if a boy isn't making progress it becomes fairly obvious, and special help and attention can then be given. And make the recording chart as original and ingenious as circumstances will permit. (What about a chart which lights up when a chap completes his Second or First Class? Anyone designing one might like to tell us about it.)

12. COMPASS QUIZ. First ask each Patrol to select one of its members to chalk on the floor a compass arrow pointing North. Correct these if necessary before asking each Patrol to answer questions such as these which must be previously prepared: –

(i) What direction is the Town Hall from this H.Q.?
(ii) Where is S.S.W.?
(iii) If you could go S.E. in a straight line for 50 yards where would you be?
etc.

13. SHEEPSHANK TEST. Have one rope for each Patrol fastened loosely across the H.Q. The test is to bring it dead taut with a sheepshank.

Or

Attach one end of the rope to a strong stake. At the other attach one of the Troop. Then tell them a yarn about the member really being a goat and that he is eating your neighbour's lettuces. Therefore, each P.L. has in turn to tie a sheepshank in the rope so that the goat will stay in his own garden. Scout taking shortest time wins.

14. ACTING SLIPS. B.-P., himself an enthusiastic mimic and actor, always emphasized the value of acting both in character-building and as an asset in real life. Give each Patrol a slip of paper bearing a subject. Sometimes (a) all Patrols have the same subject, (b) each Patrol has a different subject, (c) the subject demands the use of all the Patrol, (d) the subject demands the use of one member only. Suggested 'slips' : –

(i) Skipper missing his train to town owing to oversleeping.
(ii) Trying to serve Skipper with disguised burnt porridge.
(iii) Caught by a talkative old lady when you are in a hurry on your hike.
(iv) Act some emotion, i.e. anger, jealousy, fear.
(v) Act without gear and words, making a cup of tea, getting out a splinter, frying an egg.
(vi) Act a noun in dumb show, i.e. umbrella, ruler, motor-cycle, flower.
(vii) Each Patrol in turn to act a noun and see what different ways one word can be interpreted.
(viii) Patrol to act a sketch using three given props, i.e. a bicycle bell, a pack of cards, a walking stick.

15. MINIATURE ATHLETICS. Every Scout in every Patrol must take part in at least one event. If copies of a programme can be distributed at the preceding meeting, all the better. Something like the following:

(i) Javelin: throwing the match (javelin fashion).
(ii) Putt fig the Weight: putting the balloon.
(iii) The Hundred. Pick out from a bowl an estimated hundred peas or pebbles.
(iv) The Furlong. One with longest hair (or fur!) wins (to polite groans).
(v) High lump. Estimate height of H.Q.
(vi) Long Jump. With heels touching wall try to jump forward, both feet together.
(vii) The Marathon. Turn as many cartwheels as possible.
etc.

16. UNWELCOME GUEST. By previous arrangement a friend of the Scouter's unknown. to the Troop bursts into the Troop room, makes a remark or two in a loud voice and disappears. Troop are asked to write description of man, including physical characteristics and dress, etc., and to write down as near as possible what was said. (This incident should be repeated once a month for about three months, so that Scouts can receive training in this sort of quick observation. A different intruder, with different actions, etc., each time. One, for example, might use no words but try to get over a message by dumb show.)

17. TRY MAKING THESE.
Models of camp lay-out and gadgets, e.g. dresser, altar fire.
A Patrol Record Board.
Actual Collapsible Camp Larder.
Actual Hay Box.

18. MALE DISGUISES ALLOWED. The Troop is required to reach H.Q. unobserved by Scouters (or other Scouts or friends of the Troop, etc.) who will be never nearer H.Q. than 30 yards. Any male disguise is allowed. Observers make notes of any Scout they think they recognise. Troop Meetings begin with display of disguises, discussion, etc.

19. FIND A AND B. A list of directions from one undivulged place in your district (A) to another (B), the list being such reply as one would give on being asked how to get from A to B. One list is needed for each Patrol and first Patrols to discover correct identity of A and B win points in the Patrol Competition: e.g.: – From A you take the third street on the left until you come to the church. Here you turn left and continue down until you arrive at the traffic lights. Turn right here, then left at the Iron-monger's for 100 yards and you are at B.

20. HANDYMAN'S KIM. Kim's first experience of the game named after him was with a trayful of jewels natural in a jeweller's shop. If a Scout is to be (as he should be) a handyman, he should recognise the tools and materials he will need. So have a Kim's tray of the following (and follow up with a yam about some requirement of the Jobman or Handyman Badges): – Hinge, mallet, bradawl, fret-saw blade, 2" round-head screw, 4" flat- head screw, drill, bit, ratchet screwdriver, plane, wing nut, spanner.

21. MATCH-STICK FIGURES. Demonstrate how easily these can be drawn and made to perform almost any action. Log books, etc., will benefit.



22. EVENING WALK. Send out the Patrols and give them an hour (say) to fulfil some requirements as the following: –

(i) To sketch a local monument or building.
(ii) To note what tie is worn by a man wearing a red carnation.
(iii) To discover the number of the P.C. on duty at a certain spot.
(iv) To measure the height of certain railings.
(v) To name the trees in a certain street.
* (vi) To identify the make of car having the number.
(vii) To count the number of public clocks in the town (or within given boundaries).
(viii) To note the direction of the wind at a given time.

* *Previously arranged to be on the route by the Scouter*

23. WHAT EVERY SCOUT SHOULD KNOW (1) How to make a rope ladder: demonstrate and then let Patrols attempt.

24. USE A NOTICE BOARD. Much speechifying (and boredom) can be saved by having and using a Troop Notice Board and developing a tradition that every Scout should visit it

immediately on arrival. A good type of notice board is one crossed and recrossed by tapes set in diamondwise, the corners of notices being held under the tapes.

25. TEACH KNOTS BY USING THEM: e.g. the barrel sling by lifting a bucket of water up to a window; the scaffold hitch by lifting a plank with pots on it; the highwayman hitch by climbing to a bough and letting yourself down, bringing the rope down afterwards; the bowline by lowering a Scout down a cliff, even if it's only over an open door.

26. PARTY PIECE. Have a Troop "party piece", i.e. something that all the Troop can do on occasion. e.g. cycle riding display (as in "Boy Scout"); tumbling; ropespinning; puppetry; Indian crinoline; hand bells; trek cart dismantling display; recorder playing.

27. PATROL CONSCIOUSNESS. Emphasise Patrol identities by:

(i) Letting Patrols have a Patrol motto (one of the best chosen in our experience was 'Scouts in all weathers').
(ii) Painting staffs with rings of Patrol colours.
(iii) Each Patrol have its own tent for camps, stamped with its Patrol totem and cared for by the Patrol.
(iv) If a permanent Patrol corner (or Den) isn't possible, have Patrol notice boards which can be hung up before Troop Meetings and stacked away afterwards.

28. GOOD TURN. Send Patrols out for 15 minutes to do as many good turns as possible and report to Troop on return.

29. TASTING. As part of a Patrol competition have a tasting test. Scouts blindfolded to taste and try to identify e.g. salt, sugar, flour, baking powder, soap, marmite, custard powder, coffee, marzipan, crystallised cherries.

30. SEMAPHORE. Instead of flags, try using torch in each hand.

31. MAPPING. Send out Patrols to make as accurate sketch maps as possible of locality around H.Q. (Time limit necessary).

32. GAMES BOX. Assemble and use a games box to contain: a medicine ball or football, old tennis balls, table tennis balls, bean bags, chalks (lots of it), small hoops, small wooden batons (about 6" long, 1" diameter), lengths of knotting rope about 6ft. long, small bags with taped necks for tying, drawing pins with coloured heads, pad of scrap paper. (And anything else you fancy.)

33. MOVING AROUND. Re-arrange furniture and fittings of Troop room between one Troop Meeting and the next, Patrols to list changes.

34. WHAT EVERY SCOUT SHOULD KNOW (2). A turk's head woggle. Demonstrate and then let every Scout try.

35. WHAT EVERY SCOUT SHOULD KNOW (3). How to make a tent out of bivvy sheets: demonstrate and then let every Patrol try.

36. BUSKERS. Each Patrol to entertain the Troop for three minutes only. (Charade; conjuring; sketch; speech, etc.)

37. STREET SURVEY. Send out Patrols to examine short stretch of street and on return to try and answer questions about it. e.g.:

(i) Are the odd numbers of the street all along one side?
(ii) Name the shops in order.
(iii) How many drains along this stretch of street?
(iv) What direction does the street run
(v) From an examination of the houses, how many had fires alight?

38. GUEST YARNS. Invite guests (one a month perhaps) to talk to Scouts on something they're expert at. Talk to be limited to fifteen minutes, e.g. Miniature Rifle Clubs (by local Secretary or member); make-up for plays (by member of local dramatic club); arresting a criminal (by a Policeman); what happens to the letter you post (by a Postman); care of the bicycle (by owner of a bicycle shop), etc.

39. BACKGROUND TO SCOUTING. Give your Troop five-minute yarns on: – Roland House, Kandersteg, Brownsea Island, Mafeking, Handicapped Scouting, Jamborees, The Bronze Buffalo at Gilwell, The Story of the Wood Badge, etc., so that they know something of the history of the Movement they belong to.

40. THE SCOUT AS A HANDYMAN. Demonstrate (and follow by Scouts attempting): – How to mend a fuse; How to sew on a button; How to solder; How to mend a washer. (Or get someone else to demonstrate!)

41. MINIATURE KIM. Five articles (to be seen for five seconds); five noises (to be heard in five seconds); five objects in a bag (to be identified by touch; 30 seconds for each Patrol).

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

43. BLACKOUT. Scouts blindfolded:

(a) to face a sudden sharp noise;

(b) to walk eight paces forward, to about turn and to walk back exactly to the starting point;

(c) to pick up within 10 seconds six objects previously seen lying on the ground two yards off;

(d) to walk four paces and get under a form, climb back over it and return to starting point within 20 seconds.

44. ODD THING OUT. Patrols are sent out for 10 minutes to survey half a dozen shop windows and to make a note of an article in each which wouldn't normally be there. (Scouter must organise co-operation of shopkeepers beforehand: the possibility of a report in the local paper is sometimes an inducement).

45. THE PATROL COMPETITION. This, as we said in the introduction, is the life-blood of the Troop Meeting. Two points to remember:

(a) Don't let any one competition last too long: perhaps a monthly competition is enough so that the bottom Patrol doesn't become too despondent nor the top Patrol too cocky.

(b) Have an interesting way of scoring, e.g. (a) by giving beads of different colours (blue = 10, white 5, green = 3, red = 1 say) as points to Scouts immediately they are scored: it's always satisfying to handle a tangible reward! P.L.s keep beads on string and count up at the end of competition. (b) Or by short lengths of material 'scalps': (white = palefaces = 10 points, red = redskins = 5 points, green = animal scalps 1 point). Awarded and kept as (a).

46. QUIZZES. Have occasional 5-question Quizzes on anything Scouts ought to know. These don't take long and a great deal of general Scout knowledge can be picked up this way. Either one set of answers per Patrol or one set from each member of Patrol and take average for point- scoring purposes. (The Scout's Quiz Book, Patrol Series No. 14, 1/- from Scout Shops will be found handy.) Here is an example: –

(i) Which way is the Queen's head facing on a penny?

(ii) Are the horns of a cow in front or behind its ears?

(iii) Whose signature is on a 10/- note?
(iv) What do you do to make tea leaves settle in a dixie if you are in a hurry?
(v) What trick do you know to make the outside clean in of billies easier?

47. WHAT EVERY SCOUT SHOULD KNOW (4). How to make a bed with blankets; demonstrate, and then let Patrols practise as far as is practicable.

48. SPECIAL OCCASIONS. Celebrate special occasions – e.g. Troop birthday (a cake? end Troop Meeting with refreshments? have a Scout and girl party?). November Fifth (fireworks? bonfire? roast potatoes?). All Souls Night (bob-apple? ghost stories? midnight hike?). Shrove Tuesday (pancake-cooking on primuses? each-bring-one-Scout-from-another-Troop party?). Camp Reunion (potato pie supper? father and son evening?). Tramp Supper (hot dog and roll)., *etc*.

49. A SCOUT AND HIS TOOLS. Yarns (with practical demonstrations) on care of Scout tools, e.g. axe (how to choose; sharpen blade; oil haft; mask; carry; put away), knife (how to sharpen, etc.), rope (how to whip, splice, coil).

50. TIME TEST. Scouts to sit down so that neither clock nor watches can be seen. To get up when they estimate (a) one minute, (b) 30 seconds, (c) 2 minutes have passed – not all on the same evening. Suggest after first exercise that each Scout invents a way of estimating the passing of, say, a second or five seconds.

51. SITTERS-IN. Sit three people (Senior Scouts? Rover Scouts? parents?) on chairs in prearranged and agreed positions. While Scouts turn their backs, three sitters rearrange themselves in different postures (e.g. arms crossed, feet crossed, right hand under chin, fingers clasped, etc.). Patrols to list the changes. (Variation: sitters don't change postures!)

52. DARK TAPPING. Put out the lights and give Troop call or whistle (which means "freeze: be quiet: listen"). Then tap out on floor a simple message in morse (e.g. Bring me a penny). Points to any Patrol obeying it. (This sort of exercise needs doing several times on more or less consecutive weeks to be really successful.)

53. LISTEN AND LEARN. Troop meetings are more likely to be successful if:
(i) They are run to a recognisable pattern (which may include surprise-items of course as a part of the pattern): boys like routine.
(ii) They are run smartly and with discipline: boys dislike sloppiness.
(iii) No item of any sort lasts more than 20 minutes.
(iv) You have variety: of action and stillness, of noise and quiet, of work and games, of the known and unknown. You should aim at dividing your Troop Meeting into eight sections.
(v) You talk as little as possible – Scouts are being talked at all day and a Scout meeting should be as unlike the rest of the day as possible. Use hand- signals, notice board, practical demonstrations.

54. OLD GAMES MADE NEW. Give a new twist to old games to make them more fun: e.g. instead of looking for beads previously hidden in Troop Room, play in the dark with Scouts collecting beans previously painted with luminous paint; instead of playing "Sleeping Pirate" with the Pirate merely pointing at any approaching Scout he hears (and sending him back to end of room) give Pirate a water pistol and a bucket of water by his side. *etc.*,

55. INVISIBLE INK. Use invisible ink occasionally for instructions to Patrols, or for Treasure Hunt, Obstacle Journey or Wide Game clues. Have you tried:
(a) Writing with a solution made by dissolving equal parts of copper sulphate and sal ammoniac in water. (The writing turns yellow when warmed.)

(b) Writing with a weak solution of cobalt chloride or cobalt nitrate. (The writing becomes green or blue when heated but disappears again when the paper is cooled).

(c) Rubbing a thin sheet of paper with a pad soaked in a solution made by dissolving lard in a little turpentine. Place this, greasy side down over the paper on which it is desired to send the message, and write with a "Stylus" (a ball pen would probably do). To make the greasy writing visible, dust with powdered charcoal or any dark powder.

56. DUFFEL BAGS. The "bag within a bag" method of packing is easily the best, and Scouts should be encouraged to use it. Demonstrate packing rucsac, using bags and making bags. (Give each Scout six weeks to get a supply of duffel bags made.)

57. TRIPLE TEST. Police receive notice of a burglary in a certain house in the town:

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

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

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

58. HIDDEN TREASURE. From information received, we learn that a treasure has been lying hidden in our H.Q. for years. To obtain the clue to the treasure, however, a Patrol must supply the Scouter with: a 5d. bus ticket, a horse-chestnut leaf or bud, a Rover Scout buttonhole badge, a paper bag, a farthing, a sealing wax seal showing the imprint of a Tenderfoot badge, a piece of elastoplast. Go! (The Scouter will vary the requirements according to his discretion.)

59. OBSERVATION CARDS. Collect (a) well- known advertisements; (b) photos of birds, trees, insects, etc.; (c) well-known 'geographical locations'; (d) odd-angle photographs, (e) photos of famous personalities and places. Paste onto cards and use as observation cards in sets of twenty.

60. MEMORY SKETCHING. Scouts to sketch from memory something like (a) the chapel to which they belong, (b) a local monument, (c) the outside of the Town Hall, (d) the gate of the local park, (e) a telephone box or pillar box with inscriptions, decorations, etc. (It is more interesting if the place can be visited and Scouts can compare then: efforts with the original). Tie up with yams about B.-P. as an artist.

61. THE END OF THE MONTH YARN. A yarn – moral, humorous, ghostly, true, fictional – once a month! Some suggestions: –

(i) The Ice Pan Adventure from *The Labrador Doctor* by Grenfell of Labrador.

(ii) "Whistle and I'll come to you my lad!" from *The Ghost Tales of an Antiquary* by M. R. James.

(iii) Jorkens' Family Emeralds, or other stories about Jorkens from the Jorkens books – *Jorkens in Africa* and *Jorkens has a Double* by Lord Dunsany.

(iv) Stories of David Livingstone (from e.g. *Livingstone the Liberator* by James L. Macflair).

(v) Shackleton's Crossing of S. Georgia. (A good account can be found in *AntarcticIisle* by Niall Rankin.)
(vi) Any of the stories in A Pad in the Straw by Christopher Woodforde.
(vii) Nemesis, Chapter 4 in Tales of an Empty Cabin by Grey Owl.

etc.

62. READING ALOUD. Only to be tried occasionally – on a very hot evening, or when the Troop seem rather weary or on a cold snowy evening when not many have turned up. Try: –

(i) Chapter IX of *Kim*.
(ii) Many chapters of *Three Men in a Boat*.
(iii) A Sherlock Holmes story.
(iv) Don't bury a Reindeer (Chpt. 6 of *Living Dangerously* by Spencer Chapman).
(v) Spring Sledging (Chpt. II of *In the Antarctic* by Frank Debenham).
(vi) The Cricket Match (Chpt. III of *England their England* by A. G. Macdonell).
(vii) The Night the Bed Fell by James Thurber (Chpt. I of *Cream of Thurber*).
(viii) Extracts from *The Kon-Tiki Expedition*, e.g. The Visit of the Killer Whale.
etc.

Remember books can be borrowed from Public Libraries or you may have a local Scout Library.

63. GUESS THE NAME! Hand the P.L.s papers with clues on them which, when worked out, each give the name of something to do with Scouting, i.e. "the personnel of a business" gives "staff." Here are ten suggested clues:

(i) A British make of car. (Rover)
(ii) Necessity does not know it. (Law)
(iii) Not so dry! (Damper)
(iv) Half butter and half bread (Pat-rol)
(v) None on us. (Flies)
(vi) A small division of time. (Second)
(vii) How fish breathe and a water hole. (Gil-well)
(viii) Approach and go by. (Com-pass)
(ix) A number and its first letter. (Ten-t)
(x) An aspirate and an American President. (H-ike)

64. CATCH THE MESSAGE. Divide the Troop into three. Send the first group a fair distance away from the H.Q., say 200 yards if possible, but make sure they are visible from the hut. Keep the second group at the H .Q. but send the third group away. The idea is that the first group sends a message, the second group receives it, whilst the third tries to read the message without being seen by either of the other groups. If a member of the third group is seen, his name is shouted out and he must immediately return to the H.Q.

65. POLICE SCOUTS. An unknown person to the Troop walks into the hut during Troop Meeting, talks to Skipper, then goes out again. A little while later you ask the Troop to trove that he was there. (Such clues could be fingerprint on a dusty shelf or wet paint, dropped business address card, etc.).

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

67. ONIONS AND CONKERS. Patrols should leave the H.Q., at five minute intervals to follow a close trail of Onion Juice and/or Conkers. (Trail should be short and easy the first time, slowly getting harder.) This idea can be used in your H.Q., with the Scouts blindfolded and a short trail of continuous onion juice laid.

68. GET IN IF YOU CAN. No Scout is allowed into H.Q. unless he produces a story plausible enough to get him into any normal private house. Points for the Patrol with the biggest percentage of Scouts in the H.Q.

69. SOUND EFFECTS BOYS. Each Patrol is given ten minutes to arrange to give sound effects for thunder, wind, horses galloping, broken glass (without breaking any), chopping down trees (without using an axe), sausages sizzling, creaking gate, waves on a shore, etc.

70. CAMPING WEIGHTS. Lay out all articles that a normal person takes to camp (clothes in a bundle) and let each boy estimate the separate weights of the bundles, etc. Then tell them the correct weight (use a spring balance) and finish up by giving a yarn on cutting down the weight of your kit without giving up comfort.

71. OUT IN THE STREET. Let the Troop observe what goes on in a certain section of road, then ask them questions on it, e.g. how many buses going to X passed by? What professions did you see (Vicar, Policeman, Doctor, Bus Conductor)? What colour hair did the policeman have and what was his number? etc.

72. FIRST AID PRACTICE. Make sure the Troop know how to: roll up a bandage; uncork a bottle and pour out medicine with one hand properly; know the correct contents of a good first-aid kit; cut and tie a roller bandage; apply an arm sling in the dark; put on elastoplast, etc.

73. THE FIVE CLUES. The clue (in Invisible Ink, Morse or Code) is written on a piece of stiff paper (as many pieces of paper as there are Patrols). These papers are then cut into five and distributed amongst five people (friends of Skip's) or places. Each Patrol Leader is given a set of clues as to the identity of the clue-holders and the winning Patrol, after piecing the collected clue together wins the bag of toffees prize at the H.Q. Clues might be something like this: –

(a) The Sergeant on duty will tell you if you ask him the time. (Local Police Station).
(b) Washington! (D.C.!)
(c) The house with the monkey puzzle in the garden. etc.

74. P.L.s AND SECONDS IN CHARGE! By previous agreement at Court of Honour, arrange for the P.L.s to run an entire Troop Meeting, doing also the programme. Scouters should take the place of Tenderfoots in Patrols that are short and Seconds act as P.L.s.

or

Work out a rough programme at Court of Honour, and then let one P.L. run games, another tell a yarn, another the stunt, another the Prayers. Both these ideas have been tried out with quite young and inexperienced Troops and have reaped excellent rewards.

75. RAT TRAP. Give Patrols ten minutes to make and demonstrate a rat trap.

76. TREE SEARCH. Identify as many trees as you can within a fifty* yards radius of H.Q. Time limit necessary).

* *according to neighbourhood.*

77. NEWSPAPER. Immediately after Flag and inspection, hand each P.L. a large double sheet of cartridge paper about the size of a daily newspaper. Each P.L. is told to appoint an Editor (himself if he wishes) and produce a newspaper. The rest of the Patrol become reporters and are sent out on various assignments The Editor must sort the news, the accounts of interviews, etc., that his reporters bring in and get on with the make-up, including main headlines, etc. Each Patrol must name his paper and the whole job be finished in 90 minutes. It is well for the Scouter to warn the local police, station officials and local notabilities in advance to secure their full co-operation.

78. DIFFERENCE. For this, Scouts work in pairs. Two similar collections of articles are made which only differ slightly. Thus in one collection there might be a live match, and in the other a dead one, etc. Scout 'A' looks at one collection for a given time; Scout 'B' at the other. 'A' and 'B' must then get together and, by telling each other what they saw, produce a list of the difference or differences between the things in the two collections.

79. SHADOWING. This will be a whole evening's project, to be prepared in advance and reported on at the next Troop meeting. Four friends fairly well-known to the Troop are asked to help and a clue as to their identity (one to each Patrol) is sent to the P.L.s the day before. Also sent is some such note as follows: – "Four persons, to whose identities the P.L.s have been given a clue, will pass the local main Post Office at some time between 6.45 p.m. and 7 p.m. Each Patrol will shadow the person assigned to them until 9 p.m. They will prepare a detailed report of the movements and activities of their quarry between these hours and have it ready by the next Troop Meeting. Prepare beforehand for every likely contingency. Be as invisible to your quarry as possible for, as soon as he sees you, he will try to escape your vigilance. Disguise is permitted."

80. DARKNESS TEST. In the dark, within ten minutes, in their Patrol corners, each Patrol must:

(a) sew on a button;
(b) tie six different knots;
(c) write out names and addresses of members of the Patrol;
(d) sort out into four heaps a box containing 24 small articles of four different kinds, e.g. buttons, halfpennies, small safety pins, screws.

81. THE CLUB OF QUEER JOBS. Every member must collect a parcel from the S.M. before leaving H.Q., carry it with him till after 8.30 p.m.* and thereafter lose it reasonably.

1. (a) Who plans the flowers in the Park, and what flowers were planted most recently?
   (b) Who winds up the clock of St. Mary's Church? *
   (c) Who switches on the lights in the High Street? How does he do it? (Bonus of two points for signature).
   (d) Who is licensed to sell what at the sign of the Swan? *
2. What is the first word in col. 3 page 3 of this week's local paper?
3. Go to a place where there are 50 steps and obtain the signature of the doorman. *
4. Make a damper outside and cook it. Damper to be produced to S.M. before 9 p.m.
5. Obtain the name of the driver of the first fire engine for duty at the local Fire Station. (Bonus 2 points for signature).
6. Obtain the signature and address of a parson, a solicitor and an architect.
7. What time will be lighting-up time on December 5th?
8. Visit someone, not related to you, for five minutes and come away with proof of your having been there.
9. Spend 3d. to the greatest advantage.
10. Enter and leave as many public buildings as possible during the evening. (Your word will be trusted but keep a list of them).

*(*change to suit local conditions)*

82. FIND OUT AT ONCE. Give Patrols 15 minutes to find out the following information:–

(i) How much does a blue bus ticket cost?
(ii) Give the names of half a dozen adjoining shops along the nearest street.
(iii) How many steps are there to the upper saloon of a bus?
(iv) How many passengers do our buses hold?

(v) How many keys on a piano?
(vi) How many laceholes has your T.L.'s shoe?
(vii) What is your town's motto?
(viii) How many days to the next full moon?
(ix) Where is the nearest weighing machine to
(x) What programme is on the Light Programme now?

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

(i) Sit in the front seat of a bus for 3 minutes.
(ii) Cross a bridge and pace out its length.
(iii) Toast a piece of bread over any fire and bring it back.
(iv) Find out the name of the ticket collector on duty at the station.
(v) Swim fifteen yards and leave the baths wearing a flower in your buttonhole.
(vi) Obtain the signature of the Sergeant on duty at the local Police Station.
(vii) Draw a local weather-vane.
(viii) Find out where are (a) the nearest fire hydrant, (b) the nearest public seat, to H.Q.
(ix) Mr. Q wants to go to Church next Sunday. Obtain full details of the Services.
(x) Carry on a short conversation with a Guide Captain, a shopkeeper, a newspaper seller, a bus inspector, a Brownie, a man over 70 and a musician.

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

85. PATROL EQUIPMENT. See that Patrols are properly equipped. Even in church halls, etc., it should be possible for Patrols to have either a shelf of their own in a cupboard, or a "Patrol box" which can be kept e.g. under the platform. Patrol boxes should hold: – knotting ropes, tennis ball, spare pencils, spare woggle, etc.

86. COURTESY. Let a tradition develop for Scouts on arrival to salute and before departure say "Goodnight" to their Scouter. If D.C. or visitor arrives, Scouts should immediately jump up and await orders. It is not sissy for Scouts to say 'Sir' to visitors, whether Commissioners or not!

87. MEETINGS OF THE TROOP. Originally Troop Meetings were merely Meetings of the Troop – to go off and do Scouting. Why not have a "meeting of the Troop" occasionally:

(a) at the swimming baths for swimming practice, etc.;
(b) a country cycle ride;
(c) a night hike;
(d) a breakfast picnic, etc.

88. USE GAMES SENSIBLY. Scouts do not want a programme all games. What they want is to make progress in Scouting. So use games (i) sparingly, (ii) knowing the purpose for which you're using them. In Indoor Games for Scouts there are 379 games; in Outdoor Games for Scouts there are 183 games. So play as many different games as you can in the three or four years of a Scout's lifetime: repeat only the favourites – and those not often.

89. WALKING AND TALKING. Practise recognising people by their voices only or by the sound of their walk only.

(a) Let half the Troop sit in darkness while the other half (in pre-arranged order) say a proverb in their natural voice.
(b) Instead of talking, each one walks along outside H.Q. (N.B. Windows open!)

90. INDOOR CASTS. Demonstrate to Troop how to make Plaster Casts of military buttons, flowers, leaves, etc., impressed in putty or plasticine.

91. WE'VE GOT 6d. Give each Patrol 6d. with instructions either (a) by buying, exchanging, etc., to obtain the biggest article in half an hour; (b) to use it to the best advantage; (c) to gain the largest profit from it.

92. WHAT EVERY SCOUT SHOULD KNOW (5). How to make pancakes. Demonstrate (using primus) and if enough primuses and other equipment can be borrowed, let each Patrol have a try.

93. DISCUSSIONS. Instead of "lecturing" the Troop, have occasional discussions led by P.L.s, with the Scouter giving a two-minute summing up at the end. The kinds of subject that can be dealt with in this way are e.g. behaviour in the country; Scouts and smoking; Scouts and swearing; Scouts in public; good turns, etc.

94. CASTAWAYS This idea was used in The Scouter recently as a competition, but is an excellent way of getting camping knowledge across. The essentials of the idea are: suppose two of you are going to camp on an island (or are cast away or shipwrecked) well wooded and watered with plenty of wild life and little else. You have your Scout uniform and:

(a) You can choose ten only of these twenty articles. Which ones would you take? (The Scouter can select his own articles – and it's much better to have the real articles than just a written list of them. In The Scouter competition the articles were: *Scouting for Boys*, a box of matches, a torch, about twenty potatoes, a block of chocolate, three tins of meat, a £1 note, a Gilwell canteen, a packet of tea, a packet of salt, a roll of toilet paper, a bag of flour, a canvas bucket, a compass, an axe, a fishing line and reel, a ball of sisal, a groundsheet, a towel and soap, a loaf of bread.)

(b) You can take any ten articles you like. What would you take?

Let the Scouts work in Patrols and try to justify their decisions in discussion.

95. TROOP SECRET SIGNS. Why shouldn't your Troop have its own secret way of giving information like the famous Tramp's Code? Let each Patrol suggest reasonable signs for a dozen phrases in common use in the Troop.

96. WEATHERMEN. First demonstrate how to, and then the following Troop Meeting let each Patrol make: (i) a wind vane; (ii) a rain gauge. (The week in between allows Patrols to collect materials and tools, etc.)

97. MODEL CAMPS. Give Patrols a supply of plasticine, pipe cleaners, straw, postcards, a reel of thread, and scissors. Patrols, using anything else they may have available or are able to find at the time, must make a model camp site, complete with tents, kitchens, latrines, etc. Afterwards the P.L.s must attempt to justify the details and layout, etc., when each model is displayed and discussed. A great deal of camp-craft can be taught in this way.

98. GO TO IT! The Scouter has a whistle, and the Troop lined up in any convenient formation – half circle perhaps. He reads out an order, which the Scouts may begin to execute as soon as he blows his whistle, and must stop as soon as he blows it a second time. A point is scored by all who obey the order correctly before the second 'blast.' Orders should not all be serious. e.g. Take off belt, put it on inside out; get off the floor; take off left shoe and hold up right foot; sharpen a pencil, etc.

99. TROOP PROFICIENCY BADGE. Encourage the Troop to take a Badge by working into your programmes much of the Badge requirements. e.g. Camper's Badge (1) and (2) can be covered by a series of Five Minute Yams and Quizzes and Competitions. (If you adopt the Knot of the Month idea, requirement (3) will be covered automatically.) Scouts can be encouraged towards getting other badges in the same way.

100. WHERE TO GET IDEAS FOR TROOP MEETINGS. Subscribe to The Scouter (10/6 a year post free from I.H.Q. or 9d. a month from your newsagent); you'll always be up-to-date with what is happening in the Movement and every month you'll find something there to help you run (which we wish you):

BETTER TROOP MEETINGS.