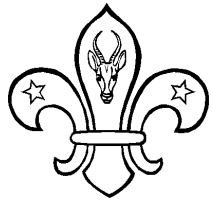
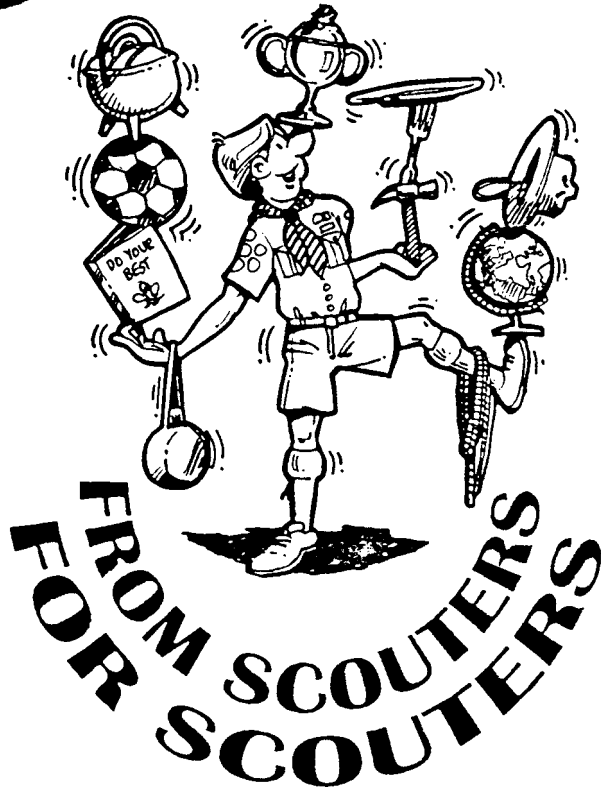


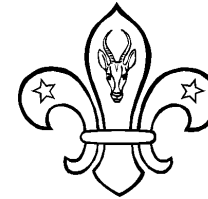
IDEAS



**SOUTH AFRICAN
SCOUT ASSOCIATION**

Ideas for Scouters from Scouters

These ideas were contributed by Scouters from all over South Africa. All these ideas have formed part of successful past programmes. *Ideas from Scouters for Scouters* is intended to serve as a resource in the continuing search for activities to include in Scout programmes. They have been presented in a way which will be familiar to Scouts who attended the Patrol Leader Training Unit, giving the Objective and Resources while leaving the Action Plan to the Patrol Leader and Patrol.



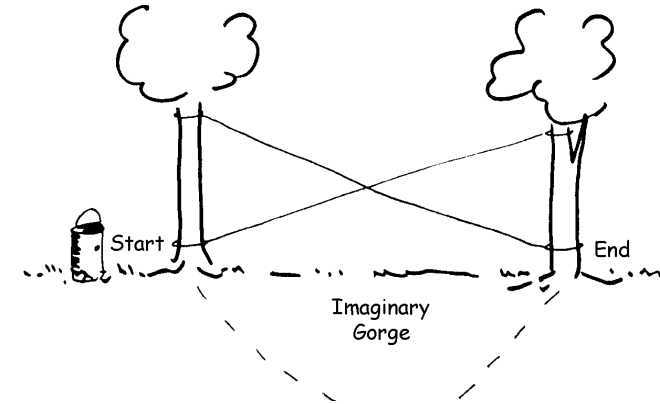
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Collected by Andy Telfer
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GORGE CROSSING



PREPARATION

Tie two ropes on to two trees as shown in the picture. Do not join the ropes where they cross each other. Have a 20-litre drum of water, half-full, at the starting side.

DURATION

30 minutes

OBJECTIVE

Brief the PL as follows:

Your objective is to get your whole Patrol and the half-full drum of water across the 'gorge' using only the rope bridge provided. If anyone, or the drum, touches the ground on the way across, they will be considered to have fallen into the 'gorge' and the Patrol must start again.

RESOURCES

- Two ropes
- One half-full, 20-litre drum with a handle

EGG RESCUE

PREPARATION

Suspend one egg per Patrol from the ceiling on string.

DURATION

25 minutes

OBJECTIVE

Brief the PLs as follows:
Your Patrol's objective is to rescue that egg by catching it when the string is cut in 20 minutes time. To do this, you may build a self-standing device that will catch the egg without breaking it. The highest point of the device must be at least 40cm lower than the egg. You may not touch the egg at any time, nor be touching the device when the string is cut.

RESOURCES

- Per Patrol: nil, you must find your own.
- Scouter: one egg per Patrol, string, sellotape, scissors.



TOWERING INFERNO

PREPARATION

Set out resources in Patrol piles.
This is an outside game, carried out in an area clear of fire hazards.

DURATION

20 minutes

OBJECTIVE

Brief the PLs as follows:
Your Patrol's objective is to build a fire which, when burning, will trigger a device which will extinguish it.

RESOURCES

- Per Patrol water, matches, 3m string, 1 x 500g coffee tin.
- Scouter: fire beater (just in case).

TURN TURTLE

PREPARATION

Set out resources in Patrol piles.
This is a game for wet weather.

DURATION

100 minutes

OBJECTIVE

Brief the PLs as follows:
Your Patrol's objective is to build a mobile shelter which will you all dry as you move out of the hall across to the (*any suitable open ground*) where you will make a cup of coffee.
The best cup of coffee, made by the driest Scouts, wins.

RESOURCES

- Per Patrol: staves, ground sheet, coffee, milk powder, sugar, spoon, dixie, mug, water bottle, matches, gas cooker.
- Scouter: Rennies (for after drinking the Scout coffee)

CHARIOTS OF FIRE

PREPARATION

Set out Resources in Patrol piles.

DURATION

90 minutes

OBJECTIVE

Brief the PLs as follows:
Your Patrol's objective is to build two things a chariot and an obstacle.
You have 45 minutes to build a chariot capable of carrying one Scout, and an obstacle that will be used as a hurdle in the chariot race which will follow.

RESOURCES

- Per Patrol: staves, lashing ropes, anything else they can find.
- Scouter: nil

CONDUCT

After the chariots and obstacles have been built, set out an obstacle course and have the Patrols race over them, either all at once or in a knock-out competition.

Variation - the PL is paralysed and cannot tie knots but can give verbal instructions.



KNOTTY MINEFIELD

PREPARATION

Set out a minefield throughout the hall of general furniture.

DURATION

30 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to get one Scout across the minefield blindfolded. He is guided by verbal instructions from his PL from one end of the hall.

If he touches a mine, it can be deactivated by the second member of the Patrol successfully tying a knot specified by the Scouter.

If the second Scout fails to tie the knot, he has to take on the minefield, starting from the beginning.

If he touches a mine, the third Scout gets a knot to tie and the game continues. The first Patrol to get a Scout across wins.

RESOURCES

- Per Patrol: blindfold.
- Scouter: knotting ropes, general furniture to create a dense minefield.

MATCHING MATCHSTICKS

PREPARATION

Set out a pattern of 16 matchsticks glued onto a card. Cover with a cloth.

DURATION

15 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to reproduce the pattern of matchsticks as closely as possible.

The Scouter will show it to the PL for 30 seconds, after which you return to your corner and copy it as closely as you can remember, using another set of matchsticks.

Your 2nd must then view your pattern for 30 seconds and then pick up the matches, cross the hall and copy the pattern. This is followed by each member of your Patrol in turn.

The closest Patrol to the original pattern at the end is the winner

RESOURCES

- Per Patrol: 16 matchsticks.
- Scouter: Pattern of 16 matchsticks stuck on a card.

STORM-A-COMING

PREPARATION

Nil

DURATION

15 minutes

OBJECTIVE

Brief the PL as follows:
There is a storm coming.
Your Patrol's objective is to light a fire within 5 minutes, using only the resources provided.

RESOURCES

- Per Team: 2 matches and a piece of striker.
- Scouter: Watering can.

CONDUCT

When time is up, Scouter walks around with a watering can putting out each fire. Winner is the Patrol which remembered to protect their fire from the coming storm



ALPHABETTI SPAGHETTI

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:
Your Patrol's objective is to choose words with the same number of letters as there are members in your Patrol and then to use them to physically form the word without falling over. The aim is to make the most words, readable to the TS, in the time available - 10 minutes.

RESOURCES

- Per Team: Nil
- Scouter: Nil

KNIGHTS OF THE ROUND TABLE

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:
Your Patrol's objective is to be the last horse standing with a rider on its back. First pair off One rides 'pick-a-back" on the other, attempting to unhorse other riders who are then out of the game. Last one still mounted is the winner.

RESOURCES

- Per Patrol: Nil
- Scouter: Nil



LIFELINE

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to produce the longest possible flexible lifeline using only materials in their possession at the start of the game.

RESOURCES

- Per Patrol: whatever is in their possession
- Scouter: Nil



ANTS

PREPARATION

Nil

DURATION

10 minutes

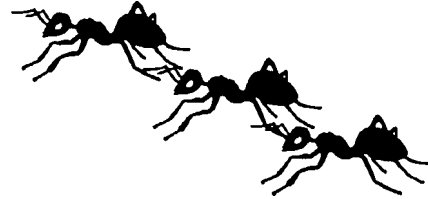
OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to be the first team with nil bean bags. Each Patrol starts with five bags. The Patrols fall in behind their leader and are then set out in a wide area. In front of each team are their five bags. On the word go, the first member in the team picks up a bag and runs to another Patrol, dropping it onto their pile. He returns to tag the next team member who does the same. First team with no bean bags wins.

RESOURCES

- Per Patrol Five bean bags
- Scouter: Nil



HANGING CANS

PREPARATION

Cans to be hung from the ceiling or a tree.

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to score the highest number of points by hitting cans.

Form up in relay-style at one end of the hall. Cans are hung from the ceiling at the other end. Taking a ball, team members run to a boundary line and throw to hit a can, run back and hand over to the next member. Variations include, hopping, crawling, etc or knocking cans off a wall etc. Highest score wins.

RESOURCES

- Per Patrol: tennis balls
- Scouter: tin cans and string

QUARTERS

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:

Each Patrol has its own “quarter”. A ball is thrown around with each team trying to keep it out of their quarter. From time to time the Scouter will blow a whistle, at which time the team with the ball loses a point/life.

RESOURCES

- Per Patrol: Nil
- Scouter: Tennis ball, whistle.



BALLOON SOCCER

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to score as many goals as you can in the time available. There are two teams. Each team has a goalie who stands on a chair behind the opposing team with a pin in his hand. The ball is a balloon and a goal is scored when you get the balloon to your goalie to pop.

RESOURCES

- Per Patrol: one pin per team
- Scouter: Balloons

SINKING SHIP

PREPARATION

Draw a circle in chalk in centre of floor.

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to try get inside the circle. Members are to walk around inside perimeter of hail. When the whistle is blown, all Scouts are to try to get inside the circle seen in the middle. Anyone left out is eliminated. Repeat with progressively smaller circles until one is left.

RESOURCES

- Per Patrol: Nil
- Scouter: Chalk



KIM WITH A DIFFERENCE

PREPARATION

DURATION

15 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to have the largest collection of objects. Each Patrol begins by laying out a collection of 20 objects. Patrols visit each other once only and are allowed to observe the other Patrol's collection for 1 minute. They then return to their corner and discuss what they have seen. No notes are allowed. The PL goes back to the other Patrol to claim any objects he can remember from that collection. Once each Patrol has visited each other once, the one with the most objects wins.

RESOURCES

- Per Patrol: 20 objects
- Scouter Nil

FRICTION BRIDGE

PREPARATION

Nil

DURATION

15 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to build a friction bridge, using your staves provided.

RESOURCES

- Per Patrol: staves
- Scouter: Drawing of friction bridge

ESTIMATES

PREPARATION

Answers checked and ready.

DURATION

15 minutes

OBJECTIVE

Brief the PL as follows:

Your Team's objective is to estimate the following:

- The height of the room?
- The Distance to Umzimyathi canoe club?
- The width of a student cabin?
- The thickness of a static abseil rope?

RESOURCES

- Per Patrol: paper and pencil
- Scouter: Answer sheet

TREE CLIMB

PREPARATION

Nil

DURATION

5 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to have your whole team in the tree shown to you in the time given. (5 minutes) Your team will lose 2 points for every member not in the tree.

RESOURCES

- Per Patrol: Nil
- Scouter: Tree

AFTER THE BATTLE

PREPARATION

Write list of equipment for everyone to see on a board

- Box of matches
- Food concentrate
- 20m nylon rope
- Parachute silk
- Portable heating unit
- Two .45 cal pistols
- Case of dehydrated milk
- Two oxygen tanks
- Map of Moon
- Life raft
- Magnetic compass
- 20 litres water
- Signal flares
- First aid kit containing injection needles
- Solar powered walkie-talkie

DURATION

25 minutes

OBJECTIVE

Brief the PL as follows:

You have crash landed with your patrol on the Moon after a battle. Your position is on the light side of the Moon 200km from base.

STEP 1: Rank each item of equipment in order of importance to you on your journey to base. Do this as individual patrol members without discussing it with each other. Once you have completed step 1, stand up and go wait outside. You have 5 minutes to complete step 1.

STEP 2: Once your Patrol is together outside, discuss the situation and develop an agreed ranking of the 15 items as a Patrol. Do not change your individual ranking. Your Patrol will have 15 minutes to complete step 2.

RESOURCES

- Per Patrol: Ranking sheet and copy of list of items.
- Scouter: Answer sheet (NASA's Ranking):
 1. Oxygen
 2. Water
 3. Food
 4. Walkie-talkie
 5. Rope
 6. First aid kit
 7. Parachute silk
 8. Life raft
 9. Flares
 10. Pistols
 11. Milk
 12. Heater
 13. Compass
 14. Matches

Note how the Patrol solution is usually better than any individual one.

Discuss why this is.

If it isn't, it is usually because there is a forceful but wrong member - discuss the effect of this.

STRATIGO

PREPARATION

A large hand drawn map of the playing area.

A number of cards on coloured paper, one colour for each Patrol. On separate cards are printed the words MAJOR, CAPTAIN, SPY. Put the cards into separate envelopes, so as to ensure that when handing them out in the dark, they are not all of the same kind.

You will need two base umpires and a game referee



DURATION

30 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrols objective is to firstly hide your totem or flag, as well as your teams base umpire within observation distance of the flag.

When everything is in place the game referee will blow the whistle and the game will begin. The objective is to find and capture the opposing Patrol's totem.

When members of opposing Patrols meet they challenge each other. A member challenged may not run away, but has to produce his card. The challenging member also produced his card. A bit like the game stone-paper-scissors, the winning card takes the other card. In this game a Major takes a Captain, a Captain takes a Spy and a Spy takes a Major.

The member who has lost a card must then return to his base umpire to get another card. The base umpire will have three envelopes (Captain, Major, Spy) with replacements cards of the colour of the defenders,

The strategy is to get to his base umpire unobserved, because the opposing side will then know that the totem is in the vicinity of the base umpire.

The first Patrol to capture the opposing totem wins. If during the allotted time no team has captured a totem then the team with the most captured cards wins

RESOURCES

- Per Patrol: cards, flag
- Scouter: whistle, envelopes

BOOMERANG

PREPARATION

Display a banana-shape and the three-pointed shape boomerang drawing.

DURATION

20 minutes

OBJECTIVE

Brief the FL as follows:

Your Patrol's objective is to choose a boomerang pattern. Draw your chosen pattern on to a piece of cardboard, cut it out with scissors. Place it on a book and flick it sharply with your finger. Team must keep practising! When team members are truly skilled, go for the target and the team to get the closest wins.

RESOURCES

- Per Patrol: cardboard, scissors
- Scouter: Nil

RADIOACTIVE WASHER

PREPARATION

Set up obstacle course.
Half-bury washers in sand.

DURATION

90 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to get the washer over the obstacle course without touching it or getting it wet. The first one to reach the end of the course with a cry washer is the winner.

Patrols will find their radioactive washer half buried in the sand.

Without touching it, they are to remove it and place it in the match box provided, water proof the box by melting wax all over it. Using string suspend the box in a bucket of water. The team is to carry the bucket over the obstacle course without spilling the water.

RESOURCES

- Per Patrol: washer, bucket with water, candle, matches, match box
- Scouter: obstacle course

MINI CATAPULTS

PREPARATION

Nil

DURATION

40 minutes

OBJECTIVE

Brief the FL as follows:

Your Patrol's objective is to build a catapult out of dowels and elastic bands. Each Patrol has flour or water bombs and a container to use to attach the catapult for hurling the bombs. Each one is to try and capture another team by hitting the catapult or the gunner with the bomb. Once the team has been shot it must join the team who shot them and help that team capture the next one until all teams have been captured.

Patrols may move around to get better positions.

Each Patrol member to alternate in the firing of the catapult.

RESOURCES

- Per Patrol: dowels, elastic bands, flour, water bombs, balloons
- Scouter: Nil

WHAT TO DO

PREPARATION

Need victims

DURATION

40 minutes

OBJECTIVE

Brief the PLs as follows.

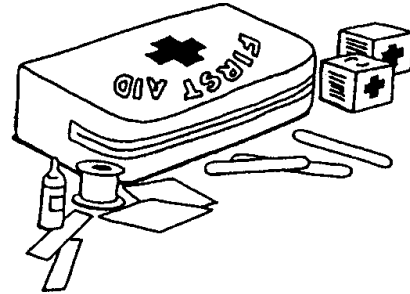
Your Patrol's objective is to go to give them destinations about two km away, allocating different routes to each Patrol so that they arrive at the scenes of staged accidents at different times.

The idea is for at least the first accident" to take them by surprise. Patrols encounter staged First Aid incidents en route. "Injured" persons are not known to them.

- Cyclist knocked down by car (fractured leg)
- Hit and run victim, semi-conscious on roadside.
- Victim of mugging - puncture wound
- Burns from overheated car radiator.

RESOURCES

- Per Victim: Theatrical make-up for wounds and other props eg car, bike etc
- Scouter Nil



PATROL BASES

Base 1

PREPARATION

Nil

DURATION

20 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to cross the given area using only the resources provided.

RESOURCES

- Patrol: 2 drums, 2 poles, 2 x 5m ropes
- Scouter: Nil

Base 2

PREPARATION

Nil

DURATION

20 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to lift a member in your team to put on a

pair of pants without using hands.

RESOURCES

- Patrol: pulley, rope, rafters, pants
- Scouter: Nil

Base 3

PREPARATION

Nil

DURATION

20 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to make a gadget to pour water from a kettle into a bucket by remote control operated from 2m away.

RESOURCES

- Patrol: bucket, kettle, staves, wire, rope
- Scouter: Nil

Base 4

PREPARATION

Nil

DURATION

20 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to pour water from outside a 3m square, from one container into another when both are in the centre of the square and you cannot enter.

RESOURCES

- Patrol: rope, 2 jugs, pulleys, staves
- Scouter: Nil



SEARCH AND RESCUE

PREPARATION

Stage an accident that will involve the use of a stretcher and an area for the team to cross. (e.g. a river). Hide the victim across the river.

DURATION

100 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to send a search and rescue party to find, render first aid and rescue the patient. You will be required to build a quick monkey bridge to get the rescue party across the river. You may not cross the river as there are piranhas. While the rescue party is out the rest of the team are to build a bridge to enable the rescue party to walk back across with the injured patient on a stretcher.

RESOURCES

- Per Patrol: ropes, staves, poles
- Scouter: victims.

SURVIVAL EVENING

PREPARATION

TIP: Create a sense of urgency by allowing one hour to have all the tasks completed. The PL has to organise the helicopter site etc by taking a member from his Patrol leaving the Patrol to build the bivouac etc under the Patrol Second. Spend time afterwards evaluating the leadership.

DURATION

60 minutes

OBJECTIVE

Brief the PL as follows:

Your Patrol's objective is to complete the following survival tasks after being marooned on an island:

- Build a bivouac for the whole team
- Build a still to purify water
- Make a fire for cooking and boil water a snare
- Find a spot for a possible helicopter landing and mark the area with a large white cross for day time, and prepare small fires around the perimeter for night landing
- Make a large signal fire.

RESOURCES

- Per Patrol:
 - Area of bush to source natural materials
 - Matches
- Scouter: Nil

LIFELINE RELAY

PREPARATION

A marked line 12 metres away.

DURATION

10 minutes

OBJECTIVE

Brief the PL as follows:
Your Patrol's task is to line up relay style behind the Scouter facing a line 12 metres away. One member of each Patrol sits in a bag behind the line. The front member throws a lifeline to the Scout in the bag. It must fall within his reach. The Patrol then hauls him across the 12m gap. The next Scout takes his place until all have been rescued in turn. First Patrol to finish wins.

RESOURCES

- Per Patrol: Lifeline and garden refuse bag
- Scouter: Nil



KEEP TALKING

PREPARATION

Nil

DURATION

10 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to tell the best section of a story. Troop sits in a circle facing in. One member starts by beginning a story. When he runs out of steam, he points to another patrol member to continue it. Each member gets one turn. Best turn wins.

RESOURCES

- Per Patrol: Nil
- Instructor Nil

COMPASS TACK

PREPARATION

Prepare a sequence of compass tacks designed to start at different points and end at locations known to the Scouter.
String cut to known lengths.



DURATION

20 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to be the first to reach the end of the following sequence of compass tacks.

Distribute card detailing six compass tacks.

e.g. "Place a tack in the floor at point A. Tie one end of a piece of string to it and extend the string on a bearing of 260 degrees. Move the tack to that spot. Repeat for 130 degrees" etc.

RESOURCES

- Per Patrol: one string, one compass, one drawing pin, one card of bearings.
- Scouter: nil

VARIATION

Indicate different distances along the bearing to the next point e.g. 1m or 1.5 m etc and provide a tape measure. Or use a sequence of bearings which will produce a specific shape on the ground.

INITIATIVE BASES

PREPARATION

Each base to have equipment ready.

Bases can be designed to open and close at different times. Teams must use a map and grid reference to locate the bases. Another way to choose bases is to have the bases written up on a board and then auction. Give them R1000 to bid with. The base will only be visited by the patrol which won the base by winning the bidding. All bases are to be sold. The teams may only visit the base that it has been paid for. With this method there must be more bases than teams. Marking the bases can be based on completion of the base. Never allow anybody to man a base that he does not know the answer to.

DURATION

Each base 20 to 40 minutes

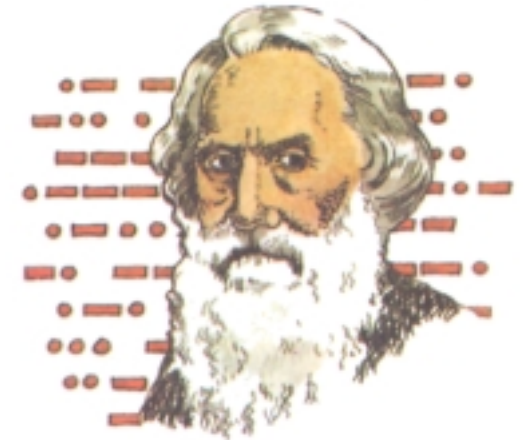
OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to complete as many bases in the time available.

CAMOUFLAGE

Using leaves instead of feathers camouflage one member of your team to look like an ostrich. Hide your Patrol near a path and set up an ambush to ambush other members of your Patrol walking along the path. Penetrate an enemy camp and hide yourselves in and around the camp in such a way as not to be seen and find out the enemies plot.



PIONEERING

Make a tripod 3m off the ground and without burning the pioneering poles light a fire on top of the tripod.
Construct a stretcher with an altar fire on top and carry the fire around a set course while boiling water.
Build a model table with seating and a roof out of staves.

KNOTTING

The team is to make a rolling hitch around a pole so that it can be pulled upwards. The catch is they must remain outside a 2m radius of the pole. Tie various knots blindfolded.
The team must remove a pot from within a circle of 4m diameter without entering the circle. The only equipment allowed is two lashing ropes.

SURVIVAL

You are shipwrecked and swim to shore. The following bases will be some of the incidents you have to tackle on your way back to civilisation.
You decide to spend the night on the beach and it looks like rain; Build a bivouac out of natural resources.
The next day you start to hike up stream, you come to an area which is going to flood 20 minutes. Build a platform to get the whole patrol off the ground.
Night comes and you suspect there are cannibals in the area. You are all too tired and do not trust yourselves to stand watch. Make some form of early warning system to warn you of approaching cannibals (rope, bottles, tins etc.)
The next night you are bored and feel like having a sing-song. Make a musical instrument and play three blind mice.

RESCUE

There is a team member in a tree with an injury. Attend to the injury and remove the patient from the tree.

In 20-30 minutes there will be a flood, your second has both legs and arms broken. You must get him and the rest of your patrol 2m above the ground into a tree.

SIGNALLING

Construct a Morse Code flasher and be able to send a message to one of your team members.
Split your team into two and one sends a semaphore message to the other and the other replies.

OBSERVATION

Blindfold the team, let them follow a rope with either different knots or different articles attached to it and afterwards let them as individuals write down what they felt.

EXPLORER

Scouter to construct a web of sisal on a single plane with varying sizes of holes. The scouts are to climb through the web without touching the sisal. Each hole is only to be used once and there must be only as many holes as there are patrol members.
Place fire cracker on a wall or tree and try to ignite it from a distance of 2 to 3m.
Tie a piece of sisal so that it is 1m above the ground, time the teams to see which team can make a fire to burn through the sisal. This can be run as a direct race between teams and also one can tie four or five pieces about 200mm above each other to see which is the highest.
In 30 minutes it will flood, your second is unconscious, you must get him and the rest of the team at least 2m above the ground.
Whilst on a patrol camp you experience a very heavy storm and realise the flood plain you have camped on will flood in approximately 20 minutes. Build a platform 1m off the ground and boil water on an open fire and build a shelter.

COMMUNICATION

Scouter to make a model pioneering project and stand it behind a curtain.

Give the PLs 3 minutes to look at it and describe it to their patrols.

The patrol is then required to build it. Once they start to build it the PL can only answer yes or no to any questions.

With the exception of the PL the patrol is blindfolded. PL to instruct patrol to pitch a tent.

The PL is to lead his patrol who are blindfolded across an obstacle course of mine field without touching any of them. This can also be reversed where the PL is blindfolded and must be led across the course by voice.

MORE INITIATIVE BASES

- The patrol has to deal with a child in a tree who is so frightened to get down.
 - The patrol meets a foreigner who is in distress and cannot speak English.
 - A cable crossing over a river about 600mm above the water must be sabotaged by burning it through the middle.
 - A skeleton bridge leads to a very small island on which a patrol is required to pitch a tent, light a fire, erect a flag pole and draw a sketch map of the island.
 - Build a swinging sheerlegs to cross a flyer.
 - Put an egg into a balloon without breaking it.
 - Build a pillow fighting rig using two tripods and a crossbar.
 - a father from your patrol dressed up as Idi Amin and produce him at closing.
 - a mother dressed up as Florence Nightingale and produce her at closing.
 - Make a choir from as many patrol family members as you can get together, rehearse a song and sing it at closing.
 - Build a commando bridge using two ropes to cross a river. The patrol have to build the bridge without swimming across the river.
- This is usually done between two trees.
- Float a bottle in a pond. The patrol has to retrieve it. Put the pond under an overhang of a tree but do not place the bottle directly beneath the branch or else the bottle can be retrieved by one member of the team.
 - Working only from the bank the patrol have to erect a beacon in the middle of a 10m pond. The beacon has to be lit from the shore once it is in position.
 - Lash two cycles together so that they can transport a large object.
 - The two ends of a broken underwater “cable” must be fished out so that they may be joined. The cable must not be visible at the points of entry, but its rough position should be marked so the break can be located.
 - Carry a large bulky object across obstacles. As it contains fragile instruments it must be handled with care. (A balloon fixed to the base and a mug of water on top add to the difficulty.)

ROPE FIGURE

PREPARATION

Prepare display of rope figure drawing.

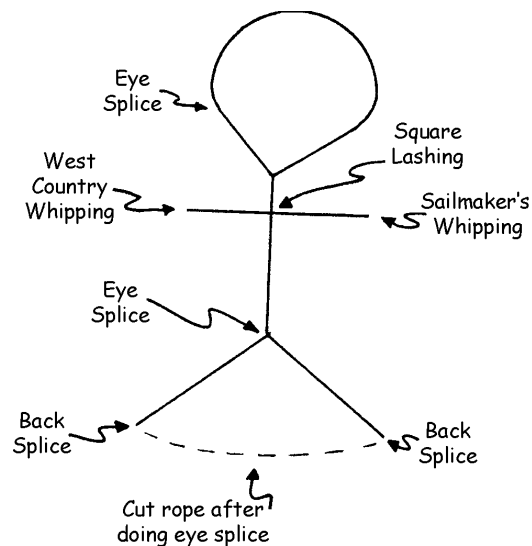
DURATION

30 minutes

OBJECTIVE

Brief the PLs as follows

Your Patrol's objective is to make a rope figure exactly as the drawing:



RESOURCES

- Per Patrol: Three strand rope (one of 50cm and one of 15cm)
- Whipping twine.

PANCAKE PANDEMONIUM

PREPARATION

Prepare hall for pancake cooking.

DURATION

60 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is:

- Each patrol member is to cook one pancake in sequence. The first patrol finished is the winner. The patrol is at one end of the hall while the cooking site is at the other end. Scouts run singly up to cook and take over in relay.
- Each Scout gets 30 seconds to flip a pancake as many times as he can, then hands the pan on to the next Scout for the next 30 seconds. Patrol with most flips when all have had a turn is the winner.
- Each patrol is to produce a pancake in the shape of a fleur-de-lis.

RESOURCES

- Per Patrol: spatula, gas cooker, pancake batter, pan, matches.
- Scouter: Nil

SCAVENGER HUNT

PREPARATION

Prepare answers based on the ideas given below.
Have the patrols meet at their PLs houses. At a given time they are to phone the Scouter at his home for instructions (first come first served).

DURATION

60 minutes

OBJECTIVE

Brief the PLs as follows.
Your Patrol's objective is to get as many answers to the following questions as you can and then meet me at the hall at ... hrs.
Ideas for questions:

1. First word of third column of second page of today's paper.
2. Find names of all shops at certain shopping centre.
3. Measure height of certain signpost.
4. How many odd numbered houses are there in a certain street.
5. Put a scouting article in a shop window and ask scouts to find something out of place.
6. Each patrol to use RI to buy the largest quantity of sweets that it can. These will eventually go to the winning patrol.
7. Estimate the width of a field.
8. What price is a certain article in a shop.
9. What is the telephone number in the window of a certain shop.
10. Add up the prices of items X, Y and Z in a certain shop.

RESOURCES

- Nil

KIDNAPPED

PREPARATION

Organise and brief the following helpers:
1 parent at home near hall (A)
1 willing police officer
1 willing chip shop manager
1 parent at home on the phone (B)

DURATION

90 minutes

OBJECTIVE

Brief the PLs as follows:

"Your Scouter has been kidnapped. Your objective is to locate him before the deadline at ... hrs. You should stay out of the way of the three gangs who are intent on keeping him. You must move clandestinely. You will need R10, a few sheets of paper and a pen. You must return to the hall by ... hrs."

RESOURCES

Per Patrol:

Set of instructions
5 envelopes (for clues 1, 3, 4, 5, 7).
R10 in plastic bank bag (change for telephone and money for chips)
Slightly unusual dress for Scouter (clue 3)
Synchronised watch.

Scouter:

Prepare a clue trail as follows:
CLUE ONE given at start:
Encoded phone number of parent A.

Scouts decode and phone.

CLUE TWO given over the phone by parent A.

Home address of parent B.

Scouts set off for there.

CLUE THREE given by parent B at home.

Typed description of missing person with instructions to take to police station and get it stamped.

Scouts take it to police officer named on sheet who stamps it and gives them next clue.

CLUE FOUR given in envelope by police officer.

Message tells PL that his investigating team is hungry and must buy a large packet of chips from a certain takeaway.

Owner hands over next clue with chips.

CLUE FIVE given with chips.

Location of Scouter – preferably unusual.

There are many interesting variations which can be built on this idea.

COMPASS AND MAPPING BASES

PREPARATION

Take a map of the street area around the scout hall. Prepare it by adding a grid with reference numbers.

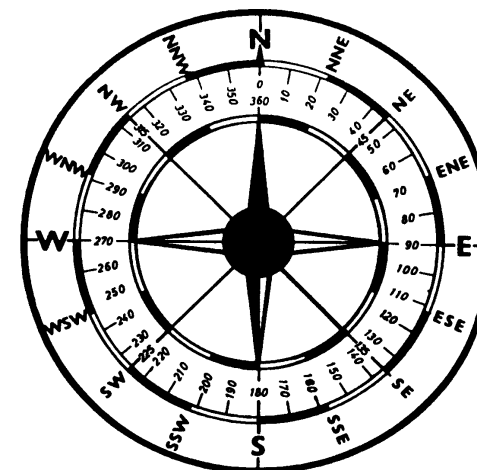
DURATION

60 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to go to grid reference (six figure grid reference) where you will find a Scouter who will give you a task.



Each base leader will have a task for the Patrol and the next reference for them. The sequence will be such that only one patrol arrives at a base at a time.

Base 1

Give six bearings

3 the scouts must walk to, returning on back bearings which they use the compass to find.

3 the scouts work out mathematically and then walk to and back. Use short distances to clearly defined objects.

Base 2

Make a simple compass as described in Scout Trail Adventurer section.

Give them direction to next base and tell them to use compass to

guide them to it. This should be simple and short.

Base 3

Using a grid map of any area, indicate a starting point, a direction (grid bearing) and a distance. Ask the scouts to indicate the finishing point.

Repeat for each scout.

Base 4

Find North with a watch (use a street lamp as the sun if at night). Demonstrate the shadow stick method of finding north (use a torch as the sun if at night).

Find south using the Southern Cross and north using Orion.

Refer to Scout Trail for info.

Base 5

Use topographical map to plan hike between two given points. Be able to discuss why a particular route was chosen.

Base 6

Walk on a compass bearing from A to B with a large obstacle in between. Demonstrate how to get back onto original course. A and B must be definite objects. The obstacle must be large enough to obscure B, e.g. a house or large clump of trees.

RESOURCES

Per Patrol

Base 1. Compass.

Base 2. Refer Scout Trail.

Base 3. Grid map, compass.

Base 4. Torch, watch, stick.

Base 5. Map.

Base 6. Compass.

Scouter

Nil

FIRST AID BASES

PREPARATION

Each base to be 15 minutes long with 5 minutes for evaluation and changing base.

Revise scouts basic first aid procedure: 3 H's and ABC.

Each base below describes an idea for a first aid incident and some key points to look for. They are pointers only and the Scouter must ensure that correct overall procedures are followed in each case.

DURATION

120 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to deal effectively with the first aid situation you find at each base:



Base 1

Patient has been rescued from drowning.

3Hs and ABC

Drain water from lungs.

CPR if necessary

Treat for shock.

Base 2

Patient has gone through a glass window and severed a main artery in the arm and leg.

3 Hs and ABC
Stop bleeding
Treat for shock

Base 3

Patient has been bitten on the leg by a snake.

3 Hs and ABC
Apply compression bandage
Make stretcher using jacket
Treat for shock
Send two ahead for assistance

Base 4

Your patrol is caught in a burning building. Half of the patrol has collapsed unconscious on the floor.

3Hs and ABC
Use fireman's lift or drag to remove patients (unless this further endangers you, in which case you call professional help)
Once clear, CPR if necessary
Treat for burns
Treat for shock

Base 5

Your patrol comes across a motor car accident. The driver is unconscious in the driving seat.

3Hs and ABC
Set up traffic control and send for help
Switch off engine, apply handbrake, warning triangles.
Check for other passengers (e.g. small children)
Do not pull out of vehicle.
Neck brace
Treat for shock

Base 6

Describe symptoms and treatment of hypothermia and hyperthermia.

SCOUT SCAMPER

PREPARATION

Prepare score sheets listing tasks and places for scoring. Brief Scouters to mark certain items - it adds to the confusion if Scouts don't know which Scouter marks which item.

DURATION

90 minutes

OBJECTIVE

Brief the PLs as follows:

Your Patrol's objective is to score as many points as you can by completing as many of the following as possible:

1. Make a bowline.
2. Demonstrate a large arm sling.
3. How do you find North without a compass at night?
4. How many colours are there in the SA flag?
5. Demonstrate any lashing and name two others.
6. Recite the Scout Law.
7. Set a map.
8. Who is the SA Chief Scout?
9. Demonstrate west country whipping.
10. Name 6 parts of the axe.
11. Identify 3 map signs.
12. Prepare a flag for flagbreak.
13. Describe 3 types of cooking fire.
14. Name the half cardinal points of the compass.
15. Demonstrate any 3 ground to air signals.
16. Demonstrate 2 points where a pulse may be felt.
17. Demonstrate how to shorten a rope which is tied at both ends using a sheepshank.

18. Recite the Scout Promise.
19. Who is the Area Commissioner?
20. Demonstrate the round turn and two half hitches.
21. Where did B-P hold his first experimental camp.
22. What is the conventional map sign for a marshy area?
23. Which knot is used at the start and end of a lashing?
24. What is the use of a fuzz stick?
25. Demonstrate one person CPR.
26. What is the Scout Motto?

RESOURCES

- Per Patrol: rope, twine, flag, triangular bandage, map, compass, axe.
- Scouter: Nil

SPIDER'S WEB

PREPARATION

Make a spider's web out of rope in between two trees with ten to twelve holes each about half a metre in diameter.



DURATION

As long as it takes!

OBJECTIVE

Your objective is to get your whole patrol through the web without touching it or the trees. You may not go under or over it. You may use each hole only once. If anyone touches it, you all start again. Once through, you may not come back to help from this side, but you may reach through to help from the far side, as long as you don't touch the web.

RESOURCES

- Rope for web.

