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Scouting Games

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sixth edition

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SPECIAL THANKS TO JACK WOOD FOR SENDING ME THE PAGES THAT WERE MISSING FROM MY COPY OF THE BOOK.

FOREWORD TO SIXTH EDITION

The training of the Boy Scouts is done mainly by means of games, practices and competitions such as interest them, and at the same time bring into use the attributes of manliness and good citizenship which we desire to inculcate into them.

There is, therefore, an aim, physical or moral, underlying those which are given in the following pages. These games do not exhaust what it is possible to give; they are but samples or suggestions upon which imaginative Scoutmasters will easily contrive better ones and more of them, suited to their local conditions. But in devising these the higher aim should always be kept in view; that is the instructor should think of what points he wishes to teach. and then invent a game or display in which to bring them into practice. In playing these Games it should be remembered that they improve very much on the second and third trial, as minor rules have often to be introduced to suit local circumstances. A time limit should generally be imposed to bring them off successfully.

Through these games, apart from their health - and joy giving properties, we can instill the sense of fair play, discipline, and self-control - in a word, good sportsmanship, among our future men. Then in addition to the games mentioned in this book we have adopted other activities in the Scout movement in the shape more particularly of swimming and climbing. These are for the fuller development of the boys morally as well as physically. Morally, because swimming gives a sense of mastery over one of the elements and of fitness for service to them as a result of exercising pluck and perseverance; and climbing similarly gives a sense of self-reliance and power through achievement in overcoming a difficult adventure.

They are good physically, because both activities are the better agents for developing health and strength in that they are not artificial like " physical jerks," " setting-up drill," etc., but are natural and appeal to the boy so that he continues to practice them voluntarily in his spare time.

In these days when so large a proportion of the manhood is physically unsound and incapable of 'any great strain of hard work, Scoutmasters are rendering a really valuable service to the nation in turning out a new generation of citizens healthier in body and mind than their predecessors. The games described in the previous editions have been carefully checked in the light of fuller experience, and improvements made.

R. S. S. B. P.

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CHAPTER I -- SCOUTING GAMES.

1. FLAG RAIDING.

This game is for two patrols, or a larger number divided into two parts, each under one Patrol-leader. Three flags (signalling flags will do) are posted within a given tract of country at about 20 yards apart. It rests upon the judgment of the leader of the defending party to choose the spot. He then posts his patrol not less than 200 yards from the flags, and the game begins. The attackers send out Scouts to discover (1) where the flags are, (2) where the outpost is placed. They then try and reach the flags and carry them off without being seen by the outpost. One Scout may not take away more than one flag. The defending patrol may not come within the 200 yards of the flags, and to capture one of the raiders they must have at least two Scouts within 10 yards of him, and call out "hands-up". At a signal given by one of the Patrol-leaders or an umpire, to show that time is up, all must stand up in their places, to see how near the raiders are, and the exact position of the outpost. It is a great point for the Patrol-leaders to keep their own patrols in touch. If they like the attackers can arrange a false alarm on one side, while a single Scout makes for the flags from the opposite direction and secures one. At night lanterns can be substituted for flags.

2. THE RIVAL DISPATCH BEARERS.

The game is played between two rival patrols, which for convenience we will name the Wolves and Peewits. From each patrol one Scout is selected as dispatch bearer. The Scoutmaster takes up a position at a certain spot, preferably in the middle of a wood, or if in a town at the junction of several streets, and the chosen Scouts start from opposite points about two miles distant from the Scoutmaster and attempt to reach him. It is the duty of the remainder of each patrol to try to prevent the rival dispatch carrier reaching his goal. Thus the Wolves will watch the stretch of country over which the chosen Peewit is likely to come, and as the winning patrol is decided by the first dispatch carrier to reach the Scoutmaster, the Wolves will do all they can to capture the Peewit and secure the dispatch. The Peewits in their turn will naturally try and effect the same result. When the carrier has his dispatch captured he must not of course continue. The patrols must keep 200 yards away from the starting and finishing point, thus giving the dispatch-bearer a better chance of reaching the Scout- master. To be captured, the dispatch-bearer must be actually held by one of the defenders, though no fighting is allowed.

3. DISPATCH RUNNING.

A Scout is chosen to carry a dispatch to a besieged place which may be a real village or house, or somebody stationed at an appointed spot. The dispatch-runner must wear a, colored rag, at least two feet long, pinned to his shoulder, and with this in its proper place he must reach his goal. The enemy besieging the place must prevent him reaching the headquarters, but cannot, of course, go within the lines of the supposed defenders (i.e. within 300 yards of the headquarters-certain boundaries should be decided upon beforehand). To catch him the enemy must take the rag from his shoulder. They know he starts from a certain direction at a certain time, the spot should be a mile or so from the besieged town-and they may take any steps to capture him they like, except that they may not actually witness his departure from the starting-place. The game may be played in a town with two houses chosen as starting-place and besieged town respectively, and the dispatch-runner can adopt any disguise (except that of a woman), so long as he wears the rag pinned to his shoulder.

4. READING THE MAP.

This is a test in map-reading and remembering the map read. The Scoutmaster or Patrol-leader in command takes his patrol into a strange town or an intricate part of the country and through them he wishes to find out particulars about the neighborhood; so he shows the Scouts a map of the district and appoints to each a place to be visited, showing the route on the map, and pointing out churches, inns, etc., to be noted on the way. Each Scout should have a fixed distance to go and a certain number of points to be noted. Then they start off, and as they return the Scoutmaster or Patrol-leader takes down their reports. The winner is the Scout who brings in the best report in the shortest time.

5. RELAY RACE.

One patrol is pitted against another to see who can get a message sent a long distance in the shortest time by means of relays of runners (or cyclists). The patrol is ordered out to send in three successive notes to be obtained from a certain house, or tokens such as sprigs of certain plants, from a place say two miles distant, or further if the patrols are on cycles. The leader takes his patrol out and drops Scouts at convenient distances, who will act as runners from one post to the next, and then back again for the second note or token. The runners should be started at certain intervals. By arranging with neighboring Scoutmasters long distance relay practices can be carried out, for a hundred miles or more. Each Scoutmaster or Patrol - leader should be responsible for forwarding the message through his own district by relays of Scouts on cycles. An example of this was given at the Jamboree, when despatches were carried to Olympia by relays of Scouts from places more than 100 miles away. An interesting series of records could be set up, and districts compete with one another in carrying messages over fixed distances of road. The times could be published In the Scout.

6. FLYING COLUMNS.

For any number of patrols to compete. A force is in need of help, and a military motorist on his way to the nearest garrison comes across a Scouts' camp. He gives to each Patrol-leader a hasty idea of the situation and shows him a rough map explaining that the distressed force is two miles along a certain road, and between the Scouts' camp and that force are the enemy's out- posts. The Patrol-leaders are to take their patrols in the shortest time to the force in distress without being seen by the enemy. The distressed force should be represented by any conspicuous spot, and the enemy's outposts by people with red flags stationed on the road between the Scouts' camp and the other force. As soon as they see any of the patrols they should blow a whistle, and those scouts are to be considered captured (or else they may notice to which patrol the Scouts they have seen belong and count it against them). The patrol which gets to the distressed force in the shortest time, and without any of its Scouts being seen wins.

7. NUMBERS.

This game is admirable for training the eyesight and teaching the art of advancing under cover. Every Scout has a three figure number, pinned on the front of his hat. The number should be drawn in black and be quite decipherable at a distance of a hundred yards (the figures at least 3 in. in height). The troop is then divided up in the following manner: Two or three patrols are marched 300 yards from the camp, and instructed to advance on the camp under cover. As the work of defending is easier than attacking, only one patrol remains in camp to defend it. When the attacking party advance, their movements are watched eagerly by the defenders, who, having chosen good cover so that their hats are not visible, are waiting for the enemy to get within range. So long as the number is too indistinct to read, they are supposed to be out of range. The nearer the attackers approach, the more careful are they not to look over the top of a bush long enough for the defenders to read their number. Of course a good ;Scout looks round the side, and not over the top of a bush or rock ; and if he looks at all in this game he must be very sharp, for no hats may be removed or turned round and no hands used to conceal the number. If the defenders are able to read the numbers they call them out and the umpire writes them down. The attackers also call out the numbers of any defenders who expose themselves, and the umpire attached to the attacking party makes a note of these numbers. When only 50 yards separate the two parties the umpires call out the names of those who are shot, and those boys ,must not take any part in the rest of the fight. When the commander of the attackers considers that he has advanced as near as he can under cover, he gives, the order "charge " and the attacking party sweep over the open space in front of the camp the defenders call out the numbers as fast as they can read them. If the attackers reach the camp with more men than survive in the defending side, then they have won. But if the final charge enables the defense to pick off nearly all their enemies the camp is saved.

8. SURVEYING THE COUNTRY.

As soon as a camp has been pitched the first thing to be done is to find out about the country round; and this makes an excellent subject for a patrol competition. Each Patrol-leader is served out with a sheet of paper upon which to make a sketch map of the country for perhaps two miles round; he then sends out his Scouts in all directions to survey and bring back a report of every important feature-roads, railways, streams, etc.-choosing the best Scouts for the more difficult directions. The patrol whose leader brings to the commandant the best map in the shortest time wins. The Patrol-leaders must make their maps entirely from the reports of their own Scouts.

9. SCOUT MEETS SCOUT.

This game can be played with equal success in either the country or town. Single Scouts, or complete patrols or pairs of Scouts, to be taken out about two miles apart, and made to work towards each other, either alongside a road, or by giving each side a landmark to work to, such am a steep hill or big tree. The patrol which first sees the other wins. This is signified by the Patrol-leader holding up his patrol flag for the umpire to see, and sounding his whistle. A patrol need not keep together, but that patrol wins which first holds out its flag, so it is well for the Scouts to be in touch with their Patrol- leaders by signal, voice or message. Scouts may employ any ruse they like, such as climbing into trees, hiding in carts, and so on, but they must not dress up in disguise. When a troop is meeting for any purpose it is a good practice to arrange that on nearing the place of assembly each patrol should try to be the first to see the others.

10. TELEGRAPH CUTTING.

An invading army always tries to destroy all communication in the invaded country, so the first thing to be destroyed is the telegraph system-and the defenders send out men to protect the wires. Choose a road with telegraph wires, and one which has good cover on either side. The defenders should have two patrols to the attacker's one, and only that amount of ground which will allow one defender to each telegraph post should be protected. The defenders need not necessarily keep to the road but may send out Scouts to discover where the enemy are in force and likely to attack. The attackers have to tie three scarves round a post (or double that number if there are two patrols attacking) before the line is broken. The defenders can put them out of action by merely touching, but if the defenders are less in number at any point they must retreat until reinforcements arrive. So the point of the game is for the defenders to keep in touch along the line, and be ready to bring up a relieving party immediately the enemy threaten to attack any spot.

11. THE SIGNALLERS' GAME. (A GAME FOR GOOD SIGNALLERS)

The troop must be divided up into three parties or patrols, as follows: A. Patrol, B. Patrol and C. Patrol. A. Patrol will be the smallest, but must all be good signallers, and c. Patrol the largest. First, the A. Patrol goes out and takes a position on high ground, or up in a church steeple, or the roof of a house, so as to command a good view of a certain stretch of country. This patrol will take Morse or Semaphore flags, or other signalling apparatus. The B. Patrol will go out and keep under cover in this certain stretch of country overlooked by the signallers or A. Patrol. On going out the B. Patrol will endeavor to keep under cover and dodge or trick the signallers by appearing in different places and disappearing and will finally take up a concealed position. After B. Patrol has been out fifteen minutes, C. Patrol will advance; then the signallers will signal down to the C. Patrol, or attackers, the position of the hostile B. Patrol, and other details that will help the patrol to advance unseen and surprise the enemy or B. Patrol. To win, the C. Patrol must capture the Scouts of the B. Patrol by surrounding their hiding-places. If the C. Patrol pass by more Scouts of the B. Patrol than they capture, it counts a win for the hostile B. Patrol. A time-limit of, say, two hours should be put upon the game.

12. THE TRAITOR'S LETTER.

The best situation for this game is a wood or copse, but it can be played on other ground if necessary. The idea is this: The troop is divided into halves; one half camps one side of the wood and one half the other. These halves are called respectively "French" and "Prussians." In the Prussian camp is a traitor who has made an agreement with the French that he will place a letter containing important information of Prussian plans in a tree which he will mark in a certain way. This tree should be near the center of the wood. When the game commences, the "traitor" places the letter in the tree and retires again to his own camp. His perfidy is supposed to have been discovered during his absence, and on his arrival he is arrested. He refuses to divulge the hiding-place of the letter. He is sentenced to be shot, which sentence is supposed to be carried out, and henceforth he takes the part of onlooker. At a given signal from the umpire, the Prussians set out to recover their letter, and try to prevent the French obtaining it, while the French simultaneously leave their camp intent on obtaining the letter, and watching the Prussians. Each Scout is armed with a tennis-ball or with fir-cones if they are to be found. The "traitor" should be careful when hiding the letter to snap a twig or two, and leave an impression of his boot here and there, in order to give the Prussians a chance of finding the letter. The French, of course, have to look for a tree marked in a particular way. When two opponents meet, the one first hit by a ball or fir-cone will be "out of action," and the Scout so hit is on his honor to take no further part in the game. One mark counts against the

French or Prussians for every man out of action. Four marks count to the side who obtains possession of the letter. The side whose marks total most are the winners.

13. JOINING FORCES.

The troop should be divided into four equal sections (if it consists of four patrols, so much the better). Patrol No. 1 proceeds to an agreed spot perhaps a mile distant, while Patrol No. 2 is dispatched an equal distance in exactly the opposite direction, the rest of the troop (Patrols 3 and 4) remain at the base as a united force. The game now begins:- Patrols I and 2 represent allied armies each at warfare with the force lying between them, namely, the united Patrols 3 and 4. The supreme object of the allies is to effect a junction of their forces without coming into contact with the enemy, who outnumber either force by two to one. Accordingly they send out Scouts and dispatch-runners to ascertain the position of the enemy, and also to get into touch with their friends. If they are successful in evading their mutual enemy, and in joining up their full forces, then they are considered winners. On the other hand, the whole duty of the combined patrols is to prevent this junction from taking place by hindering all attempts at communication, and, if possible, by surrounding or ambushing one or other of the allies, and by capturing them, making a union impossible. If they succeed in preventing a junction until the time limit has expired they claim the victory.

14. SPIDER AND FLY.

A bit of country or section of the town about a mile square is selected as the web, and its boundaries described, and an hour is fixed at which operations are to cease. One patrol (or half-patrol) is the " spider," which goes out and selects a place to hide itself. The other patrol (or half-patrol) goes a quarter of an hour later as the " fly " to look for the " spider." They can spread themselves about as they like, but must tell their leader anything they discover. An umpire goes with each party. If within the given time (say about two hours) the fly has not discovered the spider, the spider wins. The spiders write down the names of any of the fly patrol that they may see ; similarly the flies write down the names of any spiders that they may see, and their exact hiding-place. Marks will be awarded by the umpires for each such report. The two sides should wear different colors, or be distinguishable from each other in some manner.

15. SCOUTING IN THE OPEN.

A certain bit of country is chosen, the side of a hill if possible, about five miles across each way (it should be much less if you are only out for a few hours) ; the boundaries of the ground have to be clearly under- stood by everybody before starting. Then, in the early morning, four boys go out to act as hares. They can go together or separately, wherever they please, and though they may hide whenever they like, they should, as a rule, keep moving from one part of the ground to another. Each hare wears a red sash across his shoulder. An hour after the hares have started, the rest of the party, generally numbering sixteen, go out as hunters to find them. The hunters can go all together, or singly, or in pairs-any way they please ; but as a rule, the best fun is for the hares to go singly and the hunters in pairs. It is well for the hunters to wear a colored sash across their shoulders - Grey, yellow or blue-so that they can be distinguished from ordinary country people moving about the ground. Thus the game is for the hunters to go looking about till they see a hare, and then they run after him and try to catch him. They only catch him when they touch him. This all gives excellent practice to both hunters and hares in hiding, stalking, tracking, and getting across country, and is a most exciting game. Towards the evening the game ends, and all make their way home.

16. PLANT RACE.

Start off your Scouts, either cycling or on foot, to go In any direction they like, to get a specimen of any ordered plant, say a sprig of yew, a shoot of ilex, a horseshoe mark from a chestnut tree, a briar rose, or something of that kind. Choose one that will tax their knowledge of plants and will test their memory as to where they noticed one of the kind required. Quickness should be encouraged by making the first successful Scout who arrives home winner of the game.

17. WHERE'S THE WHISTLE ?

Here is the description of a capital game which can be played in an open field where there is no cover. A number of Scouts are blindfolded and placed in a line at one end of the field. Then a Scoutmaster or Patrol-leader goes to the other end, and blows his whistle every now a-ad then. The business of the blindfolded Scouts Is to reach the whistle-blower and touch him. The latter may stoop down, but be must not move about As soon as a Scout touches the person with the whistle, he slips off

his scarf and is out of the game. The whistle-holder should see that no boys run into hedges or ditches; if he notices any of them straying, he must blow his whistle and so attract their attention in the right direction. Points are awarded in accordance with the order in which the Scouts reach the whistle-holder, the highest points, of course, going to the one who first reaches his destination.

18. FUGITIVES.

Here is a Scouting game which Patrol-leaders will find useful when engaged in patrol work, apart from the rest of the troop.

Each Scout in the patrol has a round disc of white cardboard, with a number printed plainly upon- it, pinned on to the back of his shirt or sweater. One member of the patrol is then chosen as the " fugitive," while the rest act as hunters. The " fugitive," who wears tracking-irons, or leaves some kind of trail behind him, is given, say, 'ten minutes' start. The rest of the patrol then start out and endeavor to track him down. As soon as a " hunter " can get near enough to the fugitive," without being seen, to take down his number, the latter is caught. But if the " fugitive " can, by any means, turn the tables and get any of his pursuers' numbers, the latter are out of action. As soon as a number is taken down, the Scout who takes it must call it out, to let his captive know he is out of action. This game necessitates some careful stalking, and there is no " horse-play " in the shape of ankle-tapping. A sharp Scout in the patrol should be chosen for the fugitive," as he has not only to elude perhaps six or seven pursuers, but he must also endeavor to " capture them, unless he wishes to get killed himself.

19. TAILS.

When engaged in scouting games, many troops make use of " ankle-tapping " with staves to decide the issue of the day. This is a very exciting mode of attack and defense, but at the same time is rather dangerous, and does not need much actual scouting work. A far better way of deciding which side is victorious is as follows. Scouts- on both sides wear their scarves tucked lightly in their belts, and the object of each ride is to capture as many of these 11 tails " as possible. To creep up behind a hostile Scout and grab his " tail before he discovers you, calls for far more caution and scouting than does ordinary ankle-tapping. Again, a Scout may suddenly discover that his own tail is missing just as he is going to capture an enemy's, which all adds to the fun of the game. Of course, if desired, colored pieces of cloth or handkerchiefs can be used instead of the Scout scarves.

20. COMPASS POINTS.

This game will be found excellent practice in learning the points of the compass.

Eight staves are arranged in star fashion on the ground all radiating from the center. One staff should point due North. One Scout now takes up his position at the outer end of each staff, and represents one of the eight principal points of the compass. The Scoutmaster now calls out any two points, such as SE and N., and the two Scouts concerned must immediately change places. Any one moving out of place without his point being named, or moving to a wrong place or even hesitating, should lose a mark. When changing places, Scouts must not cross the staves, but must go outside the circle of players. when three marks have been lost the Scout should fall out. As the game goes on blank spaces will occur. These will make it slightly more difficult for the remaining boys. To make the game more difficult sixteen points may be used instead of eight. When played indoors the lines of the compass may be drawn in chalk on the floor.

21. SPOT YOUR STAVES.

This game is played in the same way as an ordinary paper chase, except that the hares are provided with a number of small circular gummed labels, such as are used by shopkeepers for marking the price on goods. Every time trail is dropped not more than two labels should be dropped with it. As soon as the trail is picked up by a hound, he blows his whistle. The other hounds immediately proceed to the spot and search for the two labels. When found they should be tuck on to the finder's staff, and at the end of the chase the Scout with the most labels wins. This tends to keep up the interest of the smaller Scouts who otherwise would soon be inclined to lag behind.

22. ONE TREE AWAY.

For this game a base is marked out, usually by a circle of trees with scarves attached, on fairly level ground free from stumps and loose stones. The next ring of trees encircling this base is the Defense Line, which is explained later. The party is divided into two sides, stormers and defenders, in alternate games, which may last from ten to twenty minutes each. The defenders remain in the base while the stormers retire out of sight. As soon as they have taken up their positions, the umpire blows his whistle three times and the attack commences; the defenders leaving the base and sending Scouts well forward to obtain all possible information of the enemy's movements. The object of the stormers is to get as many men as possible into the base, untouched by the defenders before the umpire's whistle finishes the game. Each man gaining the base untouched scores a point in favor of the stormers; he should sit down well within the base line in order not to obstruct his own side. No stormer may be touched so long as he has one hand on the trunk of a tree, and should he be unduly crowded by the defenders he may order them "One Tree Away." A tree affords protection to only one stormer at a time and may not be held by a defender. If a stormer is touched he must at once proceed to the Prisoners' Camp near the base, where he can watch the game and be out of the way of the combatants. When the game has started no defender may enter tho Defense Line mentioned above except in actual pursuit of a stormer; on missing or touching him he must at once go outside again before attempting to tackle another. Patrol flags tied to small sticks (not poles) may be borne by some of the stormers, and a stormer who carries his, flag into the base may demand the release of a prisoner.

23. WHAT IS IT ?

Two Scouts (preferably ones with the Naturalist Badge) start out and make certain signs such as a number, word, sketch of animal or bird, etc., with chalk on trees or the pavement. Signs or sketches may also be made in the dust or mud, on the ground or on banks. The two Scouts should also decide upon an uncommon sign to signify "What is it ?" such as a circle with a line drawn through it Pieces of wood bearing this sign may be taken out and stuck in plants and places where it is impossible to chalk the sign. The remainder of the troop start out say ten minutes after the first two, either as a body or separately, and take notebooks and pencils with them. The game consists of entering in their notebooks the signs which they observe. Where the "What is it ?" sign is noticed they must mark in their books the nature of the article which bears the sign, such as "An Oak," or "An Iron Fence," etc. There must be no co-operation between one another. Marks should be given according to the number of signs, etc., observed, and for the correct answers to the " What is it ? " sign. Besides being very interesting this game develops observation powers, strengthens the memory and is a good botany instruction. When the game is over all chalk marks should be rubbed out, and care must be taken not to deface private property.

24. FINDING PLACES.

The Scoutmaster goes for a walk in the country a day or two before this game is played, taking with him a supply of plain postcards. On each card he writes a short description of various places he passes, such as "Wooden bridge over stream with three willows near," or "White five-barred gate near ruined cottage." On the day the game is played these cards are distributed among the Scouts, who are allowed a certain time, according to local conditions, to discover the places described on their cards and report to the Scoutmaster, who remains at the starting-point all the time. The Scout who returns first wins the game.

CHAPTER II -- STALKING GAMES.

1. DEER-STALKING.

The Scoutmaster acts as a deer, not hiding but standing, and moving occasionally now and then. The Scouts go out to find the deer, and each tries in his own way to get up to it unseen. Directly the Scoutmaster sees a Scout he directs him to stand up as having failed. After a certain time the Scoutmaster calls "Time," and all stand up at the spot which they have reached, and the nearest wins. The same game may be played to test the Scouts in stepping lightly. The umpire being blindfolded. The practice should preferably be carried out where there are dry twigs, stones, gravel and so on lying about. The Scout may start to stalk the blind enemy at one hundred yards distance, and he must do it fairly fast-say in one minute and a half to touch the blind man before he hears him.

2. STALKING AND REPORTING.

The umpire places himself out in the open and sends each Scout or pair of Scouts away in different directions about half a mile off. When he waves a flag, which is the signal to begin, they all hide, and then proceed to stalk him, creeping up and watching all he does. When he waves the flag again, they rise, come in, and report each in turn all that he did, either in writing or verbally, as may be ordered. The umpire meantime has kept a look-out in each direction, and every time he sees a Scout, he takes two points off that Scout's score. He, on his part, performs small actions, such as sitting down, kneeling up, and looking through glasses, using handkerchief, taking hat off for a bit, walking round in a circle a few times, to give Scouts something to note and report about him. Scouts are given three points for each act reported correctly. It saves time if the umpire makes out a scoring card beforehand, giving the name of each Scout, and a number of columns showing each act of his, and what mark that Scout wins, also a column of deducted marks for exposing themselves.

3. SCOUT HUNTING.

One Scout is given time to go out and hide himself. The remainder then start to find him. The object of the hidden Scout is to got back to the starting-place as soon as he can without being caught. The seekers advance from the starting-place in a circle, gradually expanding outward so the further the Scout goes from home to hide himself, the further apart the seekers will be when they reach his hiding-place, but he will then have a longer distance to go to reach home again.

4. SHADOWING

A Patrol is told off to shadow a party of the enemy, who are advancing through the country (consisting of another patrol or the rest of the troop). The patrol told off to shadow the rest must follow on as closely as possible, but it is best to send on one or two Scouts ahead, to signal when it is safe to advance. As soon as the enemy see a Scout shadowing them they can give chase, and if they overtake him he is a prisoner, and has to march with the main body. They can also split up into two parties and join again further on, or leave some behind in ambush. It is only necessary to touch the shadowers to make them prisoners. If they cannot throw them off their tracks within a certain distance (two miles or so), or else capture more than half of them, they must own themselves defeated; and then another patrol takes the place of the shadowers. (This can be practiced along a route march-it has the advantage of always covering fresh ground in the advance.)

5. AMBUSHING.

The main body advances along a road, with Scouts thrown out on either side to prevent any danger of surprise. Two patrols (the enemy) are following them behind, and attempt to ambush them by one patrol getting in front and the other attacking in the rear. They shadow the main body as it advances until a suitable part of the country is reached, when one patrol attempts to get ahead by going round in a semi-circle and joining the road again further on. If they can do it, they hide in an ambush and attack the main body when it comes up; the other patrol which has been following behind should then immediately attack in the rear. For it to be a successful ambush the patrol in the rear should be able to attack immediately the ambush is reached, and so should follow closely behind. If the patrol making the semi-circle are seen, they should be followed and the ambush discovered; both they and the other patrol behind can be captured, just as in 11 Shadowing," by merely being touched.

6. MIMIC BATTLE.

For this game two sides are needed, the numbers being settled among the players.

The ammunition is a quantity of paper bars. Every Scout has a plate, and the parties take up positions within throwing distance of each other. If the ground isn't flat, toss up for the advantage of the slope. Each Scout lies flat on his stomach, and just in front of him props up his plate by sticking the rim into the ground. At the word "go " each warrior aims a ball at an opponent's plate. When a plate is knocked down, the Scout to whom it belongs is " put out of action." The side which succeeds in " killing " most opponents in a given time wins.

CHAPTER. III -- TRACKING GAMES.

1. SEEKING THE SCOUTMASTER.

The Patrol-leaders of a troop are each handed a sealed envelope, and being told that the envelopes are important, are put upon their honor not to open them before a certain time. This waiting makes the game more exciting. When the moment for opening the envelopes arrives, they find inside a rough outline map of some particular district, and instructions stating that :-All are to meet at a certain point, the patrols will form themselves, and each patrol, proceeding by its special route, will make for the place depicted in the map where the Scoutmaster will be hiding,. Naturally, the boundaries of the place must not be too confined, or the Scoutmaster's discovery will quickly take place. A reward is offered to the patrol which first finds their Scoutmaster, so each patrol should work together, searching the ground carefully in extended order. If the Scoutmaster is still concealed at the expiration of half an hour, or some agreed upon time-after the troops' arrival at the spot, he blows a whistle and the game is at an end. Then the troop could go on with other Scouting work. The spot selected should contain undergrowth in plenty and should be physically suited for concealment. In the envelope of each Patrol-leader would be placed a paper showing the route his men must follow to reach the spot, and these routes should be equal in length, otherwise one patrol will have an advantage over another. This is done so that the patrols shall feel they are working on their own. The sealed orders would teach the Scouts to restrain their curiosity. This game can be played after dark if necessary,

2. THE TREASURE HUNT.

The treasure hunt needs observation and skill in tracking, and practically any number can take part in it, Several ways of playing the game are given below :

1) The treasure is hidden and the Scouts know what the treasure is; they are given the first clue, and from this all the others can be traced. Such clues might be -

a) Written on a gatepost: " Go west and examine third gate on north side of stream ";
b) on that gate Scout's signs pointing to a notice-board on which is written: " Strike south by south-east to telegraph post No. 22,"

and so on. The clues should be so worded as to need some skill to understand, and the various points should be difficult of access from one another. This method might be used as a patrol-competition, starting off patrols at ten minutes intervals, and at one particular clue there might be different orders for each patrol, to prevent the patrols behind following the first.

2) The clues may be bit, of Colored wool tied to gates, hedges, etc., at about three yards interval, leading in a certain direction, and when these clues come to the end it should be known that the treasure is hidden within so many feet. To prevent this degenerating into a mere game of follow-my-leader, several tracks might be laid working up to the same point, and false tracks could be laid, which only lead back again to the original track.

3) Each competitor or party might be given a description of the way-each perhaps going a slightly different way, the description should make it necessary to go to each spot in turn, and prevent any "cutting" in the following way: " Go to the tallest tree in a certain field, from there go 100 yards north, then walk straight towards a church tower which will be on your left," etc. All the descriptions should lead by an equal journey to a certain spot where the treasure is hidden. The first to arrive at that spot should not let the others know it is the spot, but should search for the treasure in as casual a manner as possible.

3. THE TORN MANUSCRIPT.

A secret hiding, place is known to exist somewhere in the neighborhood, but the only clue to it is a torn piece of paper upon which the key to it was once written. (A description of the way to the spot could be written on a piece of paper, and then the paper torn down the middle roughly, and half given to each of two competing patrols.) The key was torn in two purposely for safety, just as in a bank the two chief clerks each have a key, but it needs both keys together to open the safe. Two parties have got hold of this; key, and each with their half are trying to find the spot, because some old smugglers' treasure is thought to be hidden there.

4. LION-HUNTING.

A lion is represented by one Scout, who goes out with tracking irons on his feet, and a pocketful of corn or peas, and six lawn-tennis bars or rag balls. He is allowed half an hour's start, and then the patrol go after him, following his spoor, each armed with one tennis-ball with which to shoot him when they find him. The lion may hide or creep about or run, just as he feels inclined, but whenever the ground is hard or very greasy he must drop a few grains of corn every few yards to show the trail. If the hunters fail to come up to him neither wins the game. When they come near to the lair the lion fires at them with his tennis-balls, and the moment a hunter is hit he must fall out dead and cannot throw his tennis- ball. If the lion gets hit by a hunter's tennis-bah he is wounded, and if he gets wounded three times he is killed. Tennis-balls may only be fired once; they cannot be picked up and fired again in the same fight. Each Scout must collect and hand in his tennis-balls after the game. In winter, if there is snow, this game can be played without tracking irons, and using snowball instead of tennis-balls.

5. WOOL COLLECTING.

Cut up some skeins of wool into pieces about a foot long - the cheapest kind will do, but do not select very bright colors. With this lay the trail across country. It goes without saying that the permission of the farmers over whose land you travel is first obtained, and patrols are given strict orders to shut all gates after them, and not to break through fences. Do not put all the wool on the ground, but tie some of the pieces to gates and hedges, on low branches of trees, and so on, leaving about twenty yards between each piece. Then two or more patrols are started on the trail, the idea being to follow the trail as expeditiously as possible, and at the same time to collect all the pieces of wool. When a Scout sees a piece he gives his patrol-call loudly in order that the rest of the boys of both patrols may know where the trail was last sighted, and he at once hands over the wool he has found to his Patrol- leader. While the scouting is in progress no boy may give his patrol-car except when he has hit off the trail. The patrol wins whose leader has at the end of the run collected most pieces of wool. Marks will also be given for ingenuity displayed by the Scouts in spreading out and making the best use of their numbers. This game gives a good opportunity for the Scoutmaster to notice who are the best individual trackers. If the trail is ingeniously laid the resourcefulness of the Scouts will be put to a severe test. This form of scouting has one great advantage over the use of tracking irons. The signs to be found are not all on the ground, so Scouts learn to look upward for signs and not keep their noses always on the ground.

6. "SHARP-NOSE."

One Scout goes off with half a raw onion. 'He lays a "scent " by rubbing, the onion on gateposts, stones, tree trunks, telegraph poles, etc. The troop follow this trail blindfolded - the Scoutmaster, however, is not blindfolded, so that he may warn his boys of any danger (as when crossing roads). The Scout or patrol which arrives at the end of the trail first wins the game. The boy who lays the " scent " stays at the end of the trail till the first " scenter " arrives.

7. CLIMBING.

No fellow can justly call himself a Scout until he can both swim and climb. Climbing is as good an activity as any in this book. It supplies a field of adventure and sport that cannot be beaten whether you take to rock climbing, tree climbing, mountain climbing, or even the most dangerous of the lot - house climbing. Moreover, it is by being able to climb that many Scouts have been able to save life or prevent accidents. But climbing of any kind is not a thing that every fellow can do right off without practice, so my advice to every Cub and Scout is to teach it to yourself. One of the first things to learn is to be able to keep your balance, and for this the practice of "Walking the Plank" and "Stepping Stones" has been devised and is most valuable. Walking the Plank is practiced on an ordinary plank set up on edge, and you walk along it from end to end. Every day you raise it a few more inches above the ground until you can use it as a bridge. Stepping Stones are imaginary stones across a river, marked out on the floor by chalk circles, pieces of card- board or flat stones, tiles, etc. in a zigzag course at varying distances.

The difficulty and sport of this game is added by carrying a flat board with a ball upon it, and he who crosses the " river " without missing his footing and without dropping the ball wins the competition.

Some fellows get jolly good at these games with practice, and once they have gained a good balance in this way they generally make good climbers. Many troops have now set up for themselves a climbing apparatus on which you can practice exercises that will make you good for almost every kind of work, whether it is climbing trees or masts or rocks or mountains or chimney stacks. This apparatus is made of a few timbers or scaffolding poles, securely lashed together with climbing ropes suspended from the top

bar, and on such an apparatus you can invent all manner of stunts and competitions, such as will make you an adept climber.

CHAPTER IV -- INDOOR GAMES.

1. KIM'S GAME. HOW TO PLAY IT.

THE Scoutmaster should collect on a tray a number of articles-knives, spoons, pencil, pen, stones, book and so on-not more than about fifteen for the first few games, and cover the whole over with a cloth. He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles lie can remember-or the Scoutmaster can make a list of the things, with a column of names opposite the list, and lot the boys come in turn and whisper to him, and he must mark off each of the things they remember. The one who remembers most wins the game.

2. DEBATES AND TRIALS.

A good way of spending an evening in the camp or clubroom is to hold a debate on any subject of interest, the Scoutmaster or a Patrol-leader acting as chairman. He must see that there is a. speaker on one side prepared beforehand to introduce and support one view of the subject, and that there is another speaker prepared to expound another view. After their speeches he will call on the others present in turn to express their views. And in the end he takes the votes for and against the motion, by show of hands, first of those in favor of the motion, secondly of those against. The best way to choose a popular subject for debate is to put up a paper some time before on which Scouts can suggest the subjects they like. The proper procedure for public meetings should be used, such as seconding the motion, moving amendments, obeying chairman's ruling, voting, according votes of thanks to chair and so on.

In place of a debate a mock trial makes an interesting change. The Scoutmaster or Patrol-leader, as before, appoints himself to act as judge, and details Scouts to take the parts of prisoner, police-constable, witnesses, counsel for prisoner, counsel for prosecution, foreman and jury (if there are enough Scouts). The procedure of a court of law must be followed as nearly as possible. Each makes up his own evidence, speeches, or cross-examination according to his own ideas. The prisoner, of course, is not found guilty unless the prosecution prove their case to the jury. The story in Scouting for Boys (" Winter's Stab") makes a good subject for a trial, or one of the stories in The Scout.

3. SCOUT'S CHESS.

The first thing needed is a rough map or plan of the surrounding country, on a very large scale. It can be chalked on the floor or a table in the clubroom, or on the wall, and be kept permanently. On the map should be marked all paths and roads, and if in the country, the fields, with the gaps in the hedges and places to get through carefully marked. Then something is needed to represent Scouts'; ordinary chessmen will do, or if the map is on the wall, small flags to stick in the wall. With these, various kinds of Scouting games can be played. Each " Scout " can move one inch (or other distance according to the scale of the map) each turn. The best game is for one dispatch runner to try and get from one place to another on the map without being overtaken by the enemy, one patrol, who should only be allowed to walk (i.e. go half the distance which the runners allowed to go each turn). To capture him two Scouts should get within two turns of him, by driving him into a comer. They can, of course, only go along the recognized paths and tracks,

4. FARMYARD.

This Is not a new game, but it is both amusing and instructive, and teaches Scouts to make the correct cries of different domestic animals. It can be played round the camp fire when the day is done. The Scoutmaster relates a story of a visit to a farmyard, having first divided the Scouts into groups of different farmyard animals. (If sufficient animals can be thought of, each Scout can represent one animal.) A good story can be made from these few suggestions : Small, spoilt boy, not a Scout, just recovering from an illness, is sent by doting, foolish parents to stay with an uncle and aunt at a farmhouse. Makes his departure by train, and directions from over-careful parents rather absurd, and not the kind of thing a Scout would allow. First day of visit most successful, Tommy still feeling too weak to be mischievous. On the second morning, however, Tommy wakes early and goes out before his aunt is about. He visits in turn all the animals in the yard and causes disaster wherever he goes. Pigs, he considers, should be allowed to run in the garden, hens and ducks wherever they please, and small chicks should be able to swim as well as small ducks, and he drives a brood into the pond, all being, drowned; horses are let out of the stable, sheep driven out of the orchard, cows turned into the road, doves freed from cages, turkeys and geese sent in all directions, and the whole farmyard turned upside down.

As the narrator mentions each animal, the Scouts representing them make the correct "cry," and this should be done seriously and as well as possible; at the word "farmyard," whenever it occurs, all the Scouts make these cries together, and if done well, this should be quite realistic. The part of donkey and goose should be reserved as a punishment for any who fail to make their " cry " at the proper time, or who make the wrong "cry."

5. THIMBLE FINDING.

The patrol goes out of the room, leaving one behind who takes a thimble, ring, coin, bit of paper, or any small article, and places it where it is perfectly visible, but in a spot where it is not likely to be noticed. Then the patrol comes in and looks for it. When one of them sees it he should go and quietly sit down without indicating to the others where it is, and the others, if they see it, do the same. After a fair time any one of those sitting down is told to point out the article to those who have not yet found it. The first one to see it is the winner, and he sends the others out again while he hides the thimble.

6. SCOUT'S NOSE.

Prepare a number of paper-bags, all alike, and put in each a different smelling article, such as chopped onion in one, coffee in another, rose-leaves, leather, aniseed, violet powder, orange peel and so on. Put these packets in a row a couple of feet apart, and let each competitor walk down the line and have five seconds' sniff at each. At the end he has one minute in which to write down or to state to the umpire the names of the different objects smelled, from memory, in their correct order.

7. SPOTTING THE SPOT.

Show a series of photos or sketches of objects in the neighborhood such as would be known to all the Scouts if they kept their eyes open-for instance, cross-roads, curious window, gargoyle or weathercock, tree, reflection in the water (guess the building causing it), and so on, and see who can recognize the greatest number; or else let each Scout contribute a picture or sketch of something remarkable passed during the last outing.

8. HOW LONG ?

A good camp practice is to see that all Scouts have a piece of paper and pencil, and to make them write down answers to various questions regarding lengths and heights. For instance: " What is my height when I'm wearing my hat ? " " How long is the camp table ? " Of course that boy wins who most nearly gives the correct number of inches.

9. OLD SPOTTY-FACE.

[This is an adaptation of the game in Mr. E. Thompson Seton's Birch Bark Roll of the Woodcraft Indians,(Published at 1s. net by A. Constable & Co.) and is recommended for regular practice as an eye strengthener and for developing the sight.]

Prepare squares of cardboard divided into about a dozen small squares. Each Scout should take one, and should have a pencil and go off a few hundred yards, or, if indoors, as far as space will allow. The umpire then takes a large sheet of cardboard, with twelve squares ruled on it of about three-inch sides if in the open, or one and a half to two inches if indoors. The umpire has a number of black paper discs, half an Inch in diameter, and pin.3 ready, and sticks about half a dozen on to his card, dotted about where he likes. He holds up his card so that it can be seen by the Scouts. They then gradually approach, and as they get within sight they mark their cards with the same pattern of spots. The one who does so at the farthest distance from the umpire wins. Give five points for every spot correctly shown, deduct one point for every two inches nearer than the furthest man. This teaches long sight.

10. QUICK SIGHT.

"Quick Sight" can be taught with the same apparatus as used in Spotty-Face, by allowing the Scouts to come fairly close, and then merely showing your card for five seconds, and allowing them to mark their cards from memory. The one who is most correct wins.

11. NOBODY'S AIRSHIP.

The players divide into two sides (four or five a side is best); between them a string or tape is fastened across the room about the height of their faces; then a small air-balloon is thrown in, and each side tries to make it touch the ground on the other side of the tape. It must be hit over the tape, and in hitting it, hands must not go over the tape.

12. BLOW BALL.

The players divide into two sides and take their positions at each end of a wooden table about 6 feet long. A ping-pong ball (or any light celluloid ball) is placed in the center, and each side tries to blow it off the table at the other end-if it goes off the sides it does not count, but is put back in the center again. The game soon develops strong lungs, but needs composure just as much-because the best player is the one who can blow without laughing at the faces of those opposite him as they blow. It is best to play kneeling or sitting round the table. A more complicated way for five players a side is to have a goal at each end marked on the table ; then each side has a goalkeeper, two forwards, stationed at the other end to blow into the enemy's goal, and two backs to pass the ball to their forwards.

13. ARTISTS.

Players sit round a table, each with paper and pencil. The right-hand one draws a picture, in separate firm strokes, of an ordinary figure or head-putting in his strokes in unusual sequence so that for a long time it is difficult to see what he is drawing. Each player looks over to see what the man on his right is drawing and copies it stroke by stroke. When the right-hand artist has finished his picture, compare all the rest with it.

14. A MEMORY GAME.

In order to play this game successfully, it is necessary that the list of words and sentences given below be memorized by one of the players, who acts as leader. This leader, turning to his next neighbor, remarks: "One old owl." The latter turns to his neighbor, and gives the same formula. So it passes around the circle till it comes to the leader again, who repeats it, and adds the formula: "Two tantalizing, tame toads." again it goes around, and again, and each time the leader adds a new formula, until the whole is repeated, up to ten. It is safe to say, however, that no society will ever get that far. Those who forget part of the formula are dropped from the circle. Here is the whole:

One old owl.
Two tantalizing, tame toads.
Three tremulous, tremendous, terrible tadpoles.
Four fat, fussy, frivolous, fantastic fellows.
Five flaming, flapping, flamingoes fishing for frogs.
Six silver-tongued, saturnine senators standing strenuously shouting: " So-so."
Seven serene seraphs soaring swiftly sunward, singing: " Say, sisters."
Eight elderly, energetic, effusive, erudite, enterprising editors eagerly eating elderberries.
Nine nice, neat, notable, neighborly, nautical, nodding nabobs nearing northern Normandy.
Ten tall, tattered, tearful, turbulent tramps, talking tumultuously through tin trumpets.

15. QUESTIONS.

The Scouts all sit down, either on the floor or on forms, and the Scoutmaster or Patrol-leader asks each boy in turn various questions on subjects of general knowledge. A mark is given for each correct answer, and the boy who gains the most marks naturally win the game. The questions would vary, of course, according to locality, but here are some which one troop were asked. What does K.C.B. mean? On what railway is Peterborough Station ? How would you get from London to Torquay ? What is the test for the Fireman's Badge ? When is the Chief Scout's birthday ? When is Trafalgar Day ? Why does a Scout wear the fleur-de-lis ? Where are the Headquarters of the Boy Scouts' Association ? What was last week's cover of THE SCOUT ? Next time you want something to do at your clubroom, try this game. Not only will it test your knowledge, it will also increase your stock of useful and interesting information.

16. WHO SAID THAT ?

This is a memory test, and is well worth trying in your clubroom. Throughout the evening, and unknown to the others, one Scout should, in a handy notebook, jot down some twenty of the most striking remarks made in the general conversation. Towards the end of the evening he then slips away, and on each of twenty sheets of paper, put a-side for the purpose, he writes one of the " sayings " in a bold hand. Blue or black crayon should be used for this, so that each sentence may be clearly seen when the sheets &e fastened up. The sheets are numbered, pinned up together, and turned over one by one-a sufficient time being allowed for competitors to write on slips of paper "Who Said That ?"

17. CELEBRITIES.

A good game can be devised by cutting, from the papers a selection of portraits of celebrities, pasting each portrait on a numbered card and inviting the company to name them; soldiers, monarchs, statesmen, preachers, and athletes will be the most readily recognized.

18. PATTERNS.

For this game get two draught boards and tan white and ten black draughtsmen. You have one board and your friend the other. Divide the draughtsmen equally, each having five white and five black. Then while you look another way, your friend arranges his men on his board in any formation he likes. When he has done this he allows you to look at his board for a few seconds; then he covers it over and you have to arrange your men in the same way on your board, within two minutes. You take it in turn to place the men in position, and whoever replaces them correctly the most times wins.

19. ROUND THE RING.

This is a good game for the fun it gives and for developing the wrists and arms. About one dozen players sit down in a ring with their feet pointing inward. The feet make a circle just big enough for another player to stand in. The player inside the circle stands perfectly rigid, and as soon as the other players are ready lets himself fall, either backwards or forwards, on to the outstretched hands of the players forming, the ring. The members of the ring push the center player from hand to hand, and when one of the former lets him fall he changes places with the center player, and in his turn is passed round the circle.

20. BADGER PULLING.

Here is a good game, called Badger Pulling, which you can play either in your clubroom or outdoors. Two boys take part, and two or more scarves are knotted together and hung over the players' heads. A line should be drawn between the two players, and the idea of the game is for each to try to pull the other over this line, using heads, hands and knees alone. There should be no catching hold of the handkerchiefs or the -arms and hands, otherwise the fun will be lost.

CHAPTER V -- GENERAL GAMES FOR CAMP OR PLAYGROUND.

["Catch the Thief" and "Bang the Bear" are from Mr. Thompson Seton's book The Birch Bark Roll of the Woodcraft Indians.. 1s. Constable.]

1. CATCH THE THIEF.

A red rag is hung up in the camp or room in the morning; the umpire goes round to each Scout in turn, while they are at work or play, and whispers to him: " There is a thief in the camp but to one he whispers: " There is a thief in the camp, and you are he-Marble Arch," or some other well-known spot about a mile away. That Scout then knows that he must steal the rag at any time within the next three hours, and bolt with it to the Marble Arch. Nobody else knows who is to be the thief, where he will run to, or when he will steal it. Directly any one notices that the red rag is stolen, he gives the alarm, and all stop what they may be doing at the time and dart off in pursuit of the thief. The Scout who gets the rag or a bit of it wins. If none succeeds in doing this, the thief wins. He must carry the rag tied round his neck, and not in his pocket or hidden away.

2. BANG THE BEAR.

One big boy is bear, and has three bases in which he can take refuge and be safe. He carries a small balloon on his back. The other boys are armed with clubs of straw rope twisted or knotted scarves, with which they try to burst his balloon while he is outside a base. The bear has a similar club, with which he knocks off the hunters' hats. If a hunter's hat is knocked off he is counted killed; but the bear's balloon has to be burst before he is killed -so be will learn to turn his face to the enemy and not his back.

3. SHOOT OUT.

Two patrols compete. Bottles or bricks are set up on end, one for each Scout in the two patrols ; the patrols take their stand side by side and facing their respective enemy (the two " patrols " of bottles or bricks), and await the word " fire." They are armed with twelve stones each. As soon as a target falls over a corresponding man of the other patrol has to sit down-killed.

4. THE BULL FIGHT.

Twelve players are needed for the game, which is interesting to watch and makes a good spectacle for a display. The players: 1 bull, 1 matador, 4 Chulos and 6 scarf-bearers.

PART I. The bull enters the arena (which should be made by Scouts " forming fence ") with four or five 6 in. strips of paper pinned to his back. The Chulos try to tear off these without being touched by the bull, but if the bull touches them twice they are dead. The scarf-bearers, who carry their scarves in their hand, run in between the bull and a Chulo if he is hard pressed, and by waving their scarves in the bull's face, make him follow them. If a Chulo is once touched by the bull, he is dead. Only one strip may be taken at a time.

PART II. When all the, strips are off, or all the Chulos killed, the arena is cleared and the bull blindfolded, with a scarf tied round his neck so that one pull at an end brings it off. The matador then enters and has to remove the scarf without being touched by the bull. If he succeeds, the bull is dead.

5. BASKET BALL.

This' is a game something like football, which can be played in a room or limited space. A small football is used, but it is never to be kicked. It is only to be thrown or patted with the hands. Kicking or stopping the ball with the foot or leg is not allowed. The ball may be held in the hands, but not hugged close to the body, nor may it be carried for more than two paces. All holding, dashing, charging, shouldering, tripping, etc., is forbidden ; and there is a penalty of a free throw to the opposite side from the fifteen foot mark at the net, which forms the goal. The net is hung up about ten feet above the ground on a post, tree, or wall, so that the ball can be thrown into it. Opposite each goal a path fifteen feet long and six feet wide, beginning immediately under the basket and leading towards the center of the ground, is marked out. At the end of this path a circle is drawn ten feet in diameter. When there is a free throw, the thrower stands inside this circle, and no player is allowed within it or with- in the measured path. Corners, and other rules are the same as in Association football; but in ordinary rooms, with side walls, it is not necessary to have "out" at the sides. The usual number of players is four or five a side, and these can be

divided into goalkeeper, back, and three forwards. If there is plenty of room the number of players could be increased. A referee is required, who throws up the ball at the start of each half of the game, and also after each goal.

6. KNIGHT ERRANTRY.

It is an interesting competition for patrols to compete in knight errantry. Two start out with orders to return within two or three hours and report, on their honor, any good turns they have been able to do in the time, if necessary calling at houses and farms and asking if there is any job to be done-for nothing.

7. FIND THE NORTH.

Scouts are posted thirty yards apart, and each lays down his staff on the ground pointing to what he considers the exact north (or south), without using any instrument, and retires six paces to the rear. The umpire then compares each stick with the compass. The boy who is most correct wins. This is a useful game to play at night, or on sunless days as well as sunny days.

8. COCK-FIGHTING.

Cock-fighting always proves amusing, and our illustration shows a way of playing the game, which may be new to some of you. Instead of sitting on the floor, with staff under knees and hands clasped round legs in the usual manner, the two combatants get into a squatting position, with the staff held as usual. The picture shows this quite clearly. It is then very comical to see each "cock" hopping about and endeavoring to upset his opponent.

9. CAMP BILLIARDS.

The billiard table consists of a smooth sack placed on a level piece of ground-the " cushions " being made of Scout staves. Old golf balls take the place of the usual ivory kind, and instead of a proper billiard cue the Scouts use their staves.

10. STOOL KICKING.

Here is the description of a good game for you to play either in your clubrooms or out of doors. There are about six or nine players, and they all join hands and form a ring round some object, which will fall over if touched, such as a footstool stood upright. The players all swing round the stool and each one has to do his best to make one of the others knock the stool over as they swing round, at the same time avoiding knocking it down himself. When a boy knocks over the stool he stands out, and the game goes on until only one player remains.

11. TAKE THE HAT (FOR TWO PATROLS).

A hat is placed on the floor. One Scout from each patrol comes forward. Both lean over towards the hat, each placing his right hand over and his left hand under the arms of his opponent. The thing to do is to remove the hat with the left hand and get away with it before the other fellow hits you on the back with his right hand. The one who succeeds in doing this takes his unsuccessful opponent prisoner. The game is continued until one patrol has made prisoners of all, or half, of the opposing patrol.

12. THE STAFF RUN (FOR FOUR PATROLS).

Two patrols play together against the other two. We will call them A, B, C, and D.

A and B face each other, with a distance of fifty feet between them, the boys standing one behind the other. C and D do the same, taking their position at least fifteen feet to the side of their opponents. The Scoutmaster, or whoever directs the game, stands in the center of the parallelogram which is thus formed. This is shown quite clearly in the picture. He hands a staff to the first boy of each of the patrols standing side by side. Upon a given signal these two run as quickly as they can to the boys heading the other two patrols, hand them the staves, and retire from the game.

The two who now have the staves return them to the first of the remaining Scouts of the other patrols, after which they retire from the game, and so on. The game is continued until all the boys have run with the staves. The object is to see which two of the patrols can finish first. The last boy on either side carries the staff to the Scoutmaster in the center. Of course, that side wins whose last boy gets to the Scoutmaster first. Naturally, you must remember to have the same number of boys on both sides, and each must stand perfectly still until he has received the staff. If you play this game outdoors, you can get

more fun out of it by arranging so that a ditch, fence, or other obstacle has to be crossed by the boys who run with the staves.

13. PASS IT ON.

This game can be played either in the clubroom or out of doors, and two or more patrols can take part. AU that is required to play it are two hollow rubber balls, or a pair of boxing gloves will do very well. The players should be divided into two equal parties, and should stand in two rows alongside each other. The leader of each party stands at the head of his line, and when the signal to " Go " is given throws the ball between his legs to the man behind him, who passes it on to the next, and so on, until it reaches the last man, who has to run with it outside his line and give it to his leader. The side which gets the ball back to the leader wins, and the game can be varied by throwing the ball over the head instead of between the legs.

14. TOILET TAG.

For this game two equal teams are required. Each team formed of one patrol is the best fun, but, if necessary, the two teams can be furnished from one patrol. The simplest form of the game is to take the hats of all the players and place them in a row in the middle of the ground, the two teams standing facing each other on either side of the row about twenty-five yards from it. A Scoutmaster or Patrol-leader, standing at one end of the row, then calls a number, and each Scout having that number in his patrol runs to the row, and endeavors to obtain the hat nearest the Scoutmaster, and return to his place without being " tagged" or touched by the other. Should he be tagged, he must replace the hat in the row. The game proceeds until one patrol has secured a complete set of hats. If there are more than two patrols, the losers of the first game play another patrol, and so on, till all have had a turn. As the two Scouts will probably reach the hat almost at the same time, each should pretend to seize it, and thus induce the other to move in one direction, while he seizes the hat and moves off briskly the other way. There is much value in securing a good start by means of a well-executed feint, and great fun always results when two experts at pretense are opposed to each other. No Scout should be called upon a second time until every other member of his patrol has been once called upon. The game may be varied in several ways, of which the two following are typical:

1) Instead of aiming at the same hat, each Scout called upon may be required to find his own hat among all the hats placed in a heap, and, having found it, to attempt the double task of tagging his opponent and of returning to his own place without being tagged. Should he be successful when his number is called again, he has only to tag his opponent, and need not trouble about securing a hat, as he will, of course, already have got his own. When the two Scouts bearing the same number have secured hats, they inform the Scoutmaster and drop behind the line, taking no further part in the game.

2) Other articles of Scout toilet, e.g. scarves, lanyards, water-bottles, may be put down, and any player having secured a hat would then aim at another article until his toilet was complete. The order in which articles are to be obtained must be definitely laid down by the Scoutmaster, when the game begins. In this variation, the patrol to which a Scout who first completes his toilet belongs wins the game.

15. BOMB-LAYING.

An excellent game for the country is " Bomb-Laying." It is most exciting if the cover is good or if the light is just failing. The troop divides into two parties, each commanded by a Patrol-leader. Each Scout, with the exception of the Leader, is provided with a small stick about seven or eight inches long, and sharpened to a point at one end. These sticks may be cut from trees or bushes (if permission is first obtained and no damage is done), or, failing these, the pieces of wood in an ordinary bundle of firewood will do very well. Each Scout wears his "life," i.e. scarf, tie, or piece of tape, in the back of his belt as a tail, so that it can easily be pulled out. The Scoutmaster then defines an area which provides good cover, and the two parties select a " camp " which they think can be best defended. The center of each camp is marked by a patrol flag mounted on a staff. If the game is played in the dark, then the camps must be marked with a lamp. The camps are an area within a twenty-five yards' radius of each flag or lamp. The object of each party is to place their "bombs," represented by the sticks, within the other party's camp. When a Scout has planted his "bomb" in the opponent's camp, he must take the scarf or tie out of his belt and tie it round the stick. A "bomb" is not planted until this is done. A Scout is "killed" when an opponent

snatches his life from his belt, and when "dead" he can take no further part in the game, but must make his way quickly to a definite piece of neutral ground agreed upon before beginning the game. When the cover is good it Is often possible to it la a Scout without his noticing it, and when after carefully planting the "bomb" the owner discovers he is dead, his feelings are better imagined than described. Each party works under the command of its leader, who directs the attack. Thus it may prove better to attempt to lay only a few bombs and use the rest of the party for defense. The leader must remain in his camp area, and is not allowed to " kill " any of the opposite side. He may climb a tree or direct operations from any position within his camp. Scouts who have successfully planted their bombs must make their way straight back to their leader and inform him, after which they may take part in the de- fence of their own camp- being provided with another life.

No Scout is allowed to lay more than one bomb. If a Scout who has laid his bomb is caught on the return journey, he can be taken back to the captor's camp and made to remove his bomb, and then " killed." At the end of an arranged period of time the Scout- master sounds a bugle or whistle for operations to cease, and the side which has laid the greatest number of bombs wins the game. A very large troop may be split up into more than two parties and a general "international warfare" indulged in.

16. BAITING THE BADGER.

This is an excellent game for a Scout display, and can be played either in a hall or out of doors in a field. A couple of ropes, each about ten feet long, are tied to a heavy weight or driven into the ground with tent pegs. The " Badger " holds the loose end of one rope and the "Baiter" the other. The Badger has a tin with a pebble in it, while the Baiter carries a cushion or pillow. Both are blindfolded. The game is played as follows: The Badger rattles the pebble in the tin, at the same time running round the weight, and the Baiter tries to find him and knock him with the cushion. Both boys, of course, have to keep their own rope quite taut as they run round to prevent themselves from tripping.

17. RING CATCHING.

An effective item for a Scout display is Ring Catching. It is also an excellent game for Scouts, as it makes them quick with their eyes and nimble on their feet. The game is played as follows: One Scout, whom we will call the "Thrower," is armed with half a dozen rope quoit rings, about four or five inches in diameter, which he throws to another Scout, who has to catch them one by one on his staff. The " Thrower " must deliver the rings fairly quickly, only giving the " Catcher " time to come smartly back to the " engage " position, after catching or missing each ring. The rings should not be thrown from the same spot each time ; but the " Thrower " should never approach within three yards of the " Catcher." Short throws, high throws, and long throws should be all given, in order to make the game more exciting. The pole should have a piece of leather slipped over it to protect the hands from being hurt by the rope rings. Of course, the range and other distances can be made to suit local conditions.

18. SHOOTING.

A fairly large circular area is marked out and all the Scouts but one take up their positions inside it. The remaining Scout is "armed " with a tennis ball, with which he endeavors to "shoot" the Scouts inside the area.

Each Scout who is "shot" comes outside and helps in the "shooting," but only one tennis ball is used throughout the game. The Scouts inside the area, by rushing from one side to the other, dodging or jumping, can delay being hit for some time, and when their numbers become few, the fun is fast and furious. The Scouts who are "shot" should arrange themselves round the circle, so as to pick up the ball quickly as it flies across the area. The game may be arranged as an inter-patrol contest in this way : One patrol takes up its position inside the area, and the leader of the opposing patrol commences " shooting." For each Scout he hits he is allowed to have one of his own patrol to assist him, the Scout who is hit re- tiring. The time taken to kill off the whole of the opposing patrol is noted, the winners being the patrol taking the shortest time.

19. KICK IT AND RUN.

This game is best played in a clearing in a wood, but can also be played in an open field. One Scout takes up his position in the clearing and the rest seek cover as near as possible. A football is rolled into the clearing by the Scoutmaster or some other person acting as umpire. The Scout in- side the clearing immediately kicks it outside and rushes out to "tag" any other Scout he can find and catch; but directly the ball is kicked back into the clearing, he must return and kick it out. NO Scout may be " tagged ",while the ball Is lying still in the clearing. The umpire watches the ball, and directly it comes to a standstill inside the clearing he blows his whistle to indicate the fact. While the One Scout is returning to kick the ball out, the others may change their position or seek fresh hiding-places. The Scouts who are caught remove their scarves or wear a white handkerchief around one arm, and then help their captor to catch other Scouts; but they must not kick the ball, and must return to the clearing each time the whistle is blown. The winner is the Scout who is caught last. In an open field the clearing is indicated by a white mark on the grass or comer posts, and Scouts have to elude capture more by dodging than by seeking cover. As a variation, successive patrols may " hold " the clearing and endeavor to capture the rest of the troop in the shortest possible time. The Patrol-leader only is allowed to kick the ball out of the clearing. The winning patrol is that which takes the shortest time. In this variation the Scouts who are caught do not take any further part in the game, and for this reason it is not so suitable for a cold winter's day.

20. TUB-TILTING.

This is a favorite game of the Boy Scouts of America, and was invented by Mr. Ernest Thompson Seton, Chief Scout of America. Two Scouts are mounted on upturned tubs, about nine feet apart, and armed with long bamboo poles. Each pole has a boxing glove on one end, and the Scouts have to knock one another off the tubs with the poles. The boxing glove, of course, prevents any damage being done. If tubs cannot be obtained, forms or chairs can be used instead.

21. BALANCING THE BOARD.

For this contest a Scout pole and a piece of board are required. A course fifty yards long is marked off. The board is carefully balanced on the pole before starting, and the Scout endeavors to run the course before the board falls. Few succeed in getting very far, and the onlookers get a good deal of amusement from the efforts of the boy to keep the board balanced.

22. AN OBSTACLE RACE.

An obstacle race is always popular; the difficulty generally is to get satisfactory obstacles. The picture here shows a long table, which can be obtained from the mess tent. On this a number of circles are drawn at irregular distances. A mark is made, say twenty-five yard, off, and a Scout is blindfolded, turned thrice round, and is allowed to make for the table. Each circle has a different number within it, and when the Scout reaches the table he has to put his fingers on it. If he places his fingers inside a circle, that number is added to his score; otherwise be gets nothing. The idea of the game is to score as many as possible in a given number of turns.

24. SNATCH THE HANDKERCHIEF.

To play this game, form two squads of eight Scouts and line them up about fifty feet apart. Half-way between them place an Indian club or stick, on which rests a handkerchief. An umpire should be appointed, who must take his stand close to the club or stick. When he says the word " Go," a player from each side dashes from the line, runs towards the stick, and endeavors to snatch the handkerchief before his opponent does so. The one who fails must pursue the other back to his line, and try to " tag " him before he reaches it. If the successful snatcher regains his line without being " tagged," his pursuer becomes his prisoner; but should he fail, he becomes the prisoner of the other side. The game continues until the whole of one side has been captured by the other. If this end cannot be reached within a reasonable time, the side having captured the greater number of prisoners wins.

25. HIT THE BUCKET.

Here is a game which causes no end of fun. All that is required to play the game is a pail, a tennis or rubber ball, and a piece of wood about eighteen inches long. Any number can play, but to start you must decide who is to occupy the bucket first. Then turn the bucket upside down, and the chosen player, holding the piece of wood in his hand, mounts it. The rest of the players have to try to hit the bucket with the ball, whilst the one on it has to defend it and prevent the ball from hitting it. When the pail is hit, the

player who hit it takes the place of the one on the pail. If the one on the pail loses his balance and falls off, the player who threw the ball last takes his place. By the way, the ball must be thrown from the spot where it falls after the defender has hit it.

CHAPTER VI -- CYCLISTS' GAMES.

(From the Military Cyclists' Vade Mecum, by CAPT. A. H. TRAPMANN, 1s.)

A good many of the "Scouting Games" (Chapter 1) can be used for cyclists, such as "Relay Race," "Flying Columns," and "Surveying the Country."

1. DE WET.

FOUR patrols can take part in this game, or the force must be divided into four equal parts. One patrol acts as De Wet, one as garrison, and the rest as Kitchener's relief column. An area on the map is marked off, containing about one square mile to every two Scouts in the relief column-and this area should be plentifully supplied with roads and tracks along which cycles can be ridden. Three spots, preferably villages, should be chosen (or a larger number if more than four patrols are taking part); these are to be guarded by the garrison patrol, two Scouts at each spot. De Wet's object is to destroy as many villages as possible. When he enters a village, the two Scouts acting as garrison must retreat before his greater number-one should cycle as fast as he can to fetch the relief column, while the other stays to watch De Wet's movements. Either of them can be captured by any two of De Wet's men. If De Wet can remain in occupation of the village for half an hour the village is destroyed, but he must retreat if a relief column approaches stronger than his force. The relief column should take up its position in the center of the area and look out for signals from the garrisons. De Wet should prevent them following him by dividing his party, giving them instructions to all meet at the village to be attacked, but enter from different directions.

2. THE BITER BIT.

Divide your force into two equal parts, 1 and 2. Give No. 1 a capable commander, and tell him that they are operating in an enemy's country, and must look out for their own safety ; also that a force of the enemy's cyclists are expected to move along a certain road at a certain time in a certain direction. No. 1 will then start off and conceal itself in a good ambush. Then divide No. 2 into two parts A & B. Let A carry out the original program assigned to the enemies' cyclists, and send B round in exactly the opposite direction. Tell the Patrol-leader in charge of B that a body of the enemy were seen on the road, and let him go and scout for them. Give him sufficient time to enable him to location. I (if he is smart) before A is due at the ambush. , No. 1 will probably be so engrossed in waiting to ambush A that it will have neglected to provide for its own safety against surprise. B may or may not surprise No. 1, and may perhaps be ambushed itself. In any case some instructive work can be carried out, work affording room for rapid action and thought on the part of all concerned. Any man seen exposing himself obviously whilst under fire should be put out of action, and made to act as umpire's orderly. Otherwise men should not be put out of action, but either sent back or made to join the enemy.

3. BRIGAND HUNTING.

Mark off an area plentifully supplied with roads and foot- paths about three miles by three miles in extent. Tell off a patrol under your best Patrol-leader. His object will be to remain within the area for say two hours, without being captured. He should be allowed ten minutes' start. The remainder of the force will then split up into small patrols and endeavor by careful co-operation to effect his capture, care being taken not to be ambushed them- selves by their quarry.

4. AMBUSCADES.

something for patrols to do when cycling from one place to another. Divide the force equally into two bodies. Choose a road. Any place more than 200 yards distant from the road will be out of bounds. Send one body off to take up an ambuscade, and ten minutes later let the other body move Off along the road, sending its Scouts well ahead. If the ambush is detected the two bodies will then ex- change roles. This will be found a very interesting exercise, and can with advantage be practiced on return from a field-day, route march, etc., the homeward road being used for the purpose.

5. HUNTING THE SPIES.

Two spies have escaped from headquarters on cycles, and were last seen riding at a point about half-a-mile further along the road. (This should be shown on the map to the Scouts who are to give chase on their cycles.) From that point the spies have to leave a paper trail, not continuous, but occurring every hundred yards. The spies, being handicapped by their paper, will probably be soon overtaken, so they must choose a good spot by the road in which to conceal their cycles, and when they leave the road they must leave signs to that effect (they had better run some way along the road still leaving the trail, so as not to show the hiding-place of their cycles to their pursuers). When they have left the road, they need leave no further trail, but their object is to remain at large for a quarter of an hour and then recover their cycles and get back to headquarters without being caught by their pursuers. The pursuers should search for the spies and capture their cycles if they can find them, at the same time guarding their own cycles from being stolen by the spies. To capture the spies the pursuers must actually touch them, or if they are on cycles, ride past them on the road. (About ten Scouts make the beat number for this game.)

CHAPTER VII -- TOWN GAMES.

1. SHADOWING.

Patrol-leader picks a scout to be pursued; then the whole patrol meets in a fairly quiet street in a town. The chosen Scout is allowed two minutes' grace, whilst the others hide and do not watch him during that time, except two, who follow him closely. After two minutes one of them then runs back and brings the rest of the patrol along, hot on the track of the pursued one. Meanwhile the remaining shadower holds on carefully and tenaciously, pursuer and pursued being at least four or five minutes in advance of the rest. To show which way they have gone, the pursuing Scout drops confetti or makes chalk-marks until the others reach him. All must, of course, be well trained in running and using their Scoutcraft, and the pursued Scout can make use of many dodges to throw his pursuers off the track. It should be agreed beforehand that if he keeps away for a certain time he wins the game.

2. FOLLOW THE TRAIL.

Send out a " hare," either walking or cycling, with a pocketful of corn, nutshells, or confetti, which he must drop here and there to give a trail for the patrol to follow. Or, with a piece of chalk, let him draw the patrol sign on walls, pavements, lamp-posts, and trees, and let the patrol hunt him by these marks. Patrols must wipe out all these marks as they pass them for the sake of tidiness. and so as not to mislead them for another day's practice. The other road signs should also be used, such as closing up certain roads, and hiding a letter at some point, giving directions as to the next turn. The object of the " hare " in this game is to explain to those behind the way he has gone as well as he can, and not to throw them off his trail as in " shadowing."

3. CATCHING THE DODGER.

One Scout, who is well known to the rest, is chosen as the dodger. A spot is selected some two miles away from the Scouts' headquarters as the starting-point, preference being given to a place from which the most streets or ways lead to headquarters. The main idea is that the dodger has to start from this spot at, say, 7 or 8 p.m., and make his way to headquarters without being caught. He will be previously introduced to the others as their " Quarry," and may then adopt any disguise in order to throw off suspicion. He may even carry a large sackful of paper or some soft material upon his head, so as to partly hide his face, but he should not adopt feminine attire. It will be the duty of all Scouts to distribute themselves well over the area likely to be travelled, all streets, alleys and byways being carefully watched, but for obvious reasons a rule must be made that no Scout must approach within a given radius, say, of 250 yards, of the starting or finishing point. The dodger must be Instructed to start strictly at a given time, and may use the middle of the street as well as the pavement, as this will be necessary to dodge a Scout whom he may espy, and he must travel on foot during his journey, not taking advantage of any tram car or other vehicle. Should he see a Scout approaching, there would be no objection to his stepping aside into a shop and asking the price of an article until the danger has passed, as this is no more than an ordinary thief would do to evade capture. Should a Scout recognize the dodger, he must get quite near. enough to him to say: " Good-night " without any danger of not being heard-or, better, to touch him-and the dodger then yields quietly and is taken to headquarters by his captor, no other Scout being allowed to join them. One hour after the arranged starting time all Scouts must return to headquarters, for by that time the dodger will have either been caught or have reported himself there, as he must do the two miles in one hour. Should a Scout notice the dodger being pursued by another Scout he may assist in the capture-this where the dodger has espied a Scout in the distance who appears to have recognized him-but though the marks are divided, the greater portion will be awarded to the Scout who commenced the actual pursuit. - This is a game full of excitement from start to finish, especially as a Scout may secrete himself should he see the dodger approaching at a distance, only showing him- self when his man has come within capturing distance.

4. THE SIGNATURE COLLECTOR.

A convenient circuit of long, well-crowded streets Is selected, and a base area-about fifty yards of the street -formed in the middle of some of the streets. A Scout will be posted at the center of the area, and will be called a " Base-Scout." The number of bases will depend on the number of Scouts-as each base needs one Base- Scout and two opposers. There should not be more than six bases. The signature collector and all Base-Scouts will wear a piece of red ribbon attached to their buttonhole badges or pinned to their coats. The opposing Scouts will wear blue ribbons.

The collector must go round the circuit of bases and try to obtain the signature of each Base-Scout. The opposing Scouts are posted, two to each base, to prevent the collector from reaching the Base-Scout by simply touching him. If touched while attempting to reach a base the collector gives up his own signature to his captor and forfeits his own chance at that base. But if he reaches the base area without being touched he is safe to obtain the signature and leave unmolested to make his attempt on the next base. It is understood he can make an attempt on every base. The bases are posted in a circle, so that when he finishes his journey he will be back at the starting-point, where the umpire is.

The Base-Scouts, being in league with the collector, can aid him by signalling when best to make the attempt. It therefore resolves itself into a competition between the " reds " and " blues." The party of Scouts obtaining the most signatures wins.

RULES.

1) Hiding in shops is barred.
2) Cover must be taken in the street only.
3) Base boundaries must be well understood by all players at that base. If necessary, they may be chalked out.
4) When the collector has got through a base and obtained the signature, the opposing Scouts who were guarding that base must not watch round another base : they are beaten and must make for the starting-point.

5. WHAT'S WRONG

Scouts should be mustered at a given point, then divided into two sections, one section proceeding along either side of the street, crossing. each other at the end, and returning on the opposite sides. They may be sent either in line or irregularly, the latter for preference, each carrying pencil and notebook or paper, and noting, during their journey, every article or thing which is out of the straight. It may be a placard fixed to a shopkeeper's door or board, or a small swing sign, which is out of the horizontal, window-blinds crooked, goods in shop windows markedly crooked, and so on. Irregularities on vehicles in motion are not to be noted, as no opportunity would be given for the judge to verify. Upon approaching the judge each Scout signs his own paper or book and hands it over; marks should then be given according to merit, and a prize awarded to the most observant Scout of the patrol which gets most marks among all its Scouts. The idea is, that not only shall Scouts observe details, but also that they shall make their entries in such a guarded manner and at such times that Scouts following them shall not notice the entry being made. This may be worked with or without a time-limit.

6. FAR AND NEAR.

The scoutmaster goes along a given road or line of country with a patrol in patrol formation. He carries a scoring card with the name of each Scout on it, first reading to the Scouts a list of certain things he wants. Each Scout looks out for the details required, and directly he notices one he runs to the umpire and informs him or hands in the article, if it is an article he finds. The umpire enters a mark against his name accordingly. The Scout who gains most marks in the walk wins. Details like the following should be chosen, to develop the Scout's observation and to encourage him to look far and near, up and down. The details should be varied every time the game is played ; and about 8 or 10 items should be given at a time. Every match found Every button found Bird's foot track Patch noticed on stranger's clothing or boots Grey horse seen Pigeon flying Sparrow sitting Broken chimney-pot Broken window 1 mark. 1 mark. 2 marks. 2 marks. 2 marks. 2 marks. 1 mark. 2 marks 1 mark.

7. MORGAN'S GAME.

Scouts are ordered to run to a certain hoarding where an umpire is already posted to time them. They are each allowed to look at this for one minute-of course no notes may be taken in writing-and must then run back to headquarters and report to the instructor all that was on the hoarding in the way of advertisements.

8. SHOP WINDOW.

The Scoutmaster or Patrol-leader takes a patrol down a street past six shops. He lets them stay half a minute at each shop, and then, after moving them off to some distance, he gives each boy a pencil and card, and tells him to write from memory, or himself takes down, what they noticed in, say, the third and fifth shops. The boy who correctly sets down most articles wins. It is a useful practice to match one boy

against another in heats-the loser competing again, till you arrive at the worst. gives the worst Scouts the most practice.

9. TAKING NOTES.

When next you go scouting in the streets, here are some things for you to note : The number of every motor-car that is going too fast or whose driver is acting strangely; the number of signs used by the policeman in regulating the traffic ; the various chalk marks made on pavement and door- steps by surveyors, tramps, or children. Which men turn their toes in. And if you wish to make a game of it all, take a brother Scout with you. Let each look in a few windows for one minute then go away and write down all the articles remembered. The one who gets the most correctly is the winner. And though it may be a small matter in itself, you will rejoice when you realize how quickly you learn to note and remember and thus get a power which may make your fortune, all through practice at scouting in the streets.

CHAPTER VIII -- NIGHT GAMES.

1.THE ESCAPED SMOKER - By PERCY HILL.

A CONVICT has escaped from prison, and, being an inveterate smoker, the first thing he does is to buy a large supply of cigarettes and matches. On a dark night a message is brought to the Scouts that he has been seen in a wood close by, still smoking. The troop at once turn out, and, enclosing the wood, silently try to find their man by using their eyes, ears, and noses, as well as they can. The man, who is playing the part of the convict, is obliged to keep his cigarette in full view all the time, and strike a match at least once every three minutes. Unless the Scouts are very sharp, the chances are that he will slip through, and they will, after a few minutes, see the match flickering away behind them. The " convict " must not, of course, be a Scout, for, if he were, he would not smoke or give himself away like that. An hour or two spent in practicing some " extended order " drill will make the troop far more efficient in work like this, for boys invariably tend to crowd together on a dark night instead of keeping an equal distance apart. A good variation of the game, if no smoker is at hand, is to supply the convict with a box of matches and a whistle, and make him strike a match and blow whistle alternately every minute or two minutes, so that two different tracking senses are needed at the same time seeing and hearing.

2.THE PATH-FINDER.

To be played at night. A town or camp is chosen and defended by all the Scouts present, except one patrol. The outposts must be carefully placed all round. The one patrol is to be led into the town by a guide chosen from the defenders - he is the traitor and goes round and carefully examines the defenses ; then slips out of the town to meet the patrol at a, certain spot. He tries to guide them into the center of the town, perhaps taking them two or three at a time or all together in Indian file. If touched by one of the defenders they are captured.

3. TRACKING BY SMELL.

Tracking by smell at night is a very important part of scouting. An enemy's patrol has encamped at a certain spot, and thinking all safe light a fire and prepare a meal. But the sentry reports suspicious signs and sounds, so they immediately damp the fire, but cannot stop the smoke. This should be carried out on a calm but dark night in a fairly open spot-the smoke can be caused by smoldering brown paper or damp gunpowder in a tin. The others have-to reach the spot by smell, while the encamped party lie absolutely still.

4. WILL-O'-THE-WISP.

This game should take place across country at night. Two Scouts set off in a given direction with a lighted bull's-eye lantern. After two minutes have passed the patrol or troop starts in pursuit. The lantern bearer must show his light at least every minute, concealing it for the rest of the time. The two Scouts take turns in carrying the light, and so may relieve each other in difficulties, but either may be captured. The Scout without the light can often mingle with the pursuers without being recognized and relieve his friend when he is being bard pressed. They should arrange certain calls or signals between themselves.

5. SHOWING THE LIGHT.

This night-scouting game not only affords recreation but is a good test for hearing and eyesight, and furnishes a splendid practice in judging distances. A Scout makes his way across fields, in the dark, and on hearing his leader's whistle, shows a light from a lantern for five seconds. He remains there, but hides the light, and the rest of the Scouts estimate how far away and whereabouts he is. I Then they set out to where they think the light was shown and each one tries to get there before the others. The lantern - bearer hands over the lantern to the Scout who first reaches him, and then it is that boy's turn to go away and show the light. The Scoutmaster should note the various estimates propounded by the Scouts, and though he may be unable to discover the exact distance he should know which Scout gave the nearest figure.

6. NIGHT OUTPOSTS.

Two or more Scouts (according to number taking part) go out in pairs with ordinary bicycle or similar lamps, and take up positions not nearer than 1/4 mile (or other agreed distance) from starting-point. They are called outposts, and must not move their ground, but may show or conceal their light as they think best. One Scout goes out, say, ten minutes later carrying a hurricane lamp to discover the outposts. He is called the runner and must not hide his light. One or two minutes later the remainder start out to chase and capture both the runner and outposts. They are called Scouts. Outposts and runners must not call to one another. Outposts show their light when they think the runner is near, but must be careful not to betray their position to the Scouts. As soon as the runner finds an outpost these extinguish their light and make for the starting-point. When the runner has discovered all outposts he does the same. No Scout may remain nearer the starting-point than agreed distance - 100 yards or so, according to circumstances.

CHAPTER IX -- WINTER GAMES.

1. SIBERIAN MAN HUNT.

A MAN has escaped through the snow and a patrol follow his tracks, but they advance with great caution when they think they are nearing his hiding-place because one hit from a snowball means death, but he has to be hit three times before he is killed. If he has taken refuge up a tree or any such place it will be very difficult to hit him without being hit first. The hunted man has to remain at large for a certain time, two or three hours, and then get safely home without being caught.

2. ARCTIC EXPEDITION.

Each patrol makes a bob sleigh with harness to fit two Scouts who are to pull it (or for dogs if they have them, and can train them to the work). Two Scouts go a mile or so ahead, the remainder with the sleigh follow, finding the way by means of the spoor, and by such signs as the leading Scouts may draw in the snow. All other drawings seen on the way are to be examined, noted, and their meaning read. The sleigh carries rations and cooking-pots, and so on. Build snow huts. These must be made narrow, according to the length of sticks available for forming the roof, which can be made with brushwood, and covered with snow.

3. SNOW FORT.

The snow fort may be built by one patrol according to their own ideas of fortification, with loop holes, and so on, for looking out. When finished it will be attacked by hostile patrols, using snowballs as ammunition. Every Scout struck by a snowball is counted dead. The attackers should, as a rule, number at least twice the strength of the defenders.

4. FOX-HUNTING.

This game is to be played where there is plenty of untrodden snow about. Two Scouts start from the middle of a field or piece of open ground, and five minutes afterwards the rest are put on their trail. The two foxes are not allowed to cross any human tracks. If they approach a pathway where other people have been, they must turn off in another direction ; but they can walk along the top of walls and use any other ruse they like, such as treading in each other's tracks, and then one vaulting aside with his staff. Both of them have to be caught by the pursuers for it to count a win. The foxes have to avoid capture for one hour and then get back to the starting-place.

5. THE DASH FOR THE POLE.

Two rival parties of Arctic explorers are nearing the Pole; each has sent out one Scout in advance, but neither of them have returned-they know the direction each started in because their tracks can be still seen in the snow. What has really happened is that each has reached the Pole, and each is determined to maintain his claim to it and so dare not leave the spot. They both purposely left good tracks and signs, so that they could be easily followed up, if anything happened. (These two, one from each patrol, should start from head- quarters together, and then determine upon the spot to be the Pole - each to approach it from a different direction.) The two parties of explorers start off together (about fifteen minutes after the forerunners left) and follow up the tracks of their own Scout. The first patrol to reach the spot where the two are waiting for them -takes possession, the leader sets up his flag and the rest prepare snowballs, after laying down their staves in a circle round the flag at a distance of six paces. When the other party arrive they try to capture the staves ; the defenders are not allowed to touch their staves, but two hits with a snowball on either side put a man out of action. Each defender killed and each staff taken counts one point, and if the rival party gain more than half the possible points, they can claim the discovery of the Pole. Before the defenders can claim undisputed rights they must kill all their rivals, by pursuing them if only one or two are left. (The two forerunners do not take part, but act as umpires.)

6. CLEAR THE LINE.

This game requires a light rope, five to eight yards of Canvas or leather filled with sand and weighing about 1 lb. The Scoutmaster stands in the centre of a ring of Scouts and swings the bag round, gradually paying out the rope until it becomes necessary for the players to jump to avoid it. The direction in which the bag is swung should be varied. The rate of swinging as well as the height of the bag from the ground should be gradually increased. The object of the players is to avoid being caught by the rope or bag and brought to the ground.

7. SKIN THE SNAKE.

The scouts stand in single file. Each scout puts his right hand between his legs, which is grasped by the one behind. Then the first scout walks backwards, straddling No. 2. No. 2 repeats the movement, straddling No. 3, and so on, until the scout that was first is in the last position. It is a clever gymnastic stunt, and done quickly represents a snake shedding its skin.

8. SOCCER RELAY.

This is a relay game, where the first scout of each side starts kicking the ball from his goal to a turning-point several yards away, then kicks the ball back through the goal that he started from. When he has kicked a goal the second scout repeats the performance of the first, and each scout repeats the performance. The side that finishes first wins the race.

CHAPTER X -- SEAMANSHIP GAMES.

1. SMUGGLERS OVER THE BORDER.

The smugglers have got their contraband hidden among some rocks, and it is entrusted to one smuggler to take to their hiding-place, a building or some place marked by flags or trees, about half a mile inland. One patrol act as smugglers and the one chosen to carry the contraband who wears tracking irons and has to carry a small sack or parcel containing the contraband. The "border" is a certain tract of land, a road, or stretch of sand along the shore between the smugglers and their hiding-place inland. The coastguards (two patrols) have to guard the border with sentries, and. keep their main reserve bivouacked some little way inland. As soon as a sentry sees the tracks of the smuggler (wearing tracking irons) crossing the ,border" he gives the alarm, and the coastguards have to catch him before he can get his contraband to the hiding-place. It should be agreed that the smugglers cross the border " between two boundaries. The length should depend upon the number of sentries-one sentry should have a beat of about 200 yards. The smugglers have to bring their cargo up from the rocks within a certain time, because the tide is coming in. They should assist the one chosen to carry the contraband by distracting the coastguards and leading them in the wrong direction, because they do not know at first who is wearing the tracking irons.

2. TREASURE ISLAND.

A treasure is known to be hidden upon a certain island or bit of shore marked off, and the man who hid it left a map with clues for finding it (compass directions, tide marks, etc.). This map is hidden somewhere near the landing-place; the patrols come in turn to look for it-they have to row from a certain distance, land, find the map, and finally discover the treasure. They should be careful to leave no foot-tracks, etc., near the treasure, because then the patrols that follow them will easily find it. The map and treasure are to be hidden afresh for the next patrol when they have been found. The patrol wins which return to the starting-place with the treasure in the shortest time. (This can be played on a river, the patrols having to row across the river to find the treasure.)

3. SMUGGLERS. (FOR NIGHT OR DAY.)

One party of smugglers from the sea endeavor to land and conceal their goods (a brick per man) in a base called the "Smugglers' Cave," and get away in their boat again. Another party of "preventive men" is distributed to watch the coast a long distance with single Scouts. go soon as one preventive man sees the smugglers land he gives the alarm, and collects the rest to attack, but the attack cannot be successful unless there are at least as many preventive men on the spot as smugglers. The preventive men must remain bivouacked at their station until the alarm is given by the look-out men.

4. A WHALE HUNT.

[This is the same game as that of "Spearing the Sturgeon', in Mr. E. Thompson Seton's Birch Bark Roll of the Woodcraft Indians. 1s. Constable.]

The whale is made of a big log of wood with a roughly- shaped head and tail to represent a whale. Two boats will usually carry out the whale hunt, each boat manned by one patrol-the Patrol-leader acting as captain, the corporal as bowman or harpooner, the remainder of the patrol as oarsmen. Each boat belongs to a different harbor, the two harbors being about a mile apart. The umpire takes the whale, and lets it loose about half- way between the two harbors, and on a given signal the two boats race out to see who can get to the whale first. The harpooner who first arrives within range of the whale drives his harpoon into it, and the boat promptly turns round and tows the whale to its harbor. The second boat pursues, and when it overtakes the other, also harpoons the whale, turns round, and endeavors to tow the whale back to its harbor. In this way the two boats have a tug-of-war, and eventually the better boat tows the whale, and possibly the opposing boat, into its harbor. It will be found that discipline and strict silence and attention to the captain's orders are very strong points towards winning the game. It shows, above all things, the value of discipline. You are allowed to dislodge your enemy's spear by throwing your own over it, but on no account must you throw your spear over the other boat or over the heads of your crew, or a serious accident may result. The spearsman must not resign the spear to any other member of the boat. It is forbidden to lay hands on the fish or on the other boat-unless this is done to avoid a collision.

5. WATER SPORTS.

There are several kinds of water sports, which, when practiced enough, make a very interesting display. 1. WATER POLO.-Stakes driven in to make goal- posts, and a large rubber ball, if a proper water polo ball cannot be obtained. II. GREASY POLE - fastened from the end of a pier or landing-stage, with some prize fastened to the end of it. (N.B.-The pole should not stick straight out from the end of the stage, but should incline to the right or left, so that it can be seen better from the shore.) 111. JOUSTING.-In small canoes or on logs, one boy to paddle and one to joust, armed with a small wooden shield and a 6 foot pole with something soft attached to the end. IV. Swimming races, diving competitions, and races to get into a lifebuoy.

CHAPTER XI -- FIRST-AID GAMES.

1. WOUNDED PRISONERS.

Placed at various points, each fifty yards from camp, are prisoners, one for each competitor in the game. These prisoners can be the smaller boys of the troop, and their arms and legs should be securely bound. They are supposed to be unconscious. At a signal each of the competitors has to make for a prisoner and bring him home, and the one who reaches camp first with an unbound prisoner receives twelve marks. The competitors can either untie the knots directly they reach the prisoner-which would aid in carrying-or on arrival at Camp, but the ropes must be removed before the result can be arrived at. No knives must be used and the prisoners, being unconscious, cannot give any assistance. The Scoutmaster has his eye on the competitors all the time, and is particularly observant for cases of rough handling or bad carrying, both of which are naturally injurious to wounded people. The competitor who obtains most marks wins. A boy, for instance, might win twelve marks for getting home before the others, but he may lose three marks through handling his captive roughly, therefore the second boy, who would receive ten marks, should be acclaimed the winner. Generally speaking, however, the first arrival wins. This provides good practice in untying knots and carrying the wounded. It can be adopted as an inter-patrol game, the first boy home out of twelve receiving 24 points, the last, 2, and the patrol which obtains the most marks winning.

2. THE RED CROSS HERO.

One day while the whole camp are enjoying themselves a messenger arrives and tells a Patrol-leader that while he was being pursued by the enemy on their side of the border he saw one of his men lying on the ground, wounded, and was unable to render him any assistance. The Patrol-leader then tells his men the bad news, and calls for a volunteer to go and bring or endeavor to bring their comrade back to camp. Thus the "Red Cross Hero" is found. His duty is to find the wounded man (who will have been placed in a fairly hidden position before- hand) and then carry him back to camp, without being captured by the opposing Scouts. This game needs a Scout of brain and resource to act the part of the " Red Cross Hero," for he is supposed to be in a hostile country with a wounded man whom he must bring back to camp. If seen he must endeavor to dodge. Two of the enemy must get hold of him before he is captured. This is a game which will severely test the resourcefulness of the Scout. For example, if pressed he might be sharp enough to leave his comrade completely hidden until he has knocked his pursuers off his track. When the wounded Scout has been hidden all who can be spared from camp should go out to act as enemy, then one comes in as messenger and describes roughly where the wounded man is. There could be several wounded men and red cross heroes, if the enemy's number is sufficient.

3. THE ILL-FATED CAMP. By PERCY HILL.

Orders are given to a patrol to march in a certain direction until they find a camp, and, when they arrive there, they are to act as they think best. They find the camp after a short time, with every- thing disordered, as though there had been a fight. There is a man lying in the tent labeled : " Shot through the head - dead." Near by is another man, with a label, " Broken thigh," while some way off there is yet another wounded man, who crawled away after he had been shot, and had fainted from loss of blood. It is interesting to watch different patrols at work. A tenderfoot patrol will very likely spend the first ten minutes fussing round the dead man when they arrive on the scene ; and, after prodding him, poking him, and rolling him about, will, perhaps, make a stretcher, and carry him off for burial. After wasting all this precious time, they turn to the man with the broken thigh, and carry him to the tent to patch him up, making the fracture a compound one on the way. They then tie up the wrong leg with numerous granny knots, and, after some quite needless artificial respiration, leave the unfortunate patient to himself. The spoor of the third man passes unnoticed, and he is left to bleed to death. But now watch the arrival of a more experienced patrol. As soon as the leader sees that the men have been wounded in a fight, he puts out two sentries to prevent another surprise attack ; the dead man is briefly examined and left to himself, and the broken thigh carefully put into splints on the spot, and the patient gently carried into the tent. Then one of the Scouts notices that there are three tea cans by the fire, so they hunt round for the owner of the third. When he is found, a Scout's scarf makes a tourniquet, and the man's life is saved. This game makes a good subject for a display.

4. INJURIES.

The boys are divided into pairs. One boy starts the game by turning to his neighbor and saying: " I have twisted my ankle," or " cut my finger," at the same time assuming a position he considers the accident will cause, or simply holding out the injured member. His neighbor has to explain at once the proper treatment for the injury. If he cannot answer he must take up the sufferer's burden. If he answers correctly the sufferer has to keep in the position. The procedure is repeated with each pair, different troubles being used in each case, therefore at the end of the first round half the boys are sufferers (the losers) and the other half uninjured (the winners). The sufferer now suddenly conquers his malady, but discovers one equally troublesome which he asks his neighbor to solve. If the neighbor is successful it proves that be is the better boy at First-Aid, because he has won twice. Only those boys who have won twice enter the next round; those who have lost both times, or won one and lost the other, being counted out. The winning boys are pitted against each other until a final winner is discovered. If the final between the last two boys be a draw, they should test each other again. Of course the winner is not necessarily the smartest boy in the troop at First-Aid, but the game undoubtedly helps to impress the principles of First-Aid upon the memory of the boys. The Scoutmaster listens to the recital of each injury and judges the suggested treatment. He may also ask .supplementary questions to make sure that the doctor really understands.

5. AMBULANCE KNIGHTS.

In this game a big boy takes the place of a horse, and a small one rides on his back. Each small boy is labeled with the name of an injury, and holds a stick in his band. Rings-allowing one for each pair of boys-are bung at a certain distance in such a manner that they can be easily dislodged by the sticks, and this is the object of the game, the big boys carrying the small ones past the rings at a run. When a small boy has succeeded in getting the ring upon his stick, the big one who is carrying him has to reach a given point, put the mail boy down, examine his label, and treat him for his injury. The one who does this in the quickest and most correct style wins. Should the small boy fail to dislodge the ring at the first attempt, the big one may go back to the starting- place and try again. Necessary appliances must be supplied for the big boys.

6. AMBULANCE ROUNDERS.

A judge is necessary for this game. Sides are taken as in ordinary rounders, and the game played as usual, those who are "in" each having a label representing some kind of hemorrhage tied on to their arms. When one is caught out, or hit with the ball, he drops on to the ground. The judge immediately calls out the name of his supposed injury, and the one who has caught him out or hit him runs to treat him instantly in the correct manner. The opposite side must be on the look-out for faulty treatment, for should there be any it counts to them, and the injured person is released, his side still remaining in. In all other respects the game is exactly the same as usual, but each member of the side which is " out " should be provided with a bandage and piece of stick.

7. AMBULANCE, FRENCH AND ENGLISH.

The boys are all labeled with the name of some injury and are divided into two parties - one French, one English. Captains should be chosen for each side, and certain boundaries agreed upon. Two camps are chosen as far apart as possible, and in each are placed as many objects as there are boys on one side. Anything that is light to carry is suitable, such as sticks, empty match-boxes, etc. The object of the game, as in ordinary French and English, is for the boys on one side to obtain the articles from the opposite camp and bring them back to their own. There is no division of territory as in the ordinary game when played in a garden, and a boy is only safe when in his own camp, which must be quite a small space, when he is on a return journey with an article from the enemy's camp, or when he is on a return journey with a prisoner. The game should be played where there is as much .cover as possible, as it makes it so much more exciting. The boy on one side who can first snatch the label off an enemy and read it has a right to make him prisoner. The prisoner must then be attended to 'with the best improvised treatment possible in the circumstances, and must accompany his captor to the latter's camp. It is of course a great object to obtain as many prisoners as possible 'without delay. The prisoner can only be rescued by one of his own side. He is free when he has been touched, and can then shed his bandages, etc., and return. The captain does not take an active part in the game. He picks up, and then remains in camp to put fresh labels on liberated prisoners, judge the ambulance work, and keep a list of marks obtained for his side. The captain can be changed at half-time if desired. The game lasts until the whistle

is sounded at a certain time, and then the marks on each side are added up. Marks are given as follows: one for every article from the enemy's camp, one for every prisoner, one, two, or three for the ambulance work according to its quality.

8. AMBULANCE HOTCHPOTCH.

Tables are arranged on which are various games, such as spillikens, draughts, sticking pins into corks with scissors, building card houses, etc. Two boys sit at each table and play against one another, and by each boy is a folded paper and pencil. When a bell rings, the boys begin to play the games when it rings a second time, they leave off, unfold the paper, on which is a " first-aid " question, and answer it to the best of their ability. When the bell rings a third time, all stop and give in their answers. Each pair then moves to the next table, where the same performance is gone through. The same questions must, of course, be asked each pair of boys at each table. When the game is finished, every boy's marks are added together for both competitions, and the highest score wins. This game may be found useful for asking such questions as : What would you do if your clothes-or those of an- other person-caught fire ? How would you treat a bad burn I How would you treat a frostbite ? How would you treat a foreign body in the eye or ear ? etc., etc.

9. AMBULANCE ELEMENTS.

The players are divided into two sides, and toss up to decide which should begin.

He who commences tosses a ball or handkerchief to any one on the opposite side, saying the name of some artery as he does so. The one to whom the ball is thrown immediately calls out where the artery is situated before the thrower can count ten. Should he fail to do this, he must cross over to the opposite side. The Ride wins which has most players at the end of a given time. The name of an artery is only given as an example. It might be required, for instance, that upon giving the name of any fracture, the requisite number of bandages should be called out, or anything else of the kind. This game may be found useful for filling up odd minutes.

CHAPTER XII -- GAMES FOR STRENGTH.

1. THE STRUGGLE.

Two Scouts face each other about a yard apart, stretch arms out sideways, lock fingers of both hands, and lean towards each other till their chests touch, push cheat to chest, and see who can drive the other back to the wall of the room or on to a goal line. At first a very short struggle is sufficient to set their hearts pumping, but after practice for a few days the heart grows stronger and they can go on a long time.

2. WRIST PUSHING.

This game can be played by one boy alone. Stand with both your arms to the front about level with the waist, cross your wrists so that one hand has knuckles up, the other knuckles down and clench the fists. Now make the lower hand press upwards and make the upper hand press downwards. Press as hard as you can with both wrists gradually, and only after great resistance let the lower push the upper one upwards till opposite your forehead, then let the upper press the lower down, the lower one resisting all the time.

These two exercises, although they sound small and simple, if carried out with all your might, develop most muscles in your body and especially those about the heart. They should not be carried on too long at a time, but should be done at frequent intervals during the day for a minute or so. "Wrist Pushing" can also be played by two boys half facing each other, each putting out the wrist nearest to his opponent, at arm's length, pressing it against the other wrist, and trying to turn him round backwards.

3. SCRUM.

Two teams of Scouts form up in line and stand face to face across the middle of the room. The Scouts grasp one another round the waist in order to make each line compact.

When the whistle is blown, the opposing teams lean towards one another, and push steadily with their heads -and shoulders until one line is driven back six yards from the starting place, This is done three times, and the winning team is the one which gains two "scrums" out of the three.

4. FEET WRESTLING.

Two boys stand facing each other with their hands behind their backs. They have to stand on one leg, and each tries to push the other over with the leg he is not standing on.

5. STRAIGHT BACK.

One boy has to lie flat on his back on the ground, while another lifts him up by the head-he must try to keep perfectly rigid until he is upright. If he can do it, it is a sign that he has a strong back.

6. BRIDGE.

The Scouts stand in single file, No. 1. facing his Scouts. No. 2. bends at the hips and puts his arms around the hips of No. 1. Nos. 3, 4 and 5, etc., take the same position as No. 2, forming a straight line of Scouts, bend forward at the hips, and holding the hips of the Scouts in front of them. Team No. 2, then, in a manner similar to " A Foot and a half " takes along jump and jumps astride the back of one of the Scouts. Other members of No. 2 follow suit until the men are piled up three and four high. The object of the game is to try and upset the Scouts who are endeavoring to bear the burden.

7. TOURNAMENTS.

Each of the bigger boys chooses a small one and gives him a " pick-a-back." These mounted knights divide into two companies who challenge one another to combat, either in separate duels or in a general melee. The " knights " try to pull each other to the ground, and the " horses " may assist by putting their weight into the pull or by charging their opponents. When a rider's foot touches the ground he may not take any further part in the game. The tournament is finished when all the riders of one company have been unhorsed.

8. KNEEL TO YOUR SUPERIOR.

Two boys stand facing each other, and lock fingers of both hands, and see who can make the other kneel down by pressing his wrists downwards.

CHAPTER XIII -- DISPLAYS

The following are a few suggestions for displays, which are interesting and instructive for both the Scouts and the onlookers. It is worth a little trouble on the part of Scoutmasters to provide a display after camp or on some occasion at home to show the parents of the boys and others interested in Scouting some actual work and result. It lends additional interest to work in a number of incidental things connected with camp life, as in the display described below. For instance, in the camp, before the attack by the Indians, the Scouts were to busy them- selves with cooking, signalling, and camp games, such as jumping and boxing, instead of doing nothing. It gives the spectators a good impression of the activity of a Scouts' camp, besides showing them the kind of things done in camp. Any Scouts not taking part in the display can be well employed by " forming fence " round, to keep the space clear; they make a more picturesque barrier than ropes and posts.

1. THE "MERCURY" DISPLAY. From The Scout, October 9, 1909.

It is not a bad thing to devise beforehand a display for the last day before breaking up camp, to which to invite friends and people of the neighborhood. The details of this can then form the items for instruction and practice during the camp. They will then be of the highest interest to the boys, and will be the medium of inculcating discipline at rehearsals, and of giving valuable instruction if the subjects are well selected.

This, as an example, is what we arranged for our display on the Hamble River, where we had the use of the Training Ship Mercury, as well as suitable ground ashore.

PART I. - AFLOAT.

The Mercury is at sea, becalmed in the tropics ; the crew indulge in water sports (swimming races, walking the greasy pole, riding hobby horses, diving, water polo, life-saving exhibition). A whale is sighted. Boats away. Whale hunt. Ship on fire. Fire stations. Ship abandoned. Raft built and towed by boats.

PART II. - ASHORE.

A Red Indian encampment, teepees, and fires, with a few Indians in charge. Distant singing. Red Indians in warpaint enter and break off to their fires and tents. Look-out men posted. Camp sports, marksmanship with bows and arrows or javelins, bang the bear, cock fighting, etc. Look-out man reports distant ship on fire. Excitement. Chief calls the braves together into a big circle and gives an excited address in gibberish. War dance and Ingonyama chorus. A second look-out man reports enemy coming ashore. Indians strike tents, retreat into the woods, leaving Scouts and rear-guard to watch and gradually to retire as enemy approach. Boats and raft effect a landing. Set up tents and shelters. Light fires, cook food (exhibition of camp cooking of bird in clay, bread twisted on club, etc., matmaking). Sentries posted. Signalling. Camp games (boxing, jumping, tug-of-war). Alarm smoke signal by look-out men. - Camp prepared for defense. Tents dropped. Fires extinguished. Scouts form in two ranks, front rank kneeling, to receive charge, one party meantime having gone out and taken cover to ambush the enemy. Enter Red Indians crawling, till collected in sufficient strength. They then rise and charge the camp. On coming near the defenders they suddenly find themselves counter-attacked by the ambuscade on their flank. They at once recognize that they have been out-scouted. Halt, hands up, making the Scout sign. This is responded to by the whites. They fraternize. Shake hands. Form up in a great semi-circle and sing " There's a King in the Land To-day " (from " King of Cadonia God Save the King.

2. GOOD TURNS.

Patrol of Scouts out on knight errantry expedition. Halt and sit easy for a rest. Cook tea.

HORSE AND CART.

Enter heavily loaded cart, driver out of temper with the horse which is covered with lather (soap suds). Scouts go to its relief. Loosen hamerein, give bucket of water, wipe off sweat, give the horse hay. At the same time give driver tea and food. He reclines comfortably enjoying it, while horse eats. Then driver rises, lights pipe with burning stick handed by a Scout from the fire, and goes on his way, patting the horse. Scouts meantime sprinkle sand in front of horse to make the road less slippery, and man the wheels and help the cart off.

WOMEN AND CHILDREN.

The Scouts continue resting after the cart has gone. Enter woman carrying a baby and dragging a crying child by the hand. Scouts give her tea. Then one takes the baby in his arms, another takes the child astride on his back and the mother follows them, but she goes very feebly. The other Scouts watch her for a bit. Then two run forward, and making a cross-wrist seat carry her out sitting between them.

MAKING HURDLES FOR FARMERS.

(A lot of whippy brushwood, a dozen upright stakes, bill hooks, mallet, etc., are required.) Scouts under Patrol-leader's direction plant a row of 3 foot stakes 18 inches apart and weave the withies in and out of these to make wattle-hurdles. Other Scouts with hoe go weeding. Old farmer comes in and sees what he thinks are boys up to mischief on his ground, tiptoes out again and fetches whip. Steals quickly up behind the group, but when about to attack he sees what they are doing. Patrol- leader (in dumb show) explains that they are hoeing his weeds and mending his fences and chopping firewood for him. Old farmer (in dumb show) says: " Do you mean, you are doing all this for me ?" "Yes." He goes off mightily pleased and comes back with a basket of apples (or other good things) and offers them to the boys, but the Patrol-leader (again dumb show) thanks him but says they do not require any reward. The farmer, much surprised, says : " Well, I'm blowed ! " (in dumb show), and then insists on giving something to each Scout, which they then grinningly accept and eat. And as he toddles off again they sing "Be Prepared" chorus to him to show that they are pleased.

THE FOUNDLING.

(For this a rough perambulator made out of an old box and four small wheels must be prepared beforehand. These should be packed inside the box at first, as the Scouts have to put it together, pretending to build it.)

SCOUTS Resting. Enter, all alone, a little child who has lost her way: as she wanders about the scouts look at her and one gets up and calls to her and finally goes to her and leads her in to the others. They make a pet of her, give her food, and with hammer, etc., set to work to make the perambulator. When it is finished the distracted mother enters, looking everywhere for her child, and at last finds her among the Scouts. Great Delight. The Scouts put the child into perambulator and the mother goes off gratefully waving to them and dragging the perambulator.

BLIND MAN. Enter a lot of urchins jeering at a blind man who is feeling the way with his stick. Boys knock his hat off and kick his stick away. The Scouts run to his rescue, drive off the boys, and hunt them till they capture them. They tie each prisoner's wrists together with a neckerchief, push his elbows well back and pass a staff through both elbows, and behind his back, thus trussing him. Meanwhile one Scout (or two) help the blind man to find his hat and stick and then lead him off and put him on his way. Patrol-leader then acts as if addressing the prisoners. He explains to them about being Scouts, whose duty it is, instead of bullying people, to help them in every way. The prisoners then want to become Scouts. They are promptly unbound. They make the sign and take the oath. The other Scouts all shake hands with them. Fall in. All march off together singing " Ingonyama."

3. THE TREASURE CAMP. By P. W. Everett.

TIME: 8 p.m. on a Summer Evening.

Two patrols of Scouts represent explorers in a strange country returning from an expedition, and bringing treasure down to the coast. They camp for the night, and place box containing treasure at the back of their tent. Two sentries in overcoats are on guard, one on either side of the camp. Other Scouts light fire, prepare evening meal, and finally roll themselves up in their coats and turn in The sentry on guard at rear of camp notices the bushes move, and goes to investigate. A Scout, dressed to represent native thief, rises to his feet and confronts him, raising a spear. As the sentry prepares to defend himself, two more natives creep up behind him, throwing a thick cloth over his head and binding his hands and feet. One of the natives puts on sentry's hat and overcoat and stealthily approaches back of tent, while the other two thieves take bound sentry into hiding. The first thief reaches tent and extracts box without being discovered. He is laboriously dragging it towards cover where his two pals are hiding when the other sentry becomes suspicious of his movements, an alarm is raised, the Scouts are roused and come running up, and the thief with the treasure is captured. They also find the gagged sentry, and bring him into camp and revive him. Meanwhile the other two thieves have made off across country. The prisoner is bound and a guard set over him. After a short interval the prisoner asks for water, which the guard goes to fetch. While he is gone the sentry is overpowered by the two other thieves, who have crept up again to find out the fate of their comrade. They set him free, and all three go off.

Almost immediately the Scouts find what has happened, and a party sets off on the trail of the thieves. One of the Scouts is seen to fall, evidently shot. A second Scout signals to camp for assistance, while the rest of the party continue tracking the thieves. Meanwhile the injured Scout is carried into camp on a stretcher and his wounds attended to. After an interval the rest of the party return, bringing back in triumph the three captured thieves securely bound. There has evidently been a terrific fight, as one of the Scouts has his arm in a sling, another a bandaged foot, one of the thieves a bandaged head, but can walk, while a second is unconscious and is carried by one of the Scouts. The party reach camp, and the victorious Scouts dance their famous war dance round the captured thieves. The camp is then struck, and the whole party depart, the thieves under escort.

4. HOW LIVINGSTONE WAS FOUND.

This little play, which tells of a dramatic incident in the history of two of Britain's great men, can be quite easily performed. It is a story that is known world-wide-the finding of Livingstone, one of the finest "peace Scouts" the country has ever seen, by H. M. Stanley. This sketch could form an item in a performance by Scouts, for the benefit of their funds, a small sum for admission being charged. It can quite easily be acted in a small space, and out of doors.

Scene : JUNGLE IN CENTRAL AFRICA.

(Enter savage warriors escorting their chief, drumming and singing the chant of their tribe. At the center of the stage they form up round the chief in a semicircle. Native Scout runs in, R., bows down to the King, and speaks excitedly.)

SCOUT — Sir, a white jackal is within hail. A white man approaches near to thee.

CHIEF — Has he with him a multitude of men ? They tell me white men never come singly. They come in hordes like locusts, bearing with them noise-making weapons that spit fire and sting men to death.

SCOUT — No, sir; he is alone, save that he has with him two natives to show the way and to bear his baggage.

CHIEF — What brings him here ?

SCOUT — I know not, lord; but he gave me this token as a sign of peace towards you. (Hands small wooden cross to chief.)

SCOUT — (turns and cries). But see, my lord, he comes without waiting your permission.

(Enter LIVINGSTONE, followed by two natives carrying bundles of bedding, clothing and food on their heads.)

LIVINGSTONE — (stops, R., raises his right hand, and cries). Hail, O chief!

CHIEF — (aside to his attendants). So this is a white man who does not kneel or even bow to me; tell him, one of you, that such is not our custom.

(A native crosses to LIVINGSTONE and whispers to him, and imitates bowing, etc., to show him what to do.)

LIVINGSTONE — (aloud). No, I bow not to any native man. I salute him to show that my right hand is not armed, and that I recognize him as a man, but I kneel only to God. (Walks up to CHIEF and shakes him by the hand.) Good-day to you; I am glad to meet you and your people.

CHIEF — (replies). All hail, white man.

LIVINGSTONE. I see you - have my token there. It means " good-will and peace between us." That cross has four arms, like the human race, for there are four great divisions of man-the whites in Europe, the blacks in Africa, the red in America, and the yellow in Asia; but human beings all of them, forming the four branches of one great family. The whites are better off than either the black, the red, or the yellow, because they have the knowledge and the love of God, which raises them above the rest.

CHIEF — But what do you here all alone, or have you more behind you, that you boldly come thus into my land and presence ? Know you not that, with one signal to my men, I could have you killed at any moment ?

LIVINGSTONE — What matters that ? You cannot kill what is within me that is, my soul. My body you could kill, 'tis true, but my soul you cannot touch-it goes back to God above, who lent it to this body while on the earth. You will not kill me, for I have come to do you good-to tell you that you, too, have got a soul.

CHIEF — What, one like yours that will not die, although I die ? I wish I had. Can you perhaps bestow one on me ?

LIVINGSTONE — No; God Himself has done that long ago. It only needs that you should develop it by working well for God.

CHIEF — Good sir, this seems a wondrous matter that you show to me. Sit down and rest you here many days, and teach me all this thing. On slaves! (Natives run forward.) Fetch hither food for this good man, and clean a hut and place his goods within. Feed, too, his men and let them rest.

(Natives spread blankets on The ground. CHIEF sits in the center, LIVINGSTONE near and hall facing him. Natives squat all round.)

CHIEF — Now tell me more of whence you came and why you came, and whither you go from hence.

LIVINGSTONE — I am but an ordinary man, and years ago, when but a little boy, I worked at spinning cotton in a great big mill in Scotland, far away across the seas. But in the long, dark evenings after work I loved to read from books, which you poor natives do not understand as yet, and in these books were told me all the wonders of the plants and flowers, the birds and beasts, and foreign lands, that made me want to wander. So I came across the seas a long voyage in a ship, on which I learnt about the stars, and what their places are up in the heavens. Then, when I reached this land, I wandered across the deserts and forests of the South. I saw its mountains and its vales, its running rivers, and the mighty falls of water called " the Smoke that Sounds (native name for the Victoria Falls). Then, as I roamed across the land, I saw the plants and beasts which I had read about. (Laughs.) Too close I saw the beasts, for one-a lion-once caught me and .near mauled me to the death. See here his marks upon my arm. But, like all Scouts, I had learnt well the art of curing wounds, and so I made a cure by cooking leaves and making thus some bandages.

CHIEF — What, canst thou also cure the sick and wounded?

LIVINGSTONE — Of course I can.

CHIEF — (to attendants). Then bring me quick my injured son, Lompolo.

LIVINGSTONE — (continuing). And everywhere across the land I found men like yourselves, kind-hearted and willing to receive me, and I seldom departed without leaving them more peaceful and more happy for the thought that they had souls within them that would never die, but only live according to the good they did, as I will shortly show to you ; but here comes your son.

(Enter LOMPOLO, being supported. He has a bad wound on his arm. He sinks down, and Livingstone takes off covering, puts on fresh medicine, and bandages him, talking all the time.)

LIVINGSTONE — This is not the right dressing; I Will give you better. There, that will do you good' (and so on).

(While he is busy with the patient a noise is heard without. A native runs in and kneels to the Chief.)

NATIVE Oh, chief, another white man comes, with hordes of native men armed with spears and guns. They threaten that if you will not come forth to meet them they will do us harm such as we shall not easily forget.

(Enter STANLEY. About to go up to the CHIEF, but sees LIVINGSTONE, at work on LOMPOLO. Stops short, strides up to LIVINGSTONE, takes off cap, and says-)

STANLEY Dr. Livingstone, I presume.

(LIVINGSTONE rises, stares for a moment, and then shakes hands with him.)

STANLEY To think we have met at last. For months have I been seeking you, hoping and fearing alternately-for it seemed as though I should never find you. You moved with so small an escort that it is difficult to trace your journeys.

LIVINGSTONE I am glad to meet you. You are the first white Man I have seen for months. At the same time I do not know why you should wish to find me; but if there is aught you wish me to do-why, let me do it to the best of my ability.

STANLEY perhaps you do not know that all your countrymen are hanging on your fate, and want you safely home, and I have been sent to find you and bring you back to your home and native land.

LIVINGSTONE But what is it they want of me? I do not see how my help can be of use to them, when it is of use here. What is it they want of me ?

STANLEY Naught but to see you back again. You have been lost to them for years. They know your work, they love you for it, and would even see you home again.

LIVINGSTONE I have but one home, and that is

STANLEY No, but I have been sent to bring you forth from this-to bring you back to Scotland and your own people once more.

LIVINGSTONE I fail to understand it. You, too, whom I have never known before, Who are you ?

STANLEY I am a Celt, like yourself; for you are a Scotsman. I was born in Wales. My name was Rowlands, but I went to sea, and as a cabin boy I reached America, and there, from office stool, I worked my way up till my employer took me as his son and gave his name to me-Stanley. I took to literary work, became a journalist, and as such have been sent to view this country and to search for you. I have been searching for you for this many months, until at last I began to fear that you were a "Will-o'-the-Wisp" who never would be found.

LIVINGSTONE Well, now you have found me, go you back to those who sent you, tell them I am well and happy, but am busy here.

STANLEY (astonished). But will you not come back home with me ?

LIVINGSTONE My home is where my work is-my work is here, so here is my home.

STANLEY And is that all you have to say ?

LIVINGSTONE Yes, that is all. If you will eat and rest I shall be glad. If you will not, then all I can say is farewell. I must go to work upon this injured boy.

(He turns and goes back to LOMPOLO, after shaking hands with STANLEY. STANLEY wheels about and departs. The sick boy is raised by the natives and carried out, attended by LIVINGSTONE and followed by the Chief.)

5. THE DIAMOND THIEF.

(Best performed in the open air and in dumb show.)

A party of prospectors have been out into the wild country in South Africa, and have found a magnificent diamond. They are now making their way back to civilization with it. Horse-sickness has killed off their horses, and so they are doing their journey on foot, carrying their blankets, food, and cooking-pots.

As the heat of the day comes on they camp for a time, meaning to push on again at night. They rig up blanket tents and light fires and cook their food, weave mattresses, sing songs of home, play cards, etc. The diamond is taken out of the sardine tin in which it is kept for all to look at and admire. It is then put carefully back. The box is placed out in the open where it can be seen, and one man is told off as sentry to guard it. The remainder have their food, and then gradually lie down to sleep.

When the camp is all still the sentry gets tired of standing, and presently sits down and begins to nod. While he is dozing the diamond thief sneaks into sight, creeps near to the camp, and crouches, watching the sleeping man; when the sentry wakes up for a moment with a start the thief crouches flat. Eventually the sentry reclines and goes to sleep. Inch by inch the chief creeps up, till he stealthily removes the sentry's gun (or pistol) out of his reach ; then he swiftly glides up to the diamond box, seizes it, and steals quietly away without being discovered, dodges about, walks backwards, and wipes out his tracks as he goes in order to confuse pursuers.

The leader wakes with a yawn, and, looking round, starts when he sees there is no sentry standing about. He springs up, rushes to the sleeping sentry, shakes him up, and asks him where is the diamond. Sentry wakes up confused and scared. Remainder wake and crowd angrily -together, threatening and questioning the sentry. Then one suddenly sees the footprints of the thief ; he follows in jerks of a few paces along the trail ; the rest follow and help to pick it up, first one and then another finding it, till they go off the scene. The leader is about to follow them when he stops and waves them onward, and then turns back to the sentry, who is standing stupefied. He hands him a pistol, and hints to him that, having ruined his friends by his faithlessness, he may as well shoot himself. The leader then turns to follow the rest, looking about for them. A shout is heard in the distance just as the guilty sentry is putting the pistol to his head. The leader stops him from shooting himself, and both stand listening to shouts in the distance.

Remainder of the men return, bringing in with them the thief and the diamond all safe. They then sit round in a semi-circle, the leader on a mound or box in the center, with the diamond in front of him. The thief, standing with arms bound, is tried and condemned to be shot. He goes away a few paces and sits down with his back to the rest and thinks over his past life. They try the sentry, and condemn him as a punishment for his carelessness to shoot the thief. All get up. They start to dig a grave. When ready the thief is made to stand up, his eyes are bound. The sentry takes a pistol and shoots him. Remainder then bring a blanket and lift the dead man into it and carry him to the grave-to the opposite side from the audience, so that every one can see the "body" lowered into the grave. They then withdraw the blanket, fill in the grave, and trample the earth down. All shake hands with the sentry to show that they forgive him. Finally they pack up camp and continue their journey with the diamond. Or another alternative is to hang the thief on a tree and to leave him hanging.

At the foot of the tree which is to form the gallows dig a small trench beforehand; carefully conceal it with grass, etc., and hide in it a dummy figure made to look as much as possible like the Scout who is to be hanged. When the prisoner is taken to execution, make him lie down to be pinioned close to this trench. .,While the scouts are busy round him in binding him and putting on the noose, they of course substitute the dummy for the real boy, who then slides into the ditch and hides there.

N.B.-The grave is managed thus. A hole must be previously prepared near to the edge of the arena. Then a tunnel is made by which the " corpse " can creep out of the grave and get away underground. This is done by digging a trench and roofing it with boards or hurdles and covering it over with earth and turf again, so that the audience will not notice it. The grave, too, Is made in the same way, but shallower and partly filled up with sods ; the diggers remove the top earth, then, hidden by the rest crowding round, they remove the board and pile up the sods on the surface. As soon as the " corpse " is lowered into the grave he creeps away down the tunnel, and so goes off the scene. The diggers throw in some earth, jump down and trample it, then pile up the sods on top till they make a nice-looking grave. The whole thing wants careful rehearsing beforehand, but is most effective when well done, especially if accompanied by sympathetic music. It is a good display for an open-air show to attract a crowd when raising funds for your troop.

6. PLAY THE GAME - A POEM By HENRY NEWBOLT.

Scene I. - Tableau of boys playing cricket.

RECITATION.
There's a breathless hush in the close to-night
Ten to make and the match to win
A bumping pitch and a blinding light,
An hour to play, and the last man in.

And it's not for the sake of a ribboned coat.
Or the selfish hope of a season's fame,
But his captain's hand on his shoulder smote
[Action : The captain steps up to the batsman, puts his hand on his shoulder, and says to him urgently-]
"Play up! Play up ! And play the game !"

Scene II. - Tableau. Soldiers in a hard-fought fight retreating-a young officer among them.

RECITATION.
The sand of the desert is sodden red-
Red with the wreck of the square that broke
The gatling's jammed and the colonel dead,
And the regiment blind with dust and smoke.

The river of death has brimmed its banks,
And England's far and Honor a name,
But the voice of a schoolboy rallies the ranks-
[Action : The young officer stands forward, pointing his sword to the enemy, and the retreating soldiers turn ready to charge with him as he cries-]
"Play up ! Play up ! And play the game !"

Scene III. - A procession of all kinds of men, old ones at the head, middle-aged in center, young ones behind-soldiers, sailors, lawyers, workmen, footballers, etc., etc.-Scotch, Irish, English, Colonial-all linked hand in hand.

RECITATION.
This is the word that year by year,
While in her place the school is set,
Every one of her sons must hear,
And none that hears it dare forget.

This they all with joyful mind
And Bear through life Eke a torch in flame,
falling fling to the host behind-
[Action: The leader flings out a Union Jack and calls to the rest-]
"Play up! Play up! And play the game !"

[One in the center then calls back to the juniors:]
"Play up! Play up! And play the game!"
[The smallest of the juniors steps forward and cries to the audience]
"PLAY up! PLAY up! AND PLAY THE GAME!"

7. TABLEAU OF THE STORMING OF DELHI.

[Scene, ruined drawbridge at Kashmir Gate. Groups of officers and soldiers about to blow in the gate. Description to be read during the picture.]

Lord Roberts, in Forty-one Years in India, describes how the Kashmir Gate of Delhi was captured by the British troops during the Mutiny. Lieutenants Home and Salkeld, with eight sappers and a bugler of the 52nd Regiment, went forward to blow the gate open for the column to get into Delhi. The enemy were apparently so astounded at the audacity of this proceeding that for a minute or two they offered but slight resistance. They soon, however, discovered how small the party was and the object for which it had come, and forthwith opened a deadly fire upon the gallant little band from the top of the gateway, from the city wall, and through the open wicket.

The bridge over the ditch in front of the gateway had been destroyed, and it was with some difficulty that the single beam which remained could be crossed. Home, with the men carrying the powder bags, got over first. As the bags were being attached to the gate Sergeant Carmichael was killed, and Havildar

(native Sergeant) Madhoo wounded. The rest then slipped into the ditch to allow the firing party, which had come up under Salkeld, to carry out its share of the duty. While endeavoring to fire the charge Salkeld was shot through the leg and arm, and handed the slow match to Corporal Burgess. Burgess succeeded in his task, but fell mortally wounded as he did so. As soon as the explosion took place, Bugler Hawthorne sounded the regimental call of the 52nd as a signal to the attacking column to advance. In this way the troops got in through the Kashmir Gate, and Delhi was taken. Lieutenant Home was unfortunately killed within a few weeks by an accidental explosion of a mine he was firing, otherwise he would have received the V.C.

8. THE S.A.C.

[The South African Constabulary was a corps of 10,000 mounted men which I raised in South Africa during the Boer War to act as Police throughout the Transvaal, Orange River Colony and Swaziland. The men were of a splendid type and their fearless devotion to their duty gained them a great name among both Boer and British and native tribes as well. Just as the Boy Scout uniform is copied from that of the S.A.C., so also the Boy Scouts can well copy the example of the pluck and efficiency of the men of that corps. The following scene is founded upon an incident which actually occurred of an arrest of a Chief by a trooper single handed.]

SCENE: A Native Kraal or village of beehive straw huts at the back. A lot of native warriors strolling or sitting about. The Chief, a fine big savage in war paint, enters at right with one or two Indians or headmen. Warriors all spring together to salute him, right hand held aloft, and all shout " Bayate." The Chief then compares himself with a lion and the whites with jackals, and announces that some of the tribe have captured a party of whites, and he calls them forward. Enter more savages at right, leading white prisoners, two or three men, women and children. The men wounded and bloodstained. They huddle at R.C. (right center) back of stage. Warriors yell excitedly, pick up their assagais, dance war dance round prisoners, and then rush to kill them, but are stopped by the Chief at L.C. (left center) shouting: " Stay-kill them not. Not yet. I have a better use for them than that," and explains that he will invite the Government at Pretoria to ransom them with gold. When the gold is received he will release them, that his men may then kill them. Warriors shout in acclamation, crowd round the Chief (at left center) and bow down to him, kissing his feet or the ground he walks on. In the midst of the hubbub a South African Constabulary trooper appears (at right), dismounts and stands. Warriors cringe away at left behind their Chief, staring at the trooper angrily.

TROOPER: "How now, dogs, what is this" (He walks towards the Chief and says:) "Chief Sikomo, I am a messenger of the Great White King."

Warriors shift back (at left) a pace or two, leaving the Chief standing alone (at left center). The Trooper suddenly draws two pistols and puts one to the head of the Chief and with the other covers the warriors. To them he says,

TROOPER: "Your Chief is a dead man if you move a finger to his rescue. As for you, Warriors, turn about: if any man shows his face this way it will bring a bullet to his heart. Now each man drop his weapons, (they do so) and now walk."

(Warriors turn facing away from the trooper.)

TROOPER: (to the white prisoners). " Now, good people, get you on your road again. You are safe."

They hurry off (at right).

TROOPER: " Now, Warriors, your Chief goes with me or he falls dead here." (To the CHIEF). "It will be well for you to come in peace with me. I am going to bring you in, alive or dead. I don't much care which-that rests with you. So Warriors, to your Kraals else Sikomo dies. "

(WARRIORS exit at left.) To Sikomo :)

TROOPER: Now, will you go ?

Sikomo half turns to call his warriors, but trooper threatens with pistol. The Chief with a gesture of despair turns and moves off (at right) followed by the trooper with pistol, and looking back to guard against an attack by the warriors.

9. POCAHONTAS; or, THE CAPTURE OF CAPTAIN JOHN SMITH.

SCENE: In the jungle, Virginia, in 1607.

ENTER: A band of Red Indians, scooting. The leading scout suddenly signals to the others to halt and hide, and remains himself keenly looking ahead. The PATROL LEADER creeps nearer to him, and they speak in a loud whisper.

EAGLE'S WING (Patrol Leader). Ho, Silver Fox, What dost thou see?

SILVER FOX (the leading Scout). My leader, I saw but just now a strange figure ahead-but for the moment I see it not. There was an Indian, one of the hated Assock tribe, and close by him was a being who looked like a man yet not a man. He wore no feathers, no war paint. But his body was all hidden in skins or cloths, and his head was covered with a huge kind of protector. He had, it is true, two arms and legs, but his face was of a horrible color-not bronze like ours, but an awful white, like that of a dead man, and half covered with a bush of hair.

EAGLE'S WING It must be either a medicine man or devil.

SILVER FOX (still gazing ahead). Look there, he moves !

(PATROL LEADER springs forward and crouches near SILVER Fox.)

Close to yonder birch tree. What is it he carries ? A heavy shining staff of iron. See, he is pointing at those ducks with it. Ah !

(Report of gun in the distance.)

EAGLE'S WING Scouts I There is the devil before us. He spits fire and smoke from an iron staff.

SILVER FOX Aye, and see how the birds fall dead before hint.

EAGLE'S WING Yes, he is a very devil. What a prize for us if we can kill him and take his scalp.

SCOUTS Nay, nay. He is a devil. He will kill us !

SILVER FOX Yes, that is true. There is a saying, "Let dogs that sleep lie sleeping, then they harm you not. Let us leave this devil so he harm us not.

SCOUTS Aye, aye.

EAGLE'S WING Scouts, What woman's talk is this? Are ye no longer scouts and warriors when ye see a foe ? The worse the foe the greater the glory of defeating him. Are four Sioux scouts afraid of one, even though he be the devil himself ? Begone to your lodges, but never call yourselves warriors more. Ye be dogs I Ours but to harbor such thoughts. For me I am going to have that scalp - devil or no devil, I am going to have that scalp !

SILVER FOX Pardon, my leader I am no cur. Any man I will fight, but a witch or the devil is more than I had thought on. But if you mean to face him, why, then, so do I.

SCOUTS Ay, and so do all of us.

EAGLE'S WING 'Tis well, my Scouts. But soft, he is coming this way. What luck! Better than scalping him, we will catch him alive, and present him living to our King. Hide. Hide yourselves. Lie close around his path, and, when I give the call, then rush upon him and secure him.

(All hide, R.)

(Enter CAPT. JOHN SMITH, L., accompanied by Indian guide, who is tied to SMITH'S left arm by his wrist by means of a garter - colored tape.)

SMITH How now, my untruthful friend ? You have just told me that there are no Indians in this part of the country, and here are footmarks of several quite fresh, and see where the grass quite newly trod down is still giving out juice. They must be quite close by. Lucky that I have thee tied to me, else could you run away and leave me guideless; but whatever befalls us now we share the risks together. How like you that, my red cock-sparrow ?

(An arrow whizzes past.)

Ha! They're not far off. Behold, they come, but they'll find one Briton is stouter stuff than the foes that they're accustomed to.

(The Red Indians are heard shouting their war cries without. Arrows fly past. John SMITH fires, loads, and fires again, talking all the time, while his native guide crouches back alarmed.)

SMITH (laughing). Ha! ha ! They like not my rifle- fire. They run, the dogs I Another bites the dust. (Patting his rifle.) Well done, thou trusty Bess-thou art a good lass, There! Have at them again. (Fires.) Good; another falls I But now they rally and come on again - their leader gives them heart. Well, and we will give them lead.

(Fires again. To his guide, who is very frightened.)

Cheer up. Gadzooks, but I like their leader-that last ball struck him, still he fainteth not. He leads them on again. By my head! but we shall yet have a decent fight of it. Aid me, St. George, and let me show what stuff an Englishman is made of.

(As he presses forward the guide in his fear slips down and accidentally drags SMITH down with him.)

How now-fool You have undone me.

(Indians rush in from all sides, spring on to SMITH, and after a severe struggle capture him and bind his arms behind his back. He stands panting and smiling. The Indians stand back on either side while EAGLE'S WING - with one arm bleeding-addresses him.)

EAGLE'S WING So, devil, we have thee caught at last. Four good warriors hast thou sent to their happy hunting-grounds, but our turn has come and we have thee fast-a prize for kings-and for our King.

SMITH Well, 'twas a good fight, and you deserve to win for facing rifle-fire, which you had never seen before. I should like to shake you by the hand had I a hand free to do it with. But by St. George, had it not been for this white-livered knave who dragged me down, there would have been more of you to join your hunting-party down below. But who is this who comes ?

(Scouts' chorus heard, without, "Ingonyama," etc. Scouts all raise their hands and join in the chorus, looking off to R.)

(Enter KING POWHATTAN, R., with his chiefs and warriors.)

KING How now! Eagle's Wing, what have you here ?

EAGLE'S WING My lord, we have just fought and foiled a very devil. We killed him not in order that you, our liege, might have him to see and question and to kill yourself. (Brings gun.) He used the lightning and the thunder of Heaven with this engine, so that he killeth those he hateth. Four of us he yonder stricken dead therewith. He is a very devil.

KING (to SMITH.) SO What be you ? Devil or witch or Indian painted white What do you here ?

SMITH Hail, King ! I am no witch nor devil-nothing but a man-an Englishman, which is something more than a mere man. I came across the seas. Five moons it took me; so far away my country is. But here I am, and where I am there follow others. And we come to tell you of a greater King, than thou. Our King who is now to be your king also.

KING (very angry). What ! a greater King than I ? Knave, how dare you, whether devil or no-how dare thou speak like this ? Aye, I have heard of these white folk. Art not afraid ?

SMITH Nay. I have faced the seas and storms, the anger of the elements, beside which the rage of men is very small. (Laughing.) Forget not-I am an Englishman-an Englishman knows not fear.

KING Ho! Say you so ? We'll soon put that beyond all question by a proof.

(Draws dagger, rushes on SMITH with a yell, as if to stab him, and stops the knife only as it touches SMITH's breast. SMITH does not flinch.)

Ah !

SMITH A joke was it. (Laughs.) By St. George, I thought you meant to kill me.

(Enter PRINCESS POCAHONTAS (the KING'S DAUGHTER. R. Aside.)

POCAHONTAS What is this strange being ? A man, yet not a red man. He has a noble look. Alas! that he should fall into my father's power, for he will surely slay him.

KING (to SMITH). And thou wert, not afraid ?

SMITH Nay. Why should I be ? I have long ago thought out how to meet my fate. Death and I have looked at each other face to face before now, and death has a kindly smile for any one who has never willfully done ill to a fellow creature ; to such an one he is no longer a dreaded demon, but a kindly host.

KING Well! he'll have a guest before long now; for since you say he is a friend of yours it proves that you are, as my people first told me, some kind of witch or devil yourself. Therefore, it will be well for the land that we do slay thee. Besides, I have not seen a man's red blood for many days, and I am tired of the blood of the Assocks.

(POCAHONTAS shrinks down, holding her ears.)

I shall dearly like to see bow looks the blood of a white half-man half-devil. But first I want to see him cower, and squeal for mercy; for therein lies the joy of killing.

(Calls to his Warriors.) Ho ! there I Stretch out this devil on the ground, and let him learn that death is not the joy he thinks it is.

(They drag SMITH down, and lay him on his back on the ground, c. One holds his feet, but the rest, finding that he does not struggle, stand back ; two prepare to use their battle-axes on him, while the rest dance weird dances, singing Ingonyama chorus round him. The executioners make false blows at his head-but he never flinches.)

POCAHONTAS (kneeling beside the KING, R.), Oh ! King-I have not often asked for gifts from you-and now I pray you, on my bended knee, to grant me this request. I have no slave to guard me when I walk abroad. It is not seemly that I take a young brave of our tribe, and the old ones are so very old and slow. Now here is a slave of whom one may be proud-one strange to see yet strong and great and brave. Ah I give him to thy child instead of unto death.

KING Nay I nay I my child. If you like not the scene, withdraw, for he shall die. 'Tis sport for me to see how long he lasts before he cries for mercy. And when he does he dies. (To WARRIORS.) Now stand him up, and try some new device to make him quail.

(POCAHONTAS shrinks back. They raise SMITH, and he strands boldly lacing them.)

KING Death now comes to thee, and thou hast no chance of escaping him. Art thou not now afraid of him ?

SMITH Nay. Why should I be? We men are born not for ourselves but as a help to others ; and if we act thus loyally we know our God will have us in His care both now and after death.

KING But after death you're dead ?

SMITH Not so. A Christian lives again.

KING (to SMITH.) Well now your hour has come. I know not what has brought you to this land, but you shall know that witch or no, your spell can have no power on me; and you will die, and I shall smile to see you die.

SMITH What brought me here was duty to my King and God and countrymen; to spread his powerful sway over all the earth, that you and yours may know of God, that trade may spread to carry peace and wealth through- out the world. If you accept these views all will be well; if you accept them not then do your worst, but use your haste; our mission is to clean the world I Kill me, but that will not avail, for where I fail a thousand more will come. Know this, O Savage King, a Briton's word is trusted over all the world ; his first care is for others-not himself; he sticks to friend through thick and thin ; he's loyal to his King. And though you threat with death or pains, he'll do his duty to the end.

KING (springs angrily forward). I'll hear no more. You offer terms to me, the King ! Down, dog, upon your knees, and meet the death you feign to smile at.

(To WARRIORS.) Strike, strike, and smash this vermin from my path.

(PRINCESS POCAHONTAS, who has been cowering in the back- ground, runs forward and places herself close in front of CAPT. JOHN SMITH, so as to protect him from the WARRIORS, who are preparing, R. and BACK, to rush at him with their spears and axes.)

POCAHONTAS Hold ! Warriors -I am your Princess, and to get at him you have to kill me first. (To KING.) O King-I call you no more Father." O King, your rule has been a time of blood and murder. I was too young to think before, but now I know that all your works are cruel, bad, not just.

(WARRIORS lower their weapons, and whisper among themselves, as if saying: " Yes. She's quite right.")

And I have been obedient as your child till now. But now my eyes are opened, and I see that as King you are neither just nor kind towards your tribe or other men. To bring it home to you, I swear that if you slay this man you also slay your daughter! For I'll not leave him thus to die alone. (To WARRIORS.) Now, braves, come on and do your work. (They hang back.) How now-you never feared an enemy, so why fear me ?

EAGLE'S WING (bowing). Nay, sweet Princess, it may not be. We care not what of men we kill in fighting for our land, but this we cannot do to raise a hand against a woman, and she our own Princess.

KING (furious). How now I What talk is this ? Ye speak as though you had no King and no commands. Slay on strike true, and spare not man nor maid, for she no longer is a child of mine.

(Braves still hesitate.)

Ye will not ? Dogs, wouldst have me do it for myself? I will, and, what is more, I'll slay you, Eagle's Wing, for this, and you too

(Enter a warrior SCOUT, L., who rushes up to the KING and kneels while shots are heard outside.)

SCOUT O King ! There be more white devils over there. They're pressing on, and none can stand against them.

KING (to WARRIORS). Stand firm, and kill these devils as they come. To every brave who takes a white man's scalp I'll give the noblest feather for his head. Stand firm! Bend well your bows.

(While the KING and WARRIORS are looking Off L. towards the fight, POCAHONTAS takes SMITH R., draws a dagger and Cuts JOHN SMITH's arms loose. He shakes hands with her. Taking the dagger, he rushes to the KING, and seizing his hair with one hand, and threatening him with the dagger with the other, he leads him C.)

SMITH Now yield thee, King, as prisoner, or I will send thee quick to other hunting-grounds. (To WARRIORS, who rush forward to rescue the KING.) Nay, stand you there: another step, and lo, your King will die. (A pause. All stand quite still.) I will not harm if he lists to me.

(Leads KING to front, C., and then lets go his hold of him. WARRIORS remain at back. Distant noise of fighting, cries and shots heard all the time. WARRIORS keep looking off to see how the fight is going on.)

(SMITH standing L., facing KING, C. POCAHONTAS, R., WARRIORS, back.)

SMITH If you would live in peace, your only way is now to join with us. Our God is stronger than your idols, and our King is king of many tribes far greater and more powerful than your own. But if you join with us your wicked ways must cease ; no more to kill your people for no crime, no more to steal their goods or beasts, no more to make them slaves against their will. Beneath the British flag all men are free.

(WARRIORS whisper among themselves. SMITH turns to them.)

What say you ? Will you join and serve our King, and live in peace, or will you go on being slaves of cruel chiefs, to live a life of fear and poverty

EAGLE'S WING Nay. We should like to join you well, but we have always been faithful to our King, and what he says, why that is what we'll do.

SMITH You're right in being faithful to your King. Now, King, what say you ? Will you join our mighty King with all your braves, or will you face his power and be destroyed ?

KING (sullenly). You talk as though you were a king yourself and conqueror, instead of but a prisoner in my hands. You must be mad or very brave, since I could kill thee at one stroke.

SMITH Well, mad or brave, it matters not; but there are others just as mad or brave out there, who even now (points O.# L.) are pressing back your men; and were your men to kill off all of us, a thousand more will come for each one killed, and in the end you too would meet your fate. Know this, that Britain, once she puts her hand to the plough for doing noble work, does not withdraw, but presses on till peace and justice are set up, and cruel wrongs redressed. You would yourself remain as King among your people, but beneath the friendly wing of Britain's world-wide power.

KING (to WARRIORS). My braves! I never asked your will before; but ye have heard what this brave man has said. What think ye ? Should we yield or fight this white man's power ?

EAGLE'S WING My King, we all say "yield," and join this mighty power, whereby we shall ourselves be strong.

POCAHONTAS (kneeling to KING, R.). Once more I call thee father, and I pray, for all the wives and children of our tribe, that you will take this noble man's advice, and bring true peace at last into our land.

(Kisses KING'S hands and remains kneeling while he speaks.)

KING 'Tis well. Fair sir, we yield; and on our oath we swear allegiance to your King for aye and ever, weal or woe. We will be true.

(holding up right Hand in Scouts' sign).

WARRIORS (holding up right hand in Scouts' salute). We will be true.

SMITH (taking St. George's flag from under his coat, and tying it on to a Scout's staff, holds it allot).

Behold your flag, the flag of St. George and Merry England !

(WARRIORS salute and sing Ingonyama Chorus. Band plays " Rule Britannia ------ CURTAIN.)

DRESSES.

WARRIORS.

Band or tape round head, with plait of hair over ear, and four goose feathers with black tips. Naked body colored red brick dust color.

Trousers: light-colored if possible, with strips of colored rag and goose feathers stitched all down the outside seam of the leg. Bare feet. Bow and arrows and staff.

KING.

Like warriors, but with red blanket or shawl over one shoulder, and headdress made of linen band with goose feathers, some upright in it and continued down the back.

POCAHONTAS.

Headdress band of linen, with three upright goose feathers and two drooping on each side ; also a plait of hair over each shoulder. Brass curtain-rings tied with thread round each ear as earrings. Necklace of beads, also bracelets. A skirt. Colored short petticoat under it. Bare feet.

JOHN SMITH.

Big hat with pheasant's tail feathers. Beard and moustache and long hair of tow or crepe hair. Could all be stitched to hat if desired. Steel gorget or wide, soft linen collar ; long 'brown r yellow coat, with big belt. Bagging knickerbockers. Stockings. Shoes with big buckles. Old-fashioned flint-lock gun.

SCENERY.

Strips of brown paper, I ft. to I 1/2 ft. wide, and 2 ft. to 3 ft. wide at the bottom will represent trees if stuck up on the back wall, and marked with charcoal and chalk to represent rough bark.

10. KIDNAPPED.

A farmer's man is discovered at work hoeing up field, and with him a small boy, who plays about, with loosely tied-on boot. Enter a patrol of Scouts, who ask if they can camp in the farmer's field. The man assents, and the patrol rig up their shelter and light fire and place billies round, and then march off leaving one of their number, a tenderfoot, in charge. The latter straightway goes to sleep.

Two tramps now make their way on the scene, Weary Willie and Tired Tim, and commence to beg from the man, who gives them a coin. They, however, want more, and threaten him, till he runs away. They notice the child and resolve to take him with them, and throwing a coat over his head, steal away with him. He, in the struggle, kicks off his boot, which is left on the ground. They disappear.

Enter red-faced farmer, who gets excited when he sees Scouts' tent and fire, and he yells for his man and demands explanations. Now enter patrol of Scouts, marching. Farmer goes up and abuses the Patrol-leader, and orders them to take themselves off, threatening to use his whip. The leader explains that the man had given permission, etc. Farmer roars out for " Garge."

" Garge " enters with white face and in terror, wringing his hands, and explains that the farmer's little son is missing, and he expects the tramps have taken him. Thereupon Patrol-leader steps up and offers to find and bring him back if the farmer wishes. He agrees, and they depart, farmer and man with them. They find as they go the shoe. This gives them the trail, and they disappear in the tramps' direction. (Bushes or trees will make this possible.)

Tramps enter with boy, sit down for meal, thrash the child, and then go to sleep. A Scout appears, discovers them, and goes back to report. The patrol works up to the tramps, surrounds them, and struggle ensues, the tramps being captured and led away prisoners, and the child placed on improvised stretcher and carried home, to farmer, who profusely thanks and wishes to reward them; but this is refused by leader, who says they will be more than satisfied if the farmer will permit them to use his (field for their camp, etc., and so exit.

11. SAVING LIFE

RUNAWAY HORSE.

Scouts sitting at ease. Enter a runaway horse and cart 'the driver should be lying out of sight in the bottom of the cart, with opening made in the front of cart for reins to go through and for him to see out. A rope trailing from horse's bridle). Two Scouts rush out; one grasps the trailing rope and runs, hauling on it ; the other gets on to back of cart, climbs in and gets hold of the reins. Between them they stop the horse. They find the insensible driver in the cart ; Scouts lift him down and lay him on the ground ; one makes a pillow with coat to raise his head ; the other points out that his face is pale, he has fainted, therefore don't

use a pillow -lower his head, press his eyebrows, and so bring him round. Help him into cart, one drives his horse, the other supporting him.

THE GARROTERS.

Scouts sitting at ease. Enter two villainous-looking ruffians who are evidently loitering about on the lookout for a victim to rob. The Scouts hide themselves and watch. Enter an old gentleman, well-to-do, smoking, twirling his stick. One villain walks humbly up to him asking him (in dumb show) to help him as he is out of work. The old gentleman listens to his story, but while be does so the second villain is sneaking round behind him with an empty sack in his hand ; he creeps nearer and nearer, and suddenly rushes and pulls the sack over the old gentle- man's head, while the other goes for his watch. But the Scouts rush in and springing on to the thieves throw them down, overpower them, and truss them with staves through their elbows and wrists tied with neckerchiefs.

Meantime one Scout has run (or biked) off for the police, who promptly arrive on the scene-take notes and march off the two villains. Old gentleman offers money from his purse which Patrol-leader refuses. He then gives cheque for the patrol, shakes hands, and walks off very happy amid the cheers of the Scouts.

POISONOUS FUMES.

While Scouts are sitting at ease they notice a bad smell of gas, jump up, hold noses, etc. Enter men one after another, staggering along, becoming overcome by gas, and falling insensible. Scouts tie handkerchiefs over mouth and nose ; go on all fours to the men ; tie ropes round their waists and heels and then in a bowline round about their own necks, and drag them out feet first-first laying out the men's coat tails under their heads to prevent them scraping along the ground.

---------- THE END ----------