



THE SCOUTER'S BOOKS – No. 8

100 IDEAS FOR OUTDOOR PACK MEETINGS

BY
A. M. DOUGLAS

THE BOY SCOUTS ASSOCIATION
25, BUCKINGHAM PALACE ROAD, S.W.1

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Editor's Note:

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INTRODUCTION.

This book contains many games which my own Cubs have enjoyed in the last few years, and I would like to thank several unknown Old Wolves whose inspiration led to our enjoyment.

A. M. DOUGLAS.

STALKING.

1. This is a game to play in a bushy area, or wood. The Old Wolf wears a white handkerchief in the back of the belt. The Cubs are sent off to hide in the time it takes for the Old Wolf to count twenty (with eyes shut, of course). The Old Wolf now goes in search of the hidden Cubs. If he spots one clearly enough to name him, the Cub must fall out. Meanwhile the Cubs stalk the Old Wolf from behind, and try to remove the handkerchief from his belt without being seen. The Cub who is successful in capturing the hankie, can be the next one to count twenty with eyes shut.

2. Have you a favourite outdoor gathering place for summer meetings? If so, surely there will be two ways or more of reaching it. So divide the Pack in half and let each half approach the chosen spot from different sides, and see who can get nearest before being spotted by the other party. Parties must keep together, and as soon as one side sees members of opposite side, they all give a loud yell!

3. Another game for a bushy or wooded area is good for observation. The Cubs are sent to hide themselves within a given boundary, and then the Old Wolves walk slowly through the whole area where the Pack is hiding, with large coloured pictures, which they must hold so that they may be seen by people in hiding. If an Old Wolf spots a Cub so that he can name him, that Cub has to lose a life, and must try to find a better hiding place. When all the pictures have been carried through the chosen area, the Pack is called together and Sixes are questioned to find out which Six has noticed the most details, and how many Cubs have lost lives. At first the Old Wolves walk slowly with their pictures, and the pictures have large, bright detail, but as the Cubs become proficient – which they do surprisingly quickly – the pictures should be made less obvious, and the Old Wolves might walk a little faster.

WHISTLE “I SPY.”

4. Again Cubs are hidden behind trees and in the bushes, but the Old Wolf stands in an open space with a whistle. The object of the game is for the Cubs to see how near they can get to the Old Wolf before being spotted. Two blasts of the whistle mean “My eyes are shut” and three blasts mean “I am looking,” so that the Cubs must listen carefully and move accordingly. If a rough boundary can be arranged, then the Cub who can cross it without being seen scores five points for his Six.

BUSH TREASURE HUNT.

5. This game has to be prepared beforehand, or can be done in one part of the woods while Pack is playing somewhere else. Choose a good hiding place for some “treasure” (a tin of toffees is always very popular for this) and then write a clue of about half a dozen words i.e., “Look in the hollow oak.” Now write each letter of the clue on bits of stiff paper and hang them up in the bushes and from low branches. It is best to prepare the paper at home, with loops of string all ready so that they can be quickly put in place. Now the Pack is told to look for the letters and see how soon they can piece the whole clue together. For their guidance (and your own!) it is as well to be clear how many letters there should be altogether. Letters should all be brought to one place. Two Cubs can be there to look after them and keep count. Alternatively, one can have a longer sentence, and hide the whole words.

SIGN PLEASE!

6. In a thickly wooded area, around an open space, hide several pieces of paper with pencils attached. Now a watchman is stationed in the centre of the open space and the Pack must scatter to a chosen boundary line and then creep up and try to write their names on as many different bits of paper as they can, without being seen by the watchman in the middle. Watchman calls out the names of the Cubs he can see, and they have to lose a life. Each lost life cancels out one signature when the score is finally made up.

SCIENTISTS versus BUGS.

7. Tell the Cubs a little about the danger to white men of living in tropical countries, and the wonderful work that is being done by scientists in hunting down malaria and other dangerous “bugs,” and clearing swamps and making places safer to live in, not only for the white settlers but also for the natives. It is worth reading a little about this work in order to give them a convincing yarn.

Now – half the Pack become mosquitoes, and are given bits of brightly coloured wool, which represents the malaria germ. Their job is to infest the Jungle, and they skulk about putting their bright wool on bushes and anywhere else in a marked area. The scientists give chase, by looking for the wool and removing it. If a scientist catches a “mosquito” he becomes ineffective (must fall out) and if a “mosquito” can put one of his bright bits of wool on a scientist, he dies of malaria. Have a time limit, and see which side wins. Is the Jungle now safe for the white man?

8. *String Hunt.* Spread lengths of coloured string over a fairly wide area and at a whistle signal Cubs must rush round picking up one piece at a time and joining it with a reef knot to the next. As soon as a Cub has joined two pieces he seeks his Sixer who checks the knot and then joins it on to any that he has already. At the second whistle blast all knotting must stop, and Old Wolves see which Six has the longest piece of string (with, of course, all knots correctly tied). The same game can later be played with strings of two thicknesses which must be joined by tying the sheetbend. Coloured string or rope is recommended as the ordinary colour would be pretty hard to find out of doors and this might result in leaving untidy pieces about afterwards. With bright colours there is no excuse for this.

ON THE ALERT.

9. B.P. tells a story of a time when his regiment was in Afghanistan and they were rehearsing the play “The Pirates of Penzance.” They had to rehearse out of doors, and there was always a danger of attack by hostile tribes men, who hid in the surrounding rocks and might rush at any moment with their nasty great knives. So each soldier had his sword with him, and these weapons were stuck in the ground to mark the boundaries of their stage. Then, if suddenly attacked, they were able to seize their swords and defend themselves. When you have told the Cubs this story, you can play the following game: – Some of the Cubs become hostile tribesmen and hide. The rest put their caps in a large circle and act a Jungle dance in the centre. The object of the game is for the “tribesmen” to try to rush into the circle before the Cubs in the circle can get their caps on. A “look-out” might be posted at some point in the circle to give warning. If preferred, a relay or other game can be played in the ring of caps, and not a Jungle Dance, but whatever it is, the Cubs must try to keep their attention on it, just as those soldiers in B.P.’s regiment must have had to play their parts properly and without looking round all the time!

10. Tie a small handbell to a low branch, with a rope dangling down so that it can be grasped and pulled. Now blindfold one of the Cubs and let him sit by the bell. The rest of the

Pack has to approach carefully and see who can reach the bell and pull it without being heard. See that there are a few brittle sticks about that must be dodged by the stalkers – otherwise the game is too easy. If the Cub who is blindfolded hears any sound he must try and point to where it comes from, and if he points at another Cub that Cub must sit down where he is and not come any further.

MAIL POST.

11. After talking with the Pack about different means of transport, tell them a story about mail post, and how a letter written from London to Africa will go first by train to the coast, by ship to some port of call in Europe, possibly some part of the way by air, but finally, if to a remote jungle village, it will be carried by a runner.

The Cubs love to enact this, so let them choose who will be ships, trains, aeroplanes, native runners, camels or mail vans, and then plot out a course for them to run. One Old Wolf or Cub Instructor can send messages from London which are carried in relay formation by Cubs from point to point until they reach Akela in Africa or Australia. Akela will then send a reply of course, so that the distance may be travelled the other way round. This can be played in all sorts of surroundings, and plenty of imagination should be used in depicting small streams as oceans, bushes as ports of call, hills as “mountain ranges.” Let the Cubs themselves help to make out the journey. Make the run for each part of the journey worthwhile, to give the Cubs a sense of achievement, and if the Pack is a big one, keep some Cubs at each end of the journey to help send and receive the letters. They can then change places with the “Ships,” “Trains,” etc.

Alternative suggestion, for the bigger Pack, is to let Cubs form a train or aeroplane or ship by running in groups of three or four – native runners or postmen will, of course, run singly.

SPACE SHIPS,

12. To give Cubs a good run in a field or in flat open country. An Old Wolf is the Earth, and stands in the centre. Sixes line up and face outward like the spokes of a wheel – each Six pointing a different compass direction. First cub in each Six dashes outward to a prearranged point Six dashes outward to a prearranged point as fast as he can. As soon as he arrives he waves the next Cub on. The Cubs are space ships and leave Earth with a “zzoom–”. See which Six gets on to its Star first. The “Star” can be a tree or hill, whatever’s handy.

MOUNTAIN GOATS.

13. We are in Switzerland. It is the end of the day, and the goatherds are bringing their goats, down to the valley. Each Sixer is given a different sounding bell, and the rest of the Pack have paper bags over their heads (which is so much easier than trying to blindfold the whole lot of them !) After the Sixes have had a chance to identify the sound of their own bell, the Sixers are spaced well out and must tinkle their different bells until all their Six is complete. As soon as a Six is complete, all the goats may bleat!

SQUATS.

14. One Cub is chosen to be “he,” and has to chase the rest of the Pack across a field or playground. But first he allocates to each player a certain number of “squats.” A squat saves a Cub from being caught – he just squats down on his haunches when in danger. But when he has used up his number of squats he has to run for it. This game is great fun, but

dealing out the “squats” forms a large part of the fun, for the Cub who is “he” turns his back on the rest and holds his hand out behind him. One at a time the other Cubs come up and touch his hand, and he then announces how many squats they may have. He may give someone no squats at all, in which case that unlucky Cub has to try not to attract his attention when the chasing begins! With a large Pack it is better to have more than one “he.”

LOOK FOR THE JUNGLE.

15. Some Packs have a Jungle Map hanging in their Dens. Sometimes it is beautifully painted. Do they really know the stories of all the places marked on the map? If so, why not have a jungle expedition one week to the nearest field or hills or forest. Then let the Cubs look for their jungle. See which Six finds the best example, say, the Cold Lairs (derelict building, or old chalk pit, according to locality), or Mowgli’s cave, or the Seonee hills, or Waingunga river. Sixes then try to act suitable jungle play in spot chosen, while others look on. Akela judges the best. (And had better have a copy of the “Jungle Book” with him!) There must, of course, be a definite boundary for this activity, and it would be nice to end with a sing-song round whatever is most suitable for the Council Rock.

JUNGLE SPORTS.

16. *Bandarlog Race.* Relay formation. Cubs run half the course on all fours then get up and end with three long jumps, which represent flying through the branches from tree to tree.

17. *Bagheera Race.* Swift progress over and under several obstacles. Bagheera is the swift and silent hunter, so choose a wood or bushy common for this race, so that Cubs have to go round, under and over things. Let Cubs themselves devise a course, and some run it while others watch, until all have had a go and the champion Bagheeras have been discovered!

18. *Baloo Race.* The old bear was not so good at running, but he could climb trees. He also taught Cubs the law. So if you are in a wood with suitable trees for a bit of climbing, get one or two Cubs (or your C.I.s who will probably be only too delighted) to climb a few trees and hide portions of the Cub Law written out on bits of paper for the other climbers to find. See who can first put together the complete Law.

i.e., A Cub gives in to the Old Wolf etc.

Work either in groups of three, or as individuals. It is unlikely that the whole Pack could compete at a time, but a game like this gives the climbers a chance, and is, incidentally, a good way of helping those who aspire to Athlete’s Badge.

19. *Rikki Tikki Tavi*, the mongoose in the *Jungle Book*, was a champion killer of snakes. He could kill a snake many times his own length, by jumping at the back of its head and then biting hard. Cubs can play mongoose and snake in the following manner. The Cub who is the “snake” holds a length of rope and trails it over the ground, whisking and flicking. The Cub chosen as “Rikki” must try to jump on the free end of the rope, and thus kill his snake. The rope must be kept low, and not cracked like a whip! If Rikki cannot kill his snake within a reasonable time limit, the snake wins! Another pair of contestants is then chosen.

20. By the way, do you know how to play “Mowgli, King of the Jungle”? It is old to a good many of us, but must be new to some. The Cubs sit in a circle and one stands in the centre. He has to challenge one of the Cubs in the Circle to fight with him, and he does it this way. He must squat down in front of the one he is challenging and say “I am Mowgli King of the Jungle, and I challenge you to fight with me!” They then both take their places in the centre of the circle and squat opposite each other, the tips of their fingers touching. At the word “Go” each tries his best to grab the other’s ankle. First to do so becomes the King of the Jungle for the

next round, and then has to choose another Cub to “fight” with him. Sometimes a time limit is necessary with this game. Choosing a man your own size should be encouraged in the interests of sportmanship, and for the sake of the smaller Cubs let one of them start off!

21. Another old Jungle game, which is fun played at dusk before returning home to the Den, is *Mang the Bat*. Again the Cubs are in a circle. One in the middle is blind fold, because bats are supposed to be blind. He points to someone in the circle and say “I am Mang the Bat – who are you?” The Cub at whom he is pointing must reply “We be of one blood thou and I,” which is the Jungle password. He can disguise his voice as much as he likes, and Mang has to guess who it is that is speaking. If he guesses correctly, they change places.

22. *Monkey Tag*. One Cub is Bagheera and another can be Baloo, unless you have a real Bagheera and Baloo who are willing to give chase! These two are fighting the Bandarlog before Kaa comes on to the scene. So they chase the rest of the Pack who can only dodge being caught by hanging from a branch. Cubs must not stay in the trees, only jump out of reach when they are in danger. Akela – or another Cub is Kaa’s head, and stands at one side. Each monkey that is caught must run and join on behind Kaa until there are about six. Then Kaa calls “Kaa!” and everyone freezes. And the big python slides forward and swallows the monkeys one by one, as in the Dance of Kaa. (*The Wolf Cub’s Handbook*.)

JOURNEY INTO SPACE.

23. Perhaps one day when you are in the woods and come to a suitable clearing, preferably one with a nice large log lying about in it, you might care to suggest that the log be turned into a space ship. This will use up quite a lot of the Pack’s ingenuity and energy for a while. Then of course a team must be sent on the first trial trip. Each Six now has to dress one of its number in a space suit which, to be quite safe, requires a bowline knot round the waist, a clovehitch on each arm, and a “parachute” which must be attached with a sheetbend. Old Wolves might at this stage bring out some large sheets of paper from their magic bags to help make the suits. When the team is ready, they get in, and then their safety equipment is put to the test. Should any of the knots be faulty, of course, they will have to jump for dear life before the ship is launched into space! Cubs must use their own resourcefulness in making parachutes, but plenty of rope and string should of course be provided.

TRY YOUR SKILL.

24. Make a circle of twigs and hang it from a tree high enough to make it possible to throw a ball through, but not too easy. Cubs take it in turns to run up, throw a ball and catch it the other side. Later, raise it higher, so that the Cubs have to jump and throw, which is more of a challenge, and good practice for aspiring athletes. An old tyre found during an outing can also be used in this way.

FOREST SPORTS.

25. Acorn or conker race. Run the same as a potato-race, with a Cub cap at the end of each team, and six acorns-or conkers to each team.

26. If your Pack lives near to a wood where there are fir cones, these can also be included in Forest sports. It is not at all difficult to put up a “coconut shy,” with fir cones in place of coconuts – each cone arranged on three sticks, and some taller than others, as you see it done at the fair. Instead of the usual egg and spoon race, let the Cubs try carrying fir cones between two sticks.

27. Another easy-to-fix “Try your Skill” game for forest sports can be arranged by tying a dixie to a long piece of rope and hanging it from the bough of a tree. One person holds the rope and pulls the dixie slowly up and down while the Cubs in turn see if they can throw conkers or acorns into it while it is moving. Each player may have three tries. All those who are clever enough to get their three conkers in the dixie must of course play a final knock-out round with each other until a champion emerges!

28. If you have a large Pack, let each Six arrange its own forest sport, and then they can all have a go at each other’s. A blind man’s walk is easily fixed up. You need some string or sizal for this. Make a track which should be roughly fifty to a hundred paces in length, and fairly difficult, with narrower parts and several corners.

The Cub should be allowed to examine the course first before trying it blindfold. Object is to see who can go right through the “walk” without touching the string boundary at any point.

29. Another Six can be busy plotting a course for a head-balance test. Here you need a course with lots of corners, and with at least one obstacle to climb over and a rope to crawl under, while carrying something flat care fully on the head. Tent pegs are good for this, as they settle quite happily on most shaped heads, but are not too kind to round-topped skulls!

30. “Tom Tiddler’s Ground,” an old favourite, is enjoyable played with cones, conkers, acorns or what-have-you to represent the treasure. Have you ever tried? One Cub has a marked plot to guard, with treasure spread all over the ground. The rest try to nip on and take bits of the treasure without being caught. They call out “I’m on Tom Tiddler’s ground, picking up gold and silver!” Tom Tiddler, of course, tries to catch them. These old games can be dressed to suit the occasion, and are always enjoyed. It is fun to be able to have a game just where you are, with what you find, and gives Cubbing a spice of adventure.

31. *Team Game.* “Robin Hood and the Sheriff’s Men.” This is another old favourite which can be played with whatever Nature supplies. Half the Pack becomes Robin Hood and his band of merry men, and the other half becomes the Sheriff and his men. The Sheriff is travelling through the forest carrying treasure. Robin Hood’s men try to capture as many of the party as they can, search them for treasure and then let them go again. Supplies of acorns, beechmast, fir cones, or whatever is to be found in quantity can be used as treasure, and must be hidden on the Cubs. So as not to be too bulky, arrange beforehand various high values for the different nuts. If a sheriff’s man is caught he is searched while he counts thirty. If his searcher has not found the treasure by then he must let his captive go and give him a chance (counting thirty in his turn) to get away. Have a time limit for the game, and see which side has done the best.

KNOTS IN THE WOOD.

32. Remind Cubs of the story of Mowgli’s short stay with the Bandarlog, and how they admired the things that he did with his hands. Then follow on with this game:

The Bandarlog have been trying to learn their knots, and for quite a long time they have been working hard. Then, as usual, something else suddenly took their fancy, and they all dashed off leaving their knotting on the ground and in the trees. Send the Pack to find all the knots and come back and report to Akela whether what they have found is right or wrong, and what it is called. The C.I.s or A.C.M.s will have tied lots of knots on the bushes, round stumps, up trees or just thrown on the ground, and some must be wrong and some right. If Akela is single-handed, never mind! The Sixers will thoroughly enjoy tying the knots while you and the rest of the Pack are busy learning something that they know already.

NATURAL OBJECTS.

33. When the Old Wolf calls “Touch Green,” Cubs must look for something green to touch, and the first to touch it scores a point. Next time the order might be “Touch Wood” or “Touch Stone.” This is a good outdoor game, especially if a wide selection of natural objects is selected.

BALL SCHOOL.

34. For catching and throwing practice, Ball School will become a great favourite when the Cubs get to know it. All Cubs are lined up, and one good catcher (and thrower) comes out in front and throws the ball to each in turn down the line. First time, a plain catch with both hands. Second time, right hand catch, third time, left hand catch, etc., adding any variation you can think of, to help the Cubs become more skilful, and to keep up the interest. Any Cub who misses his catch has to go to the bottom of the line. The moving up will be constant – always a different Cub up at the top – and the weaker ones get the most practice because the ball must always go right down the line, until all have accomplished each stage.

Here are some variations to try: Catch with two hands, throw ball up and bat it back with the two hands together.

Catch with two, throw up and bat back with first right, and next time left hand.

Catch with right hand, bat back with right hand.

Catch with left hand, bat back with left hand.

Bat straight back, without first catching, using both hands together at the first go, and the open right hand next time, and open left hand after that.

Bat straight back, without first catching, using both fists, then the right fist, and then the left fist.

The “teacher” who throws the ball to the “pupils” should be changed now and again, as it becomes pretty strenuous catching the Cubs’ efforts. The throwing has to be done as evenly and gently as possible, as the tests become harder! This game is good played on the sands, as well as in field or playground.

TYRE GOAL.

35. If you can procure two old rubber tyres, they make fine goals for outdoor team games. Divide the Pack into two teams, with one Cub to guard each goal. The rest try to score goals by throwing their ball or bean bag into the tyre or through it, as the case may be. No running with the ball is usually a sound rule, though the variation of bouncing the ball as you run is also popular.

BALL CATCHING.

36. A ball game for field or common. Old Wolf throws up a ball and calls someone’s name. Whoever is named must try to catch it – all the others run away. If he catches it, he has to throw it and touch another Cub below the knees. If he fails to touch another Cub, he must throw the ball up and name someone else. When he succeeds in touching another Cub, that Cub has the next throw. If the boy named by the thrower does not catch the ball, the thrower must retrieve it and then throw it himself and call a name. This is a lovely game with a new Pack, when Akela wants to learn names, and also if the boys themselves do not know each other’s name.

Alternative: Name each Cub after the months of the year and days of the week. Then the thrower has to call "April" or "Tuesday." This is also fun, and no one is quite sure who will be coming forward, until you have played for some minutes, and learnt each other!

BALL BOMBING.

37. For this game you want a high hedge or breakwater, if at the seaside, or wall if in town. Half the Pack goes one side and half the other side. Object is to throw the ball over the top so that it bombs one of the other side. Anybody hit has to fall out or lose a life. As nobody knows from which part of the wall the ball will be coming, Cubs have to be very much on the alert and keep constantly dodging up and down. Best chance of bombing your opposite number is, of course, to be able to catch the "bomb" and return it quickly. You are only bombed if the ball touches you, but not if you can catch it.

HOW MANY CLAPS?

38. Here's a trial of skill for the Cubs, which at the same time helps to make them good at catching and throwing. Old Wolf throws a ball up and claps once before catching it. Cubs must do the same. The second time everyone must clap twice – and so on. It is extremely hard to get more than eight claps in, but becomes possible with practice. Ball has to be thrown high and straight. Old Wolves should all join in, and see if they can keep up with the Cubs!

OUTDOOR STAR TEST PROGRAMME.

39. This must be talked over by the Old Wolves and prepared beforehand. A course is chosen, over which the tests will be taken, and the Cubs have to come along in pairs and work together. At different points along the course an Old Wolf or C.I. will be posted to meet the Cubs and test them.

Suggested tests.

1st point: Health rules. Cubs have to see how many they know. This is good revision work for those who have already "passed."

2nd point: Leap frog over short course.

3rd point: Knotting test according to stage that Cub has reached. Use pieces of wood for clove-hitch to be tied to.

4th point: Skipping. If one Cub cannot skip, they may both pass on if the other can! If both cannot, let them turn a somersault.

5th point: Message carrying. Old Wolf or C.I. teaches short message which is delivered at 6th and last point.

Rest here till all are present. End with general game and story or sing-song.

Obviously a single-handed Akela cannot be expected to "man" six points, but the Sixers can be of help, and would, no doubt, enjoy it. The testing is not intended to be too fierce or take too long, and Old Wolves will naturally suit the tests to their own Cubs' needs. If possible, use compass directions to get from one point to the next – or some other means of making the adventure exciting.

MESSAGE CARRYING.

40. When out in the woods or anywhere else suitable, make message carrying really amusing and interesting by spacing the Cubs out in their sixes over a certain area. The Sixers come to the Old Wolf and learn a message. They then run with it to the next Cub in the Six

and teach him and so on, right down the line – each running to the next boy. But let the course be varied, with a few obstacles, like a water jump, tunnel (through the bushes) stepping stones, etc., according to the surroundings and what you can think up. Points can be given to the first Six in with the correct message.

SEMAPHORE GAMES.

41. After a period of instruction which should aim at teaching whole Pack just a few letters in semaphore, get out into the open and try a semaphore variation of “Touch Green.” Instead of the Old Wolf’s calling “Touch Green” and giving a point to the first Cub who touches something green, the Old Wolf will signal a letter and the Cubs must see who can first bring him something beginning with that letter. As they become proficient, add one or two more letters.

42. Choose a good open space. Having located North by compass, make sure that all the Cubs know the semaphore (or morse) sign for N.S.E.W. Now the Old Wolf stands at a certain point – preferably on a small hillock – and signals a compass direction. The Cubs, who should all be in the middle together, make a dash for the direction indicated. First Six all correct wins a point. All members of a Six must be there, either seated in a clump or standing behind their Sixer at the alert. As they become sure of themselves, let them learn N.E., N.W. etc. Sixers might also try their hand at signalling the directions, in fact, as the game develops their interest the others would probably like to try. See that they stand correctly.

A definite boundary should be set, and Cubs should have to run a few hundred feet to their compass points, where some sort of mark can be placed, or another Cub may stand. If Cubs themselves mark the compass points, which is a good idea with a big Pack, they should change places with those in the middle quite often.

43. Try this way of testing Cubs for semaphore or morse; Let the whole Pack help. The Cubs to be tested become natives in Semaphore Land. Let them make themselves a village, or choose for themselves some bushes or trees for their houses. The rest of the Cubs, with the Old Wolves, are strangers coming to visit Semaphore Land. They cannot speak the language and therefore must have “phrase books.” When they discover the natives they will have to ask for food and shelter. This must be done, of course, by the use of the phrase books, which are copies of the semaphore alphabet. The Old Wolves will help the members of their company to spell out what they require, and also, we hope, some polite greetings. The natives must see if they can understand what the strangers want, and if they can, they have certainly passed their test!

44. Here is a way of helping the new Cubs to learn some semaphore or morse letters. All the Cubs who know enough start in a line. The Old Wolf is stationed at a good distance from them, and signals one-letter orders (which will have been discussed beforehand), i.e., A – Alert, B – Backwards, C – Crawl, F – Freeze, L – Lie down, R – Run, etc. And so the Cubs move forward or backward, according to instructions, while the rest of the Pack lines the route and watches, and the Cubs join in as soon as they can.

COMPASS.

45. *Observer Badge Practice.* To interest Cubs in this badge, which is an important one as it leads on to real Scouting, let the C.I. or A.C.M. take some of the older Cubs and help them plot a course with compass directions for the rest of the Pack – or some of the other older Cubs – to follow.

Alternatively, one Six with the help of an A.C.M. can plot a short course (with hidden treasure at the end) for the other Cubs to follow. Again, compass points must be used. Meanwhile Akela can be instructing the younger Cubs.

A compass trail with the whole Pack is great fun sometimes, but a special one for older Cubs helps them on, and is easier to handle.

46. If planning to have an outdoor Pack meeting in nearby woods or open spaces, try to arrange an interesting and different way of getting there, making use of a compass. It is best to plan the route first, and then set it out, some thing like this: –

“On leaving Pack Den turn North and proceed as far as the first letter box. Now turn East and continue till you find a front garden in which there is a holly bush. With your back to the garden gate, which way are you facing? Proceed now in that direction . . . etc.” Let the Cubs handle the compass themselves, and get the feel of it.

NATURE GAME.

47. *A relay race.* The Pack stands in relay formation, with ears well pricked. They should be numbered down their lines. The Old Wolf calls an object i.e. “oak leaf” and then a number. All Cubs of that number dash off to find one. A point goes to the first Six to produce the correct object. The objects must be kept very simple, but a wise Old Wolf will teach a new plant or tree whenever the opportunity allows, and bring that in too.

CUB GARDENERS.

48. A country Pack, wanting to raise money for its Christmas Good Turn, found a novel way of doing so. Each member of the Pack, including the Old Wolves, was issued with a seed potato and went home and found a spot to plant it in. In the course of time they had a ceremonial digging-up of all their potatoes. Excitement rose to fever pitch. Some Cubs found themselves with more than a pound of potatoes, and of course there was keen competition to see who had the largest, and how much it weighed. They were able to fill a sack and sell it at a proper price, and with the money thus earned they bought material for making the toys and gifts that they wanted for their Christmas Good Turn. If one Pack can do this, so could others. Are you going to “have a go?”

OBSERVATION.

49. To give Cubs a fresh air break during an indoor Pack meeting, send them out to write down as many things as they can see, over a certain area, beginning with a chosen letter. Give them five or ten minutes, and let them work in Sixes. If the last Six back in the Den is in danger of losing a point, they will not stray too far from their base! When they are all Back, see which Six has the longest and most enterprising list. Spelling doesn't count!

50. How friendly are you with the shopkeepers in your town or village? Do you know any of them well enough to ask them to help you with an observation game for the Cubs? All they have to do is to put one or two items in their windows which do not belong to that particular sort of shop—a tin of butterscotch, for instance, in the chemist's window, or a piece of soap amongst the potatoes. The Cubs are then sent out in Sixes, or pairs, to look in the shop windows, and see how many wrong things they find. To avoid causing too much sensation, it would be advisable to send the Cubs out in small numbers, well spread. Then all can foregather at the end of the meeting to compare notes. One does not want to lose the friendship of all the shop keepers!

51. If you have not yet tried it, collection of as complete an alphabet as possible by each Six is another good outdoor observation game. In the country of course they can collect leaves, fruit, seeds, etc., but this can also be played (though with more care) in the town. It would be wiser, possibly to restrict town findings to "I spy" as it is so tempting to rush into the road after that bit of orange peel. So let the Sixes work together and write down something beginning with A, etc. as keen eyes find the objects.

PROFICIENCY BADGES.

52. *Guide Badge.* If you take the Pack to a new place, having made sure that you yourself know the way home, pretend to be lost and call upon someone to direct the party home. Don't all speak at once! Tommy, you try!

53. Much more could be done to make Guide Badge an interesting one to the Cub, and encourage him to go in for it. When out with the Pack, plan part of the programme so that one Old Wolf runs a game for the younger members, while another, and also the C.I. if you are lucky enough to have one, takes a small party of the older Cubs to look for the nearest telephone kiosk, letter box, doctor's house (if feasible) or post office, or chemist's shop, or bus route to and from some local destination. If two parties can be made up, then let each have the same list, and see who finds everything first. The Old Wolves should of course have discussed the possibilities first, so as to avoid a disheartening wild goose chase! If you do happen to be having an adventurous outing and are all in a strange locality, you can still make up quite a reasonable list, but have a time limit, and then check how many of the items the Cubs have been able to discover.

54. *Observer Badge.* Having spent a little time identifying several specimens of whatever grows just where you all are, play something else a little distance away, while one or two chosen people put a few leaves and flowers or berries on the wrong trees. Now let the Cubs go quietly round (so as not to shake everything off!) and see who can spot the false plants.

55. *Guide and Observer Badge.* Akela's job is to teach the new Cubs their tenderpad and help them to fit into the life of the Pack. This means very often that the older Cubs are on the A.C.M.'s hands, and often prove a real handful! So let the A.C.M.s get to know the older Cubs better by taking small numbers out on special missions. These can be most enjoyable as well as progressive. Some times let a party, led by an A.C.M. tour within a half mile limit of the Den learning names of roads and noticing landmarks. Akela can then test them and see who is ready for Guide Badge. In this way, too, they are developing their powers of observation. Boys are really better at showing the way than many grown-up people, once they know it themselves. Remember map-making is for Scouts, and should not be used with Cubs.

56. *Athlete Badge.* If you are out in the country with the Pack and can find a suitable piece of level ground, do make use of the opportunity of practising for Athlete badge. All the Pack can take part. Let Sixers help to pace out the number of yards for ball-throwing and catching, and also for the running tests. Let them also help with the timing, because they do love this. It will give you a chance to see who is already up to badge standard, and it should encourage one or two athletic Cubs to hurry on over sticky parts of their first, or perhaps second star, so that they can gain this badge. Ball throwing is more exciting when practised out of doors and under star or badge test conditions. A few light-hearted races, chosen by the younger Cubs, such as "wheelbarrow race," might be included in the programme, so that competition and striving does not become too fierce.

57. *Collector Badge.* This so often seems to mean either a stamp collection, or cheese labels or matchbox tops. Why not pressed flowers or leaves? Identification of these will also help towards gaining Observer Badge. The Pack should possess, *use*, and be proud of a flower book and a tree book, which Akela must remember to take when on country

outings, and above all, if you are having a Pack holiday or camp. Show Cubs how to choose suitable specimens for pressing – things that are not too juicy or too nobbly. They can be put between newspaper which is always easy to obtain, and then pressed under a few big books or a heavy box. After this treatment they can be mounted in the Cub's special book and the names written underneath.

58. Give Sixes each a list of outdoor things to find in a certain time limit, and see who can produce the best collection.

59. Tell the Cubs they have been wrecked on a desert island and must find their own food, shelter and other necessary things. Each Six then sets out to make a collection of articles to represent what they think they would need. For example, straw for bedding, sticks for a fire, something to fetch water in, a sharp stone to use as a knife. Anyhow, you just give them a few hints, and see what happens.

60. Kim's game played with leaves, berries, twigs, moss, feathers, etc., is great fun and also helps Cubs to identify common specimens. Akela's eyes are sometimes opened, too, as regards the knowledge that some boys already possess.

61. As a variation of outdoor Kim's game, try Kim's Shop. Let the Cubs see the tray of nature specimens for a few moments, and then hold something in front of the objects and the boys must come up one at a time and ask for something which they can remember out of the shop. If he asks correctly, a Cub is given the object. If the next Cub should ask for the same object he is told that it has been sold already, and must try to think of something else that he saw on the tray.

62. *First Aider.* To help Cubs practise for First Aider Badge try a system of "casualties" instead of losing "lives" when next you plan a game of flag raiding, or shipwreck, or whatever is popular.

Set up an "army hospital" on the outskirts of the scene of battle, with one Old Wolf in charge, and a few Cubs. Fit it up with the things required for the Cub first aid tests. Now let the game proceed – only whenever a Cub is touched but not caught he counts as wounded and must come into the hospital. At the entrance he takes a slip on which is written his "wound." Maybe he only needs treatment for shock, or it could be a burn, scald, cut finger or grazed knee. It might well be the latter in good truth, so let the bandages and water be clean. After "treatment" he returns to his side and resumes the battle.

63. *Cyclist.* To help Cubs with Cyclist Badge, invite an experienced cyclist to the Pack – he can be a Senior Scout perhaps – and tell the Cubs that he is an important person who must be given a police escort (over a certain route). Two cycling Cubs then become the escort and are detailed to ride before the V.I.P. and lead him wherever he is bound. He, riding behind, is in a position to check their road-worthiness, while they have the thrill of being something more than just boys on bicycles. Choice of route gives another opportunity – test of observation of street signs, names of roads, etc. Needless to say police escort must know their highway code before they start!

64. In many country Packs lots of the Cubs have to come on their bicycles. Just now and again, after the usual opening inspection of the Cubs themselves, Old Wolves might arrange to have a bicycle inspection. All Cubs with bicycles should then line up smartly outside the Pack Den and a check then be made of all the important points which are stressed, such as good rear lights, brakes, etc., and a machine that is kept clean and properly oiled.

65. *Toymaker.* If out for a walk with the Pack there are all sorts of interesting things to do as one goes along, which help, sometimes, with badge and star work. One of these is to look out for and collect useful pieces of wood, fir cones, etc., for making toys. Cubs who are not going in for Toymaker's Badge can do a good turn to the Cubs who are, by helping them find suitable material for their toys. Don't let them, remove planks from building sites, however!

66. If you are on a Pack holiday, when there will be leisure periods that need filling, have a competition (over the whole time you are there) with a prize for the best toy or useful article made by a Cub from material that he finds. Provide amongst the camping kit a few tools, nails, secotone etc. that the Cubs can use.

67. *Artist.* Another competition can be held in camp for the best picture (or set of pictures) drawn by a Cub. Or the best set produced by a Six. So don't forget to take plenty of paper and pencils with you to camp and paints and brushes as well, if possible. Some Cubs would probably bring their own paintboxes if encouraged, and they should be encouraged to try and draw camp and landscape scenes. Now is the chance for any Old Wolf or helper who is good at drawing to give the Cubs a few hints and help to get them interested.

House Orderly. While on a Pack holiday do not miss the chance to pass a Cub (training him first if necessary) for such items of the house orderly badge as peeling and cooking potatoes, making tea, frying an egg.

69. Cubs need not all do everything together at Camp. It is an opportunity for dividing them up and letting cooks cook and collectors collect and artists practise their drawing. Even Cubs without "an eye open" can practise for the badge they hope to get one day, though they can probably be more usefully employed skipping and ball-catching until able to reach star standard. Be sure that every Cub passes something while in Camp.

70. *Other camp activities.* Before breakfast is the time for a bit of "knees bend" and "touch your toes." These exercises often do not play a very realistic part in an ordinary Pack programme. Camp is the best opportunity for the Old Wolf to start Cubs off with the early morning exercise habit. If you have a reliable Cub Instructor let him be in charge of this.

71. After much racing about, or in very hot weather, have a quiet session of handwork. Provide each Six with some plasticine and see who can produce the best set of Jungle animals, using any oddments they can find – sticks, acorns, moss, to make up the Jungle background.

72. *Rest period in Camp.* This should follow the midday meal, and the boys are usually not unwilling, but Akela would be well advised to have a selection of story books available for reading aloud. Do not forget to see that Cubs remember their families and send a letter or postcard home. This is a good time for making sure of it. If a different Six is on duty every day, it will be the Sixer's job to collect the "post" at a certain time.

73. *Outdoor Cubs' Own Service.* The Cubs' Own service is a very important part of a Pack holiday, and should be attempted, even if never done before. The very idea of praying or singing hymns in a field or wood may be completely new to some boys, but if they see the Old Wolves are quite sincere and natural about it, they may learn something that will help them to gain a clearer understanding of their duty to God. Let the theme and whole spirit of camp prayers be praise and gratitude and thought for others. Never let the singing drag, and be sure the Cubs know the tunes! So talk over the hymns with the boys first, and let them choose what they know, and see that books are available. If a Sixer is to repeat the Cub Law or read a simple passage from the Bible, rehearse it with him first. The talk should be short and informal, if you decide to have one, otherwise a few clear and simple prayers are sufficient.

74. *Sand Model Competition.* If you are lucky enough to be able to take the Pack on to the sands, what about a sand model competition? The Sixes may work together, or Cubs work in pairs. Offer them a few suggestions to start with – such as building a model village, snip or fortress, and encourage them to work out some ideas of their own. It is also great fun to work as a whole Pack on one big model that will accommodate the lot of them. Anyone brought their camera? Look pleasant please!

75. *Sing-Song.* In other countries, particularly in Europe, young folk sing much more than we do, and enjoy it. Especially when they march or go on a hike, and certainly a good song

or a whistling chorus helps one cover the miles. After a good outing, the way home often seems rather long and tiresome. That is the moment to suggest a song, for it keeps the spirits up. Can't think of any? Well, here are a few old favourites which most boys know. "This old man came rolling home," "Pack up your troubles," "Crest of the Wave," "One Man went to Mow." Perhaps they can teach you a few – give them a chance! Anyhow, when you next have a sing-song, be sure to practise a new song for your next long long trail.

EXPEDITIONS.

76. Things to remember, which may make all the difference to the success of an outing: – *Equipment for Games.* Whistle, balls, coloured wool and chalk for trails, boundary flags for goals and wide games. A compass. Pencils and paper. Ropes. *Other useful equipment.* First aid items, such as a box of plaster dressings, some clean bandage, bottle of antiseptic, scissors, safety pins, cotton wool. Also needle and cotton, and one or two spare buttons. (When braces break a Cub can be in a fix!). String. Bottle of drinking water. Matches. Bus pennies, Nature book. *Luxuries.* Tin of sweets, camera, small tent, soap and towel. *Another Reminder.* Two small haversacks are better than one big one, and many hands make light carrying. Cubs are not yet to be considered a hundred per cent responsible however, so Old Wolves should check up all gear before returning home.

77. At District outings, Cubs often look forward from one year to the next to finding their favourite spot (with the tree that is so good to climb, or the big hollow bush in which a whole Pack fits) so if you have not discovered a good place to meet and have an afternoon of games and a picnic for Packs of your District, talk it over at the next Scouters' meeting, and see what can be done. Each Old Wolf should come on such an outing prepared to run a game, and in this way new ideas can be spread.

78. Leapfrog is much better practised out of doors than in the Pack Den, with the added advantage that a fall does not hurt so much on grass! Cubs of course do not mind a few tumbles. Let them practise in Sixes spread out over a good wide area. Tell them first, if you like, about the old coaching days when the horses were changed at the different stages. Then the Cubs can be the horses, and the leapfrog stages become famous Inns, and as the horse comes panting in, he changes with the fresh horse (by leaping over him). The fresh horse then gallops on, and the tired one rests. He should stay where he is until the whole course has been run, and then the horses can all return home, giving each Cub a chance of two leaps.

INTER-PACK MATCHES.

79. Cricket and football should never be allowed to take up a lot of the Pack meeting time, but if the Cubs are very keen to have a Pack cricket or football match, let them organize it themselves, as this quite good for them. If any of the Cubs' fathers is keen enough to come and lend a hand as referee, it all helps with the family spirit which is so important in Cubbing. The part we Old Wolves can play is to watch individuals and encourage team spirit. Also arrange to meet another Pack and play them one Saturday afternoon.

SPECIAL MEETINGS.

80. If you are lucky and can meet in fields or play in woods and on the hills, do remember those Cubs who live in the crowded cities. Invite one of these Packs to an afternoon of games in the country. Perhaps the Group will lay on a nice tea for you all, but if this

cannot be, the visitors will probably not mind bringing their food and mugs, and drinks can be provided by the Pack which is host. Best of all, of course, is to make tea in true camping fashion on an outdoor fire in a dixie. Here one might enlist the help of a few Scouts of the Group, unless you already have C.I.s who could manage this part of the picnic. After tea a sing-song usually helps to make every one feel “matey,” and provides a nice memory of the outing for the boys to take back with them. The entertainment during the afternoon might take the form of some simple sports, or a treasure hunt, or stalking game, according to the locality, but if it is to be at all a wide area, let the country Cubs each pair up with a town Cub, as it would never do to lose any of the visitors!

81. *For an Autumn evening.* When the evenings are drawing in, and before it becomes too dark, it should be possible to arrange a Group Camp Fire at about 7 p.m. out of doors, and this gives the Cubs a grand thrill. Let the Troop fix it up and invite the Pack, but prepare the Cubs with a Yell of their own and a song or two and per haps a short sketch. If the Scouts can serve hot cocoa cooked on the camp fire (or even a “primus” behind the scenes!) the Cubs will certainly appreciate it. See that they come with mugs in this case.

RALLIES.

82. An outdoor rally is always a strenuous affair, and Cubs often become over excited and difficult to manage. The more prepared the Old Wolves can be, the better. So if “dressing up” is involved have plenty of helpers – say one dresser per Six. Very often one or two kind parents will be willing to lend a hand here. Let each be armed with supplies of safety pins, scissors, needle and cotton, “make-up material” and soap and towels for afterwards. It is the times of waiting that are always the most trying, and a story book is a great help, but better still a real story teller (though not everyone can rise to this). Otherwise, quiet games should be organised. Cubs get very thirsty, and Akela is wise to keep a bottle of water handy. “Iron rations” appeal to Cubs very much and help them over hungry patches. Akela should be in charge of the “iron rations” which may consist of a small supply of chocolate, which is more nourishing than sweets. Tell the Cubs about mountain expeditions, and other feats of endurance, and they will learn a little self control this way themselves.

83. At a rally where many Packs are involved, it is best (and fun for the Cubs) to let each Pack choose a “lair” (some part of the surroundings that may prove suitable) to which it can retire for rest and repair – and repast!

This also helps with discipline, but a system of Scout or Rover call-boys must then be organised to give the Packs their cues, if they are part of the Show.

84. Next time you have a district outing or rally, try making it a “Round the World” affair. Each Pack should represent a different country and play some game or adapt some of the star tests to fit with which ever country they decide to be. Now be sure to invite your District Commissioner, and if some highly original means of transport can be devised for taking him round the world, so much the better! Perhaps the Rovers can lend a hand here. After the distinguished visitor has completed his tour, the Cubs themselves may care to travel, so let the Old Wolves in each “country” stay where they are, and the Packs move on. In this way, each Pack may then try the game or Jungle Dance, or star test that its neighbour has been doing.

85. *National Park.* Here is another way of holding an outdoor district gathering. Let every Pack come with its Cubs divided into different groups of animals, say horses, sheep, wolves, elephants, camels, bears. When all are assembled all the horses are put into one group, all the sheep into another, and so on. Thus the Cubs meet and mix. The Old Wolves arrange to be in charge of the different groups and run games with them. And in the same way as “round the world,” let the groups of animals move on to the next part of the

National Park, so that all may try all the games. This makes a very jolly outing. Before you break up, and when the Packs are once more restored to their own Akelas, have a big Grand Howl, which is the best way of saying both thank you, and goodbye!

MISCELLANEOUS.

86. Cubs are very good at hiding, and “freezing” and they always love it. Collect some sacking until you have enough for perhaps two Sixes. Let the Cubs daub the pieces on one side with green marks and on the other side with brown. These will be a marvellous help in camouflage games. The effectiveness can be increased by daubing the skin with cocoa (only a very little needed) and sticking small tufts of grass into one’s hair or cap. Holding a branch in front of the face is an alternative to cocoa smearing, and less messy, but do not let the Cubs rip branches off trees and bushes, so as to spoil the countryside. Now an attempt can be made by two parties to reach a certain objective without being spotted. Another way of testing the camouflage is to instruct the Cubs to take up their positions in a certain part of the woods and see how long it takes the rest to find them. It is wise to arrange that the game must end when the whistle blows. It is interesting to see the surroundings come to life!

87. Procure a clothes line and show Cubs how to roll it so that it can be thrown to the rescue of anyone in difficulty. Perhaps the Cubs will have to show Akela, but at any rate it is something worth practising. The secret of success lies in smoothing the rope so that there are no kinks, and making each loop the same size – not like a swiss roll, where each turn is smaller than the last ! A stone can then be placed within throwing distance of the rope, and let the Cubs take it in turns to try and throw the rope to reach the stone. If another Cub prefers to take the place of the stone, that makes it of course, more realistic, and the rope can be fiung from an imaginary cliff, or into a marked space representing a river.

88. Have you ever managed to catch a glimpse of the Ossil Bird? It is extremely shy, and very rarely seen. It lays peppermints in flower pots, so of course Cubs like looking for these. They are, in fact, the only eggs that Cubs may be encouraged to take. But first a trap has to be laid for these Ossil birds. The traps consist of bright blobs of paint baited with salt. These birds cannot resist salt, and of course when they alight to take it their feet become smeared with paint. They then rush away in a panic, and if the Cubs are quick they will find the painted footprints leading to the nests. It is best for each Six to look for a different coloured footprint – and good luck to you! Equipment: Sets of “feet” in stiff paper, the toes edged with different colours. These can be arranged to lead into hedges and ditches, etc. where the flowerpot nests with their peppermint eggs are to be discovered. If liked, an Old Wolf could produce a beautiful large picture of this great rarity, the Ossil.

89. Sooner or later “Guy Fawkes’ Night” is going to fall on the same evening as Pack Night, and then, of course, anything can happen. Akela might find most of the Pack missing because local bonfires prove more attractive. Why not meet trouble half-way for once, and boldly suggest having one’s own firework display? A little of one’s Pack funds might be spared for the purchase of some fireworks, and Cubs would probably be glad to pool their collections to help make it a good show. They will more than likely bring a ready-made Guy too! Be sure and choose a safe spot. Kind friends have been known to permit the use of a field or wilder part of garden. Have sufficient adult help, and a sing-song and hot cocoa or soup afterwards would make it a really memorable occasion.

90. *Christmas Good Turn.* An organised “wooding party” is good warm outdoor work for Cubs, and the older members of the troop would, for sure, cut up some of the ungainly boughs, so that neat loads can be delivered to any poor old people in your district. Needless to

say only dead wood should be collected. Cubs must always be helped to understand the importance of caring for trees.

91. *Another Christmas Good Turn.* Carol singing in aid of some well-deserving cause that would appeal to the Cubs, gives the Old Wolves an opportunity of teaching them the right way of going about it.

92. A useful piece of Pack equipment is a home-made bat, something after the style of a cricket bat, but smaller and lighter. Such a bat can be used for rounders, and also for *French Cricket*. This is a favourite game with many, but may be quite new to some. Cubs pick up sides and toss, as for real cricket. The batsman has to protect his legs and feet from being touched by the ball. A hit above the knee does not count. A soft ball should be used, and as this may be aimed from all sides, the batsman has to be pretty nimble with his bat. Runs are scored by passing the bat round the body while the ball is being fielded. If a fielder catches a "hit" the whole side may be declared out, or just the one player, according to what ever decision is made before the game begins. Or each Cub can play for an individual score, in which case every one fields. Scores can be added up in Sixes at the end of the game, if liked.

93. An outdoor occupation that has been much neglected of recent years in this country is kite flying. To make a simple kite is not really difficult and does not require any expensive equipment just a few light canes, paper and string. To make and fly one's own kite gives one a real sense of achievement. Why not find out how it is done, and get your Pack on to it? Each Six might make its own and then, when the March winds blow (which can be almost any time of year in this climate) take the Pack out to the nearest suitable open space and see whose kite flies best. The secret of success lies in the *tail*, which has to be just the right weight, and a certain amount of experiment will no doubt be necessary.

94. Have you a piece of waste ground round your head quarters? Why not make it into a garden? This is a job for the whole Group, especially if there is a lot of preliminary hard digging which Cubs could not tackle. It is good to have a common interest, and any headquarters looks much more businesslike with its outside carefully tended. Cubs should be allowed their own corner, and if any boy can fulfil the required conditions for Gardener's Badge, be sure and let him win it. Painted flower boxes always look neat, and are not difficult to make if ready-made packing cases are not available.

95. One day when out with the Pack, Akela should suddenly discover a map which, upon examination might lead to the discovery of hidden treasure. Get the Pack artist to plot a good one and make it as exciting as possible. This trail will, of course, have to be prepared beforehand.

96. *Variation of Kim's Game.* Select about twelve sorts of common leaves, bits of bark, acorns or anything else distinctive, and instead of letting the Cubs look at them and remember – as in the usual Kim's game – let them try to guess what each object is by feeling it.

97. Find *pairs* of nature objects (as in the above) and put them in a box. Then let the Cubs try in turn to pick out a pair by feeling only. These games are fun to play when in camp.

GROWING THINGS.

98. When out with the Cubs in woods or on the common, look for seeds of plants and trees as well as leaves and flowers. Many seeds and fruit are easy to identify, such as the sycamore with its two wings, all sorts of berries, dandelion "clocks," poppy heads, nuts, hips and haws, etc. Keep a spare matchbox to put such things in, and then take them back and let the Cubs who show interest in them try to get some of the seeds to grow. Be ready to provide small pots or a seed box or two, as good intentions need fostering, and Mum and Dad are sometimes too busy to be interested in an odd seed at an odd moment!

99. What happens to the little oak and chestnut trees which Cubs grow for one of their tests? Not many of their small gardens have room for such trees, but a place might be found out in the country. So next time a Cub grows a nice flourishing tree, have a planting ceremony, mark the spot, and let him keep an eye on it. This could well become a Group tradition and forge that link between Cub and Scout which we are all trying to build and as the little trees take root, let us hope that Scouting will take root in the hearts of our Cubs.

100. Even Cubs in town can be helped to take an interest in trees if the Sixes are encouraged to “adopt” a tree somewhere in the neighbourhood. They should each choose their own tree – preferably different kinds for each Six, and then keep a nature log of its growth. Dates can then be compared as to the time buds appear, leaves open, flowers come and the fruit ripens. Competition with these log books has been known to be very keen, and there is no better way of learning the common trees. Lots of boys still like to try their penknives on the bark of trees, but Cubs should be taught right away to care for and help to preserve our trees. Later, when they are Scouts they will learn which wood is best for a camp fire, and which woods never burn up brightly.