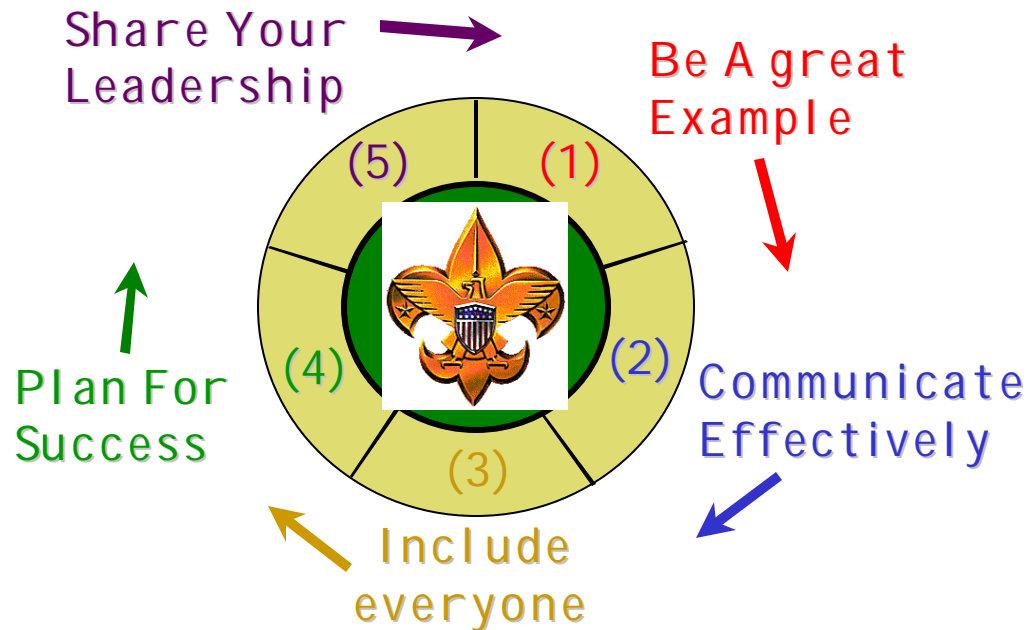


The Circle of Leadership

Proven Skills of Effective Leaders



Copyright (C) 2000 Troop 39- Northeast Georgia Council, Boy Scouts of America



Junior Leader Training

July 1, 2000 Revision (Revision 2.0)

Troop 39  Northeast Georgia Council

This general outline supplied by Lewis Orans in 1997 from his website <http://www.pinetreeweb.com>. Further modified by the adult leaders of Troop 39, Northeast Georgia Council, BSA in May 1999 and July 2000, using the leadership skills taught by the Boy Scouts of America. Pinetreeweb materials are Copyright © 1997, Lewis Orans. Modifications, the term "Circle of Leadership" and the Circle of Leadership graphic are Copyright © 1999, 2000, Troop 39, Northeast Georgia Council, BSA. These materials may be freely copied and used without cost by Boy Scout Troops, provided that all copyright notifications, logos and credits remain in place. Have a great training session! <http://www.troop39.net>

SESSION 1: LEARNING ABOUT LEADERSHIP

Why a course on leadership?

In football teams the quarterback is leader. Why? Is there something magic about the position? Does he automatically become a great leader -- the guy who makes the team go-- when he is named quarterback?

No, there's more to it than that. Lots more. And if the coach is wrong about him, he probably won't stay quarterback very long. If he can't lead the team, he won't have much value even if he can hit a receiver at 40 yards.

Every successful team must have a leader.

That goes for your Scouting team, too -- your patrol and your troop. In fact, if the patrol and troop are to succeed, you need several leaders. Guys like yourself who want to try "quarterbacking" in Scouting. One of the aims of this training is to show you how to become a better leader. **Leadership is something that can be learned**, and we're here to help.

What Is leadership?

Leadership is a process of getting things done through people. The quarterback moves the team toward a touchdown. The senior patrol leader guides the troop to a high rating at the Camporee. The patrol leader helps the patrol run smoothly.

These leaders are getting things done by working through people -- football players, Scouts, and ordinary citizens. They have used the process of leadership to reach certain goals.

Being a leader is an adventure because you can never be sure whether you will reach your goal (at least this time). The touchdown drive may end in a fumble. The troop may have a bad weekend during the Camporee. Or the patrol may not do too well sometimes. So these leaders have to try again, using other methods. But they all still use the same process-- they use the process of good leadership.

Leadership means responsibility.

The leader is the guy the others look to get the job done. So don't think your job as a troop leader will be just an honor they gave you. It's more than that. It means that the other Scouts expect you to take the responsibility of getting the job done. If you lead, they will help you do the job. If you don't, they may expect you to do the job all by yourself. (Ouch!)

That's why it's important that you begin right now to learn what leadership is all about--so you don't let down your guys!



Please answer the following questions with a "True" or "False" and be prepared to discuss your answer with the group:

1. The only people who lead have a leadership job, such as patrol leader, coach, or president.

2. Leadership is a gift. If you are born with it, you can lead. If you are not, you can't.

3. "Leader" is another word for "boss."

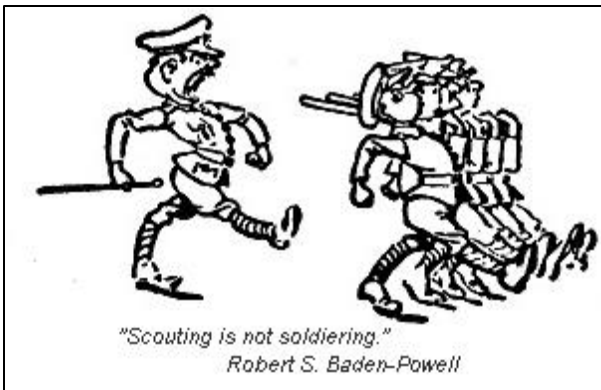


4. Being a leader in a Scout troop is like being a leader anywhere else.

LESSON 2: DOING THE JOB AND DEVELOPING A TEAM

Scouts are not soldiers. That style of leadership usually doesn't work outside the military. (We'll talk more about this in our last lesson.) Think back to when you first became a Scout. You didn't join your troop to be "ordered around" by a boss. You joined because you wanted to do something new and fun, something with an element of adventure and a challenge.

Good leaders know that leadership isn't about giving orders—it's about getting the job done and developing a great team. (Sometimes a leader has to "give orders" to get the job done. But no one, including the leader, particularly enjoys having to do this.) "The job" could be playing a game. It could be building a skyscraper. It could be getting across an idea. If there were no job, there would be no need for a leader.



The team (such as a patrol or a troop) is the people who do the job. And in many cases, the team continues after the job is done. This is where leading gets tough, as you'll see later.

Think about this situation. Mark has a lot of firewood to split. There he is, all alone with his ax. He's got a job to do. Is he a leader? Nope. No team. There's nobody on the job but Mark.

Danny and his friends are on their bikes. They have no place to go. They're just riding. Are any of them a leader? We have to say no. Why? No job to do.

What makes a leader successful?

You can always tell when a leader succeeds, because 1) the job gets done and 2) the team acts together with a purpose. Measuring success is easy. Understanding failure is a little harder!

What did each Patrol Leader do wrong?

1. Frank's patrol had a job to do of cleaning up an old cemetery. It was a good goal, and he wanted it to go right. In his daydream he could see the Scoutmaster praising him for the great job. So when Saturday came, Frank and the patrol went to the cemetery. He called them names. He worked like a tiger himself. It was a rough day, but the cemetery got cleaned up. "How'd things go, Frank?" the Scoutmaster asked 2 days later. "Any problems?"

"No, sir." Frank wondered what he meant by

that.

"Well, a few of your guys asked me if they could change patrols."

2. Randy called a Patrol Meeting at his house after school. Everybody seemed to be hungry when they came. So they got some snacks from the kitchen. Then they tossed a football around. It began to get dark, and one by one they went home. Everybody had fun. But the patrol meeting never started.

LESSON 3: BE A GREAT EXAMPLE

Bill, a Den Chief, came to a den meeting without his uniform. The next week, two of the Cubs didn't wear their uniform.

"Why?" asked the Den Mother.

"Bill didn't wear his last week."

Bill never said to any of the Cub Scouts, "It's ok if you don't wear your uniform." But that was the message they "heard." His good example broke down only once.

Which is stronger, good or bad example? We can't always be sure. Setting a good example will often not work all by itself. But if you exchange it for a bad example, you usually get bad results!



People you lead notice how you look and how you act.

Alan was elected patrol leader. He took his new job very seriously. If there was ever any horseplay, he stayed out of it. He felt he had to in order not to set a bad example.

On one camping trip his guys started some horseplay going after "Taps," and Alan joined in. The next day, the guys in the patrol got completely out of hand. The Scoutmaster finally had to step in. Then he and Alan had a talk.

"That's the first time I've done anything like that since I was elected Patrol Leader," Alan complained. "It isn't fair."

"What effect do you think it had?" asked the Scoutmaster.

"I don't know. There's been a little trouble before, but never like this. They always knew I wouldn't put up with it."

"Always until when?"

"Well, until last night. I guess I showed 'em that fooling around is OK."

People learn from models. A model is someone that sets the example.

1. A leader is a model whether he wants to be or not. He doesn't have to tell the group to follow his example- they will anyway. Emerson said, "What you are speaks so loudly I cannot hear what you say."
2. Have fun! When you're having fun, others will have fun, too. Keep a smile on your face even when things don't go right- like that last campout when all it did was rain. Your mood will be reflected by everyone else. So keep on smiling! Scouting is all about having fun, and if you aren't laughing about the troubles that come your way, no one else will either.
3. Setting the example is more than staying out of trouble. It is an important element in leadership. It is showing the way. It is an active process that raises standards and goals. Setting an example means doing the right things, and knowing why.

Answer the following questions:

1. Why is it important not to expect others to do things right if you don't do right?
2. Why should leaders try harder to be good at what they do?
3. Why do leaders get a lot more respect by acting mature than by being silly?
4. Explain why it's important to conduct yourself at home, school, and during Scout activities so that you will be pleased when others follow your example.
5. Give an example of someone you know that "led" you or someone else into doing something wrong through a careless example. What was the outcome?
6. Give an example of someone you know that always tries to do the right thing and has been a good example to others.

LESSON 4: COMMUNICATE EFFECTIVELY

One of the toughest jobs of a leader is learning how to communicate to your team members. You, the leader, already know what needs to be done. You understand the job at hand and what it is you're trying to get accomplished. But sometimes things go awry. You say one thing, people hear another thing. You want it done one way, it gets done another way. Why is this? Here's an example:

George, the patrol leader sent two Scouts on a short errand from camp. Rusty and Bruce did fine until they came to a stream.

"Hey, whereya goin'?"

"He said turn left."

"He did not. He said turn right here."

"No, that was back there. By the clearing. He said when we get to the stream, we turn left."

"No he didn't. But go ahead, wise guy. I'll see you there."

So Rusty turned right and Bruce turned left. They were soon out of sight of each other. Bruce followed directions and reached their destination in a few minutes. When he arrived there, he found no Rusty. Half an hour later, still no Rusty. Bruce finally went back down the trail back to camp, got help, and they began searching. It took 2 hours to find Rusty. He had taken the wrong turn at the stream, soon lost the trail, and couldn't get back.

Rusty was embarrassed, hurtful words were spoken in front of the entire patrol. The rest of the campout wasn't as much fun.



Answer the following questions:

1. Who caused the problem?
2. What other problems happened because of the first problem?
3. What do you think should have happened differently?

Well-defined goals are critical.

Your "goal" (the job at hand) can only be done if your team understands what the goal is and how you expect them to achieve it. It's a simple idea, but it can be VERY hard to get it across to guys like Rusty and Bruce.

You may have a clear understanding of what the goal is- but do the members of your team? And how can they unless you bring them- and keep them- in the picture?

How to be a better giver (and receiver!) of communications:

How to give information:

1. *Make sure the others are listening before you start giving information. Is everyone looking you in the eye?*
2. *No matter how busy you are, STOP. Speak slowly and clearly.*
3. *Look for visual feedback clues (Nods usually mean "I understand." Rapid eye blinks and blank stares usually mean, "I don't get it.") This is where you can really blow it if you're not careful.*
4. *Draw diagrams and pictures and have those receiving the instructions make notes.*
5. *Have the others repeat back their understanding of the information.*



How to receive information:

1. *Most people are lousy listeners, so they go through life not "getting it." Don't be one. Pay attention! Look at their lips. Think about what they're saying.*
2. *Carry a small notebook!!!! Make notes and sketches in your small notebook. Keep lists!*
3. *Ask questions and repeat your understanding of what was said.*

Answer the following questions:

1. Whose fault is it if my guys don't "get it"?
2. What changes do I need to make in MY style to be a better listener?
3. What changes do I need to make in MY style to be a better communicator?
4. How can I find out if I'm getting better?

LESSON 5: INCLUDE EVERYONE

Most of the Owl Patrol were new Scouts. Harry, the patrol leader, picked Phil to run a tent-pitching demonstration because he seemed sure of himself. It was soon clear that Phil didn't know which part of the tent was what. But Bob, another new Scout, soon had it going, then helped the others set up their tents.

Harry later learned that Bob had done a lot of backpacking with his Dad. Because Bob was quieter than Phil, it didn't enter Harry's mind that he had the skills to do the job.



Answer the following questions:

1. What steps can a leader take to find out what skills his guys have?
2. If you can do things better yourself, why shouldn't you do them yourself? Or why shouldn't one of your best guys do them when it needs done?

Everyone's different. Not better or worse than you—just different. Your job is to find the differences and make Scouting

Viva la difference!

Because each person has different ways of doing things and different skills, sometimes it's hard to include everyone. **But it's your job!**

- Ask your guys what they're good at. Then watch them. Are they?
- Observe their skills and use them for the benefit of everyone.
- Work with them to find out where they need improvement. Do they brag about skills they don't have?
- Do they have social challenges in working with others? You can help!

Albert Einstein, the most eminent physicist of the 20th century, was different. (One of his teachers even told his parents that he was stupid!) Fortunately there were others who recognized in this young boy a mind that was able to comprehend things far above most of us.

Don't write anyone off as hopeless. It's your job as their leader to put their talents to good use. The Bible says, *'But now God has set the members, each one of them, in the body just as He pleased. And if they were all one member, where would the body be? But now indeed there are many members, yet one body. And the eye cannot say to the hand, "I have no need of you"; nor again the head to the feet, "I have no need of you." No, much rather, those members of the body which seem to be weaker are necessary.'* (I Cor 12:18-22)

LESSON 6: REPRESENTING OTHERS

"Including everyone" also means representing the people you lead. They're counting on you!

In our last lesson we discussed how important it is to including everyone. This lesson shows how important this can be to the people you lead.

At the troop leaders' council meeting, Charlie, the Fox Patrol leader, suggested a Winter campout and hike at Donner's Mill. At the next troop meeting, the Senior Patrol Leader announced the campout to Donner's Mill to the entire troop and there was a loud groan from all of the Foxes (except Charlie). What made the Foxes react in that way? Did they have a better location in mind?

Charlie had selfishly spoken for himself, not his patrol. The Senior Patrol Leader later found out that many members of the Fox Patrol had taken the hike twice in the previous year and were looking for something new instead of Donner's Mill. But Charlie wasn't concerned about his guys—instead, Charlie wanted to go back to Donner's Mill because he liked it.



What's the difference between a pure vs. a representative democracy?

In a pure democracy, everyone speaks for himself. No one is ever appointed to speak for anyone else. Thus, everyone has to be consulted before anything is done. **There aren't many pure democracies, because it is almost impossible to get very much done.** The bigger the group, the less possible it becomes to have a pure democracy.

To overcome these problems, we have representative democracies. A Scout troop is an example of one. The patrol leaders are the representatives of the patrol. They speak for the members of their patrol to the larger group, the Troop.

Answer the Following Question:

Suppose you are a patrol member. The patrol is going to elect a leader. Three members of your patrol are candidates. You don't know which one to vote for. Each candidate is asked to state what he understands about representing his patrol at the troop leaders' council. Which of the following boys would get your vote? (Explain your answer!)

SAM: "Look, man, if you elect me, you gotta trust me to do what's right. I know what you guys want. I won't let you down."

PAT: "I don't agree with Sam. I don't think he knows what you want. I don't know either. But any time there's a question, we'll take a vote. Majority rules. I'll speak for the side with the most votes. Isn't that fair?"

TIM: "No, it's not fair. I think the leader should speak for everybody, not just the majority. If five of you vote for A and only two of you vote for B, I think the two should be heard too. If you elect me, I'll speak for everybody, whether we all agree or not."

You can't represent your group unless you know what they think.

1. *Get the facts. Do you understand what they're telling you? Do they understand what they're being asked about?*
2. *Analyze the situation, don't react. And listen very carefully to what's being said. You could be wrong in your first opinion!*
3. *Get the group's reaction. If all feel the same way, fine. If there's a difference of opinion, find out all sides of it.*
4. *Take notes. You can't remember all details long enough to represent the group. Write them down. Read them back to the group to be sure you haven't left out anything.*

When representing your group to others, you should:

1. *Make sure you get all the information, opinions, and ideas of your group.*
2. *Give the facts. If there are different points of view, state them. Present them so fairly that no one will know which side you favor.*
3. *Respect all opinions. Your group may all agree on something. Other groups may agree on the opposite. Listen to what they have to say. They may have information your group did not know about. Be prepared to change your mind.*
4. *Represent some things in private. When there's some personality problem in your group, present it to one or two leaders. Don't hang it out for everyone to see.*
5. *Take notes. You will have to report back to your group. They will want to know what happened and why. Write it down so you won't forget anything.*

Answer the following questions:

1. What's the most important thing about representing a group of people to a larger body?
2. What steps can you take to ensure that everyone will be fairly represented?

LESSON 7: PLAN FOR SUCCESS

Troop 66 was going on a camping trip, and the guys were really looking forward it. The PLC and adult leaders had put together four days of hiking, canoeing, camping and fishing, and everyone was really excited.

The Owl Patrol and the Chickasaw Patrol did great. Their guys had fun, got to do some new things and everything for them went off without a hitch. Smooth as silk.

Not the Wolf Patrol. Jay, the Patrol Leader, was a great guy. The guys elected him Patrol Leader because he was smart, a little bit bigger than many of them, and a great guy. Bill, his Assistant Patrol Leader, was a new Scout, but wanted to do the right things for his guys.

But the Wolf Patrol never seemed to get it together. They were always the last to get their tents set up. Last to finish cleaning up their meals. Their guys were always missing key bits of equipment, too—two of their guys went on the campout without jackets or ponchos!

Jay always had an excuse for everything. "I told them what they needed to take, but they didn't do it." "I told the guys to make sure they brought the extra fuel bottle, but no one picked it up." (You get the picture.)

After the campout, the Senior Patrol Leader called up the Scoutmaster to talk things over. He had heard that four of the guys in the Wolf Patrol were thinking about dropping out of the troop because they weren't having fun any more. He knew that the Wolves were a good bunch of guys, but that they just needed some help in getting things together.



Answer the following questions:

1. Suppose you were the Senior Patrol Leader and the Scoutmaster. List three things do you think Jay was doing wrong that you would talk over with him about.
2. List three suggestions that you'd give Jay if you were the Senior Patrol Leader.
3. List three types of plans—they could be simple or complex.

Some "Inside Secrets" on Planning:

1. **Don't trust your memory.** Effective leaders always keep a small notebook with them to jot down things that need to be done, to write out instructions for others or to put ideas and resources down to be acted on later. It's a great habit that EVERY Scout should get into.
2. **Figure out what needs to be done.** Sit down with your guys and write out what you want to get done. "Hike to the top of Coosa Bald." "Win the Baden-Powell Award." "Weekend map and compass campout and hike."
3. **Figure out who needs to do it.** Duty rosters are simple to make, but necessary. Your patrol quartermaster is responsible for writing down what equipment needs to be taken and who's responsible for carrying it, and posting the list!
4. **Communicate to everyone, and ask their feedback.** Once everyone's decided on a plan, spread it around. Did you ever wonder why your Troop produces a newsletter? Or has a web site? Why you and your parents are sent letters? **Plans that aren't shared with the whole group are useless.**



Answer the following questions:

1. Why do things go so much better when you plan?
2. How much time should be spent in planning a hike? A weekend campout?
3. In what other aspects of your life will being a better planner help you?

LESSON 8: SHARE YOUR LEADERSHIP

Ever think about the lead dog in the sled? He's not barking orders- he's pulling! That's a great example for leadership, too. As we talked about in lesson 2 (Doing the job and developing the team), this isn't the Army. The best leaders have discovered that they actually work FOR their team, not their team working for them!

In your next few opportunities to lead, try using some or all of the 5 styles of leadership listed below. They refer to the extent of sharing of leadership with the group, and are listed in order from the least sharing to the most sharing:

1. **Directing** ("Do this." "Do that.")
2. **Coaching** ("Try this." "Try that.")
3. **Supporting** ("You might try this or that..." or "Think about that over there.")
4. **Delegating** ("Here's a task we need done... Please let me know how I can help you.")
5. **Joining** (The leader stops leading and becomes a member of the group.)



In a few sentences, describe what is meant by each of these five styles of leadership, and tell when it's usually appropriate to use each:

1. Directing:
2. Coaching:
3. Supporting:
4. Delegating:
5. Joining:

Here's a story how one leader shared his leadership:

The Buzzard Patrol made plans for their part in the troop's three-day canoe trip. The overall plan had already been made by the PLC, so the patrol had to stay within that plan. During the patrol meeting, every member had taken on some responsibility for the trip.

Two days before they left, Jim, the Patrol Leader, called each member to check on his progress. Everyone was all set—except Bill. He was to act as tour navigator, but he hadn't got the maps he needed. With Jim's questioning, he admitted he hadn't done much about trying to get them.

Jim then wanted to know how he planned to carry out his navigator duties if he had no maps. "Oh, I thought we'd just follow another patrol," Bill replied.

"How do you think our guys will like that?"

"Not so great I guess. What do you think I should do?" Bill sounded a little bit defeated.

"We still have a day and a half before the trip, why don't you call the Scoutmaster and see if he has any maps. If he doesn't, you can try Mr. Jones, who's on the troop committee. I'm sure they'll get the maps for you. Next time you have a job to do, let me know if you need help."

"OK, Jim, I'll get 'em. Don't worry."

Answer the following questions:

1. Although Jim is the elected patrol leader, he chose to share his leadership in several ways in this situation. Did you notice how he shared leadership with his patrol—and with Bill? List the different ways Jim did this below:
2. Did you notice what Jim didn't do? What could Jim have done wrong when he found out that Bill hadn't done what he was supposed to do?

Tasks, responsibility and follow-up.

As a leader, you can share tasks—but you never share your responsibility (for failure). If you assign John to cut the firewood, the task is his—but the responsibility is yours. If John doesn't have a pile of wood ready when it's needed, you will not get off the hook by saying, "Well I gave that job to John, and it's his fault that there's no wood." If there is no wood, it's your fault. Giving the job to someone doesn't end your responsibility as the leader of the group. It ends only when the job is done.

This means that you'll have to follow up with your guys. Notice how Jim, the Patrol Leader, called all of his guys to make sure that each of their jobs were getting done? That's because Jim understood that it was his responsibility. He had written down (in his little notebook!) who was assigned each responsibility. He then called each of his guys.



Using your assistant leader (APL or ASPL)

Smart Patrol Leaders divide up tasks with their Assistant Patrol Leader. They know that someday he'll be the Patrol Leader and will need to do the job. They know that the Assistant want to be a good leader, too—so smart Patrol Leaders include their Assistant in decisions, in planning, in communicating and following up with the other members of the patrol.

People like to be led-- but no one likes to be pushed!

Good leadership will produce:

- *A spirit of cooperation from happy members of a team that gets work done—and has fun.*
- *A strong sense of belonging to a team that's good at what they do.*
- *A feeling on the part of each member that he is needed and wanted. That he contributes.*

SUMMARY

I. Of Jobs and Teams

1. Jobs are things that the group needs to do. Your job is to ensure they're done right.
2. Teams are groups united for a common purpose. What is your team's purpose?

II. Be A Great Example

1. It's not what you say—it's what you do.
2. Always do it right. Be good at what you do.
3. Keep on smiling & having fun! The guys joined Scouts to have fun. Keep it fun & interesting. (Did we mention fun?)

III. Communicate Effectively

1. Is everyone looking you in the eye?
2. No matter how busy you are, STOP. Speak slowly and clearly.
3. Look for visual feedback clues.
4. Draw diagrams and pictures and have those receiving the instructions make notes.
5. Have the others repeat back their understanding of the information.
6. When listening, pay attention! Look at their lips. Think about what they're saying. Ask questions for clarity.
7. Carry a small notebook! Make notes, sketches and keep lists.

IV. Include Everyone

1. Find out what each of your guys like to do and what they're good at doing.
2. Observe their skills and use these skills for the benefit of everyone.
3. Figure out where you can help them get better.

V. Representing Others

1. Make sure you get all the information, opinions, and ideas of your group.



2. Give the facts. If there are different points of view, state them without bias.
3. Respect all opinions. Be ready and willing to change your mind.
4. Represent some things in private. No one likes to be embarrassed.
5. Take notes. You will have to report back to your group. Write it down!

VI. Plan for Success

1. Don't trust your memory. Keep a small notebook and jot things down.
2. Figure out what needs to be done in a group setting.
3. Figure out who needs to do it.
4. Communicate to everyone, and ask their feedback.

VII. Share Your Leadership

1. Share your leadership whenever possible.
2. Use all five leadership styles at the appropriate time: directing, coaching, supporting, delegating or joining.
3. A spirit of cooperation from happy members of a team that gets work done and has fun.
4. A strong sense of belonging to a team that's good at what they do.
5. A feeling on the part of each member that he is needed and wanted. That he contributes.

Appendix

Leadership Tools

(Photocopy and distribute as needed!)

1. Patrol Campout Duty Roster
2. Overnight Campout Planner
3. Troop Meeting Planner
4. G.S. Ripley's "Games for Boy Scouts"



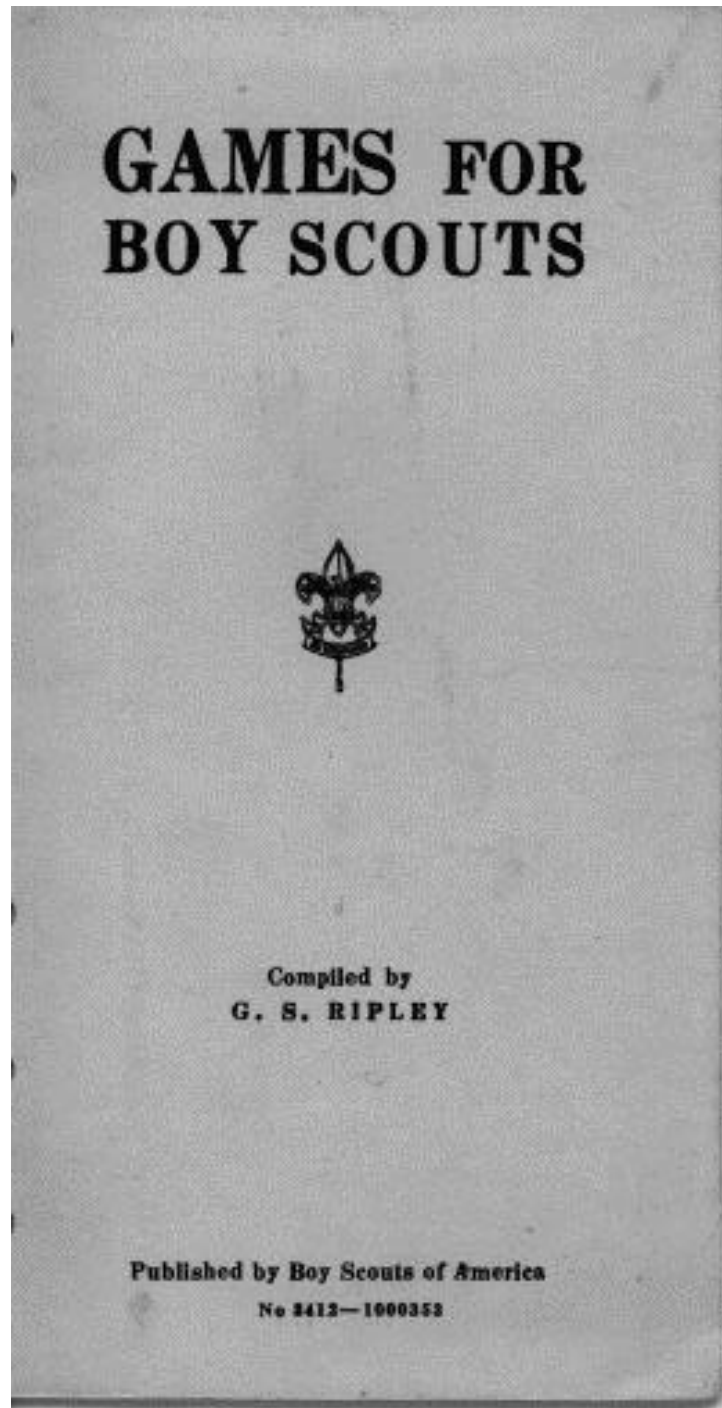
Weekly Meeting Planner

(To be completed by the Troop Patrol Leaders Council)

Meeting Date:

Activity:	Description:	Run By:
<i>Pre-opening Activity</i> _____ PM		_____ Patrol
<i>Opening Ceremony</i> _____ PM	Opening Ceremony	
<i>Skills Instruction</i> _____ PM	New Scout Skill:	
	Experienced Scout Skill:	
<i>Patrol Meetings</i> _____ PM	Patrol Meetings	Patrol Leaders
<i>Troop-wide Activity</i> _____ PM		
_____ PM	Troop Award Ceremony	Scoutmaster
_____ PM	Scoutmaster's Minute	Scoutmaster
_____ PM	Closing Ceremony	_____ Patrol
Cleanup	Put away gear and clean up	_____ Patrol

GAMES FOR BOY SCOUTS



**Compiled by G. S. Ripley
(Published in 1956)**

INDOOR GAMES

Choosing-Up Sides

Give the command BY HEIGHT-FALL IN! The tall boys should always fall in at the right. Count twos and execute "twos right." This will bring the troop into column of twos, and the No. 1 boys will constitute one team and the No. 2 boys the other. If the troop does not know "twos right" have the No. 2 boys step 1 pace to the front, thus forming the teams.

Fire

Two parallel chalk lines are drawn about 30 yards apart, the two teams forming on these lines facing each other. The idea is to throw a tennis ball, indoor baseball or basketball at the opponents. If a Scout is hit he is out of the game. If he catches the ball, however, the thrower is out. The Scouts throw in turn, each team alternating, beginning with the tallest Scout of each team, who is the captain of that team. It is the duty of this captain to shout "Fire!" This is the signal for his team to dodge as far back of the line as they wish, and for the other team to throw the ball. After each throw the team that has been dodging re-forms on the line. No one may throw or dodge before the captain shouts "Fire!" The best distance varies greatly with the sort of ball used.

Poison

Three large Indian clubs are arranged on the floor at the corners of an imaginary equilateral triangle with 15 inch sides. The Scouts form a circle around these, each Scout gripping his right hand neighbor's left wrist with his right hand. Thus it will be seen that if the circle breaks the director can instantly tell who let go. The object of the game is to pull and crowd some one onto the clubs so they will be knocked over. The Scout who lets go or knocks down a club is out of the game. When only three or four are left the game becomes quite interesting. There are many variations of this game, one of the best being a chalk circle on the floor.

Blindman's Buff

We were surprised at the popularity of this old game at a Scout camp one summer. The variation used was as follows: the players formed a circle around the blind man and ran round and round until he called "Halt." He then tried to identify the players by sense of feeling. The Scouts could move their bodies to avoid the blindman, but could not move their feet. This game despite its age is a remarkable developer of observation.

One Pin

The two teams are formed in column of twos. An Indian club, book, match box or any other object that can easily be tipped over is set up about 15 yards from the head of the column. The front Scout of one team steps up to a starting line and rolls a ball at the Indian club. After his turn he goes to the rear of his line. The leading Scout of the other team does the same and so on, the Scouts rolling in turn, each team alternating. If the club is knocked down, the rear Scout of the other team is out of the game.

Prisoner's Base

This adaptation is an excellent game when something strenuous is needed to let off surplus steam.

A line is drawn and the two teams are drawn up in line facing each other across this. The idea is to pull the other fellow across the line. When so captured he is out of the game. Several Scouts can attack one and it is not an unusual spectacle to see the biggest Scout in the troop hoisted bodily over the line. Care must be taken not to step over the line. The game is very popular, probably because it is death on clean clothes and shirt sleeves.

Indoor Duck on a Rock

This is played with cheap balls. One is placed in a small chalk circle by the Scout who is "It." The others roll the balls and try to knock it out. If they succeed, the "duck is off" and the ball must be replaced before the players can be tagged on their way back with their ducks to the line. Or an Indian club can be knocked over by balls or beanbags.

Hot Hand

In the past this has not been very popular because the poor chap that was "down" didn't have a fair chance. He had to pick out the man who had slapped him from a grinning crowd of 15 or 20 -- a task that would stagger Mr. Holmes himself. The following variation will appeal to lovers of a square deal: The players form in single file and the first one bends forward with his head against the wall. The next two step up and one of these slaps him. He tries to guess the guilty man. If he guesses right the slapper is "down," but if he guesses wrong the slapper goes to the rear of the line, another Scout steps forward, and he has to be slapped again.

Brooklyn Bridge

The two teams face each other on parallel lines as in "Fire" and each Scout spreads his feet about 18 inches apart. Each Scout rolls a basketball at the other team in turn, the teams alternating. If the ball goes between a Scout's legs, that Scout is out of the game. He can do nothing to stop the ball as it goes "under the bridge."

Hat Ball, or Roley Poley

All Scouts taking part place hats or caps in a row. A throwing line is drawn or is marked 15 or 20 feet from the hats. A soft ball and a supply of marbles, pebbles, or small sticks are provided. These latter are called "babies."

One Scout is chosen "it"; the others line up each behind his own hat. "It" throws the ball at the hats. Each time he throws and misses, a "baby" is placed in his hat. When the ball lands in a hat, the owner of the hat takes the ball, while all the other Scouts run away. As quickly as possible he throws the ball at one of them. If it hits the Scout, a "baby" is placed in that Scout's hat and he becomes "it" for the next game. If he misses, a "baby" is placed in his own hat and he becomes "it" for the next game.

As soon as any Scout has five "babies" in his hat he is "put through the mill," that is, he must stand with his back to the players and each player is allowed a certain number of throws at him with the soft ball. This number may vary from one to five according to the number of Scouts playing.

Where hats are not available, small holes are dug in the ground and the ball is rolled into them. The game then continues as above. This version is called Roley Poley.

Leg Wrestling

This is a trial of skill between two Scouts. They lie on their backs side by side with elbows locked and heads pointing in opposite directions. Together they count three. On the first and second count they bring each inside leg up to a vertical position. On the third count they vigorously lock legs and attempt to roll the other fellow up onto his shoulders and thence completely over. It isn't always the heaviest Scout that wins.

Swat the Fly

Two boys are blindfolded and given swatters made by rolling newspapers into the shape of a bat. The boys lie on the ground and each boy places his free hand on a base about five inches square, from which base they must not take the hand during the game. The aim is for the boy to hit an opponent, preferably on the head, but being blindfolded he must judge his whereabouts by hearing his movements. The one who makes the greatest number of hits in a given time wins.

Circle Ball

The players form a circle with the Scout who is "It" in the middle. A basketball is thrown from one to the other around the circle and the Scout in the center tries to touch it. If he is successful, the last Scout to touch it is now "It." If the ball goes outside the circle the director is to get it. No Scout may move his feet or break the circle.

Tug of War

The two teams form in single file, the leading (and tallest) Scouts of each team face to face, the others behind them according to height. Each Scout clasps his hands across the Scout ahead of him. The two leaders lock wrists. The team that pulls the other furthest in a given time wins.

Scout Baseball

This idea has been developed in various ways. The following rules have worked out very well wherever they have been played: A list of questions is made up beforehand and divided into three columns for the three ranks in Scouting. Four chairs are placed to represent four bases, also a chair for a pitcher's box if desired. Of course the players' benches must not be forgotten. The fielders are placed as in baseball and a Scout comes up to bat. The pitcher asks him a question according to his rank. If he fails and the catcher answers it, it is a strike. If the catcher fails also, it is a ball. If he answers correctly he is allowed to ask a question of the baseman. These questions to basemen start at first and go right around the diamond in order as different men come up, but start at the first baseman every inning. If the baseman "muffs" the Scout goes to first. If he answers correctly it constitutes a put out. Scouts advance around the bases by being forced, but if a man wants to steal he can obtain permission from the umpire to put a question to the next baseman. If the baseman fails the runner takes one base, but if he answers correctly the runner is out. In like manner if a baseman wants to try a put out on a runner who has an imaginary "lead" he can put a question to the runner. If the runner answers correctly he advances one base, if not he is out. The Scoutmaster will act as umpire.

Cracker Eating Relay

The teams form in column of twos. A milk cracker is given each Scout. At the word "Go" the first two have to eat their crackers and whistle. As soon as a Scout whistles the next one on his team may eat his cracker. The team that finishes first, including the last whistle, wins. A suitable prize has been found to be a glass of water.

Knot Tag

A circle is formed, and the Scout who is "It" is given a handkerchief with a knot in one corner. The others place their hands behind them and look up at the ceiling as he passes behind them around the circle. He places the handkerchief in the hands of some Scout who immediately chases his left hand neighbor completely around the ring, beating him over the head with the knotted end of the handkerchief. Then the one with the handkerchief gives it to someone else, and so on. Making a large hard knot, soaking same in water or enclosing in its folds a marble or two should be gently but firmly discouraged.

Three Deep

The Scouts form in a double circle, that is, each Scout has another fellow back of him. There is also a Scout who is "It" and one that he is chasing whom we will call the runner. If the runner can get in front of any of the "two deep" units forming the circle he is safe and the third or rear boy of that unit becomes the runner. Thus it will be seen that the boy who is "It" has to chase several runners before he is lucky enough to tag one, thus making him "It."

Scout Tag

This is similar to knot tag. A circle is formed, a Scout is chosen to be "It" and one to be the runner for him to chase. When the runner succeeds in stepping into the circle at any point the Scout to his left instantly becomes the runner. This game also reminds one of three deep.

Free Shot

One Scout faces the wall with his head bent down. The others take turns throwing a soft ball at him. If a Scout misses he is "It." If he hits, the boy who is "It" tries to guess who threw. If he hits on the right boy that boy is "It." The Scoutmaster should tell who is to throw, trying to give each one an even chance. If the ball is thrown in order it will be easy to determine who threw.

Shooting Gallery

The teams line up as in "fire." One team about faces and may or may not bend over as agreed upon. The other team tries to hit one of them in the back with a soft ball thrown underhand. Scouts who get hit or who miss their throw are out. After each throw both teams about face and the other team throws the ball, the Scouts throwing in turn, the teams alternating. The object is to eliminate all the Scouts in the opposing team.

Scout Spelling Bee

Line the teams up as for an old fashioned spelling bee. The Scoutmaster puts Scouting questions to the Scouts according to their rank. If a Scout fails, the question goes to the next man of the other team of the same rank, and the Scout who failed is "spelled down." This game may be played with knots, each Scout having a small piece of rope, and being required to tie a certain knot. And still another is good -- give each Scout instructions to apply a triangular bandage to his right or left-hand neighbor. using the above rules to eliminate the ones that fail.

Snatch the Hat

Scouts form in 2 lines facing each other across the room or open space. Tall Scouts are opposite each other, grading down to the little chaps on the far end of the lines. A Scout hat is placed in the center of the field or room. and at the word "go" a Scout from each team runs out to the hat. Turns are taken by starting at the "tall" end of the line and so on to the end then begin again.

The object is to get away with the hat and bring it across your own line without being tagged by the opponent. If you touch the hat you may be tagged and are out of the game. If your opponent gets away with the hat you are out also. Eliminate players until one team is wiped out.

This one of the very best Scout games, either for indoor or outdoor work.

OUTDOOR GAMES

Chain Tag

In this tag game the first man tagged joins hands with the boy who is "It" and later as each boy is tagged he is added to the chain. Soon only a few remain who are not caught and the awkward efforts of the unwieldy "chain" to capture these causes much amusement.

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 balls 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 grassy 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 his 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 ball he is wounded and if he gets wounded three times he is killed.

Tennis balls may be fired only once; they cannot be picked up and fired again in the same fight. Bean bags are a good substitute for tennis balls. Made up in bright colors they are hard to lose.

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 snowballs instead of tennis balls.

Duck on a Rock

The rules for this game are too well known to need repetition. The game is listed as a reminder to Scoutmasters. In one summer camp the leader found that the boys were liable to become careless in throwing the stones and some were hurt. He finally hit on the plan of using tins cans, the sort that are opened by prying off the top. All sharp edges were removed, and because of the convenience in standing them on end they served very well.

Quoits

No camp of any permanence can afford to be without this game. Old horseshoes make a good substitute for the regulation quoits.

Scout Meets Scout

This is one of the popular Scout outdoor games. Two groups are sent some distance apart and proceed to work toward each other, the side which first sees the other being the winner.

Nature Study

While on a hike the Scoutmaster announces that he will give points for the identification of trees, flowers, birds, ferns and animals. The number given will be decided by the Scoutmaster and will depend upon how difficult he considers the identification to be. The season will also govern this. For instance, a tree is harder to identify without the leaves. and a flower out of season might be difficult to place. At the end of a certain time, say 15 minutes, the Scout with the most points wins. This game will show up the ones that don't know how to use their eyes.

Scouts and Indians

Two lines are drawn about 10 yards apart, the space back of one being the stockade and the space back of the other being the Indian 'village'. The neutral space between the two is dangerous to both, but of course each is "safe" in his own territory. Each party makes raids into the neutral territory and captures members of the other team, bringing them bodily into their headquarters. At the end of 5 minutes the team that has captured the most of the other boys wins. A captured boy is out of the game.

Running the Blockade

This is another Indian game, and should be played where there is plenty of good cover, and yet not too thick undergrowth for moving rapidly. Two good Scouts have to deliver an imaginary message to the Scoutmaster, and all the rest of the troop act as the Indian, and do all they can to prevent either Scout coming through.

The "Scouts" take up a position several hundred yards away and do not start until the Scoutmaster blows a whistle. The Indians spread out in a long line about half way between the "Scouts" and the Scoutmaster, and may not come any nearer the Scoutmaster, but start for the Scouts if they wish when the whistle is blown. To win, the Indians must catch and hold both Scouts. "Scouts" are appointed each time, or may be those who do most to capture the previous "Scouts." With two Scoutmasters on the ground real messages may be transmitted.

Cross Country Signal Race

This is a patrol contest, and may be elaborated ad lib. There should be two cross country runners, a reader, sender, receiver and writer on each team. A runner of each team is posted with the Scoutmaster. The signal readers and senders of both teams are posted about 1/8 of a mile, say, north of the Scoutmaster. The receiver, writer and runner of one team are located 1/8 of a mile to the west of the sending station and in plain sight of it. The corresponding Scouts of the other team take up a corresponding position, to the east.

The Scoutmaster gives the same written message to each runner, and these run to the readers of their team. The message is read, sent, received and written down, turned over to the other runner and brought back to the Scoutmaster, thus making a sort of triangular journey. More runners, or even another signal team may be added if desired.

Hunt the Scout

This excellent game may be briefly described. One Scout is given 5 minutes to hide himself in a certain clearly defined territory. The Scout who finds him is to hide next time, unless the hider cannot be found, in which case he hides again.

Knights

A good game for soft turf, but dangerous on hard ground. Each knight mounts another Scout pick-a-back and all try to unseat the other knights by pulling and pushing. The one maintaining his position the longest is the winner of the Tournament.

Poison (Outdoors)

Instead of using Indian Clubs as described under "Indoor Games" take a stick about three feet high and sharpen one end. Stick this into the ground very lightly so that the least touch will send it over. To prevent accidents the stick should be too long to lump over. The game is played just the same as poison.

LINE GAMES

These games are included through the courtesy of the Seminar Press, Springfield, Mass., and were collected for Cantonment use by Professors Elmer Berry, O. L. Fritach and G. B. Affleck of the Y.M.C.A College.

RELAY GAMES

Over the Top

Play with a medicine ball or basketball. Boys in line in straddle position. Ball passed over head from boy to boy. Last boy receiving ball vaults over the line as they stand in stooped position. Others continue until first boy finishes.

Through the Tunnel

Boys in same position. Ball is passed between legs and last boy crawls through, pushing ball ahead with head and hands. Others continue.

In and Out

Same formation. Ball is passed either between legs or over head. Last boy runs in and out through the line. and others continue.

Over and Under

Same formation except that balls are alternately passed over head and between the legs. Last boy vaults over one and crawls between legs of next boy. Others continue

Kangaroo

Same position. Ball is passed through line between legs. Last boy tucks ball between knees, jumping on side of line to front, and others continue.

Goat

Same as above, except that last boy butts ball along side of line with head, not being allowed to use hands.

Medicine Ball Roll

Same position. Ball is passed between legs, last boy running to front of line. Others continue same.

Leap Frog Race

Players stand in stoop-stand position as first boy straddle vaults over backs, he getting down on end of line and second boy beginning to leap frog jump over line, so continuing until all boys have had their turn jumping over backs of others.

Flag Race

Various combinations can be used.

Skin the Snake

All boys in line stoop over, grasping the left hand of player in back with his right between legs. Last boy lies down. Line continues backing until all are lying. Return to starting position, all standing. (This should be executed as quickly as possible.)

Human Wheelbarrow Race

Grasp leg of team mate by the ankles. He runs forward on hands, forming a human wheelbarrow.

Centipede Race -- Three Methods

- a -- Column of six or eight boys, or even more, may be used. Line forms closely together, with arms about waist of boy in front.
- b -- A long pole between legs of all boys.
- c -- A rope between legs of all boys.

Caterpillar Race

Each boy in line stoops forward, grasping the boy in front around ankles. Continue to race, keeping time same as in Centipede Race. Six or eight boys are usually used on a team.

Dizzy Izzy

First player with a baseball bat or stick of about the same length runs a distance behind a line; there he stops and places his chin on the end of the bat or puts finger on chalk mark on floor making five revolutions quickly around bat; he then runs back passing bat to next player in line.

Human Obstacle Race

Three boys are placed as human obstacles in line with team, at intervals of ten yards; the first in position of attention, the second in leap-frog position and the third in straddle position. Players are required to run around the first boy, leap over the second and crawl between the legs of the third; then run around an object, returning and tagging the next player, who repeats. For variety include a somersault.

CIRCLE GAMES

Lock Arm Tag

Boys form circle two deep, each two locking arms. An extra boy starts as runner, another being "It." The runner locks arms with one of the couples, making it necessary for the third boy to become the runner

Broncho Tag

Form circle, two deep. Rear boy places arms around waist of Scout in front. Runner and player "It" on outside. Runner attempts to catch on to rear player, making front boy of the two the runner.

The name of this game comes from the fact that the players turn and twist away, attempting to prevent runner from attaching to rear boy.

Basketball Tag

The circle of boys is formed, "It" in the center. Boys in the circle pass the ball round in any direction, preventing "It" from tagging the ball. If ball is tagged, last boy to touch same is "It" and goes in center of circle. (Game can be played with indoor baseball, volley ball, soccer or medicine ball.)

Medicine Ball Croquet -- (Can be played with basketball)

Boys form circle in straddle position. Boy in center of circle attempts to throw balls between legs.

Swat Tag

Boys form circle, with hands held open behind back. A knotted towel, old boxing glove or Swat Club can be used for this game. "It" places club in hand of someone in the circle, who proceeds to hit Scout to the right of him until player has run around circle, returning to his position. (Players are not allowed to look around but must have eyes straight ahead.)

Circle Jump

Scouts form circle, spreading out. "It" lies on ground in center spinning a rope with a weight attached to end at about 12 inches height. Scouts in circle must jump this rope as it comes in their direction. Boy missing replaces "It."

Medicine Ball Pass

Same game as basketball tag, with exception that ball must be passed to boy next, either right or left.

Medicine Ball Bound -- (Can be played with basketball)

Ball bounced back and forth to any Scout in circle in attempt to prevent boy in center from recovering ball.

Medicine Ball Run-around

Each boy in circle is numbered. Number 1 runs around circle to right, tossing ball to second Scout, and others continue until all have run around circle.

This game is for a competitive race between two teams of equal numbers, forming separate circles. (Other combinations of this game can be used, such as ball tucked between legs, butting ball with head around circle, etc.)

Mount Ball

Players form two deep; heavier boys act as horses, lighter boys as riders, run around circle, returning to place, the rider passing ball that he has carried to the next rider, so continuing.

Dodge Ball

Competition between two teams. One team forms large circle. Other team gathers on inside of circle. Outside team attempts to hit each player in center with ball until all are hit, boys in center attempting to dodge ball. When all are hit, teams change positions. Winner is decided on length of time taken to tag all boys on inside.

Circle Race

At command "Go," every player in circle runs to the right in an attempt to pass the boy in front of him from the outside; if managing to do so he slaps him on the chest and player so slapped is eliminated. Give command suddenly, "To the rear," and all must reverse direction of race,

Channel Tag

All players in circle face to the right, standing in straddle position. Ball is passed between legs from boy to boy, either forward or backward, in attempt to keep it away from "It," who is in the center of the circle.

Double Swat Tag

Same rules as in Swat Tag, except that two swatters are used and two boys are "It."

Bear in a Pit

Circle is formed, players joining hands. Player "It" in center of circle attempts to climb over or under clasped hands of those forming circle.

Pull Into Circle

Players form in a circle, clasping hands, around a small circle of four feet diameter marked on the ground. An attempt is made to pull those next to them into this marked circle. If one or both feet touch this circle, a player is eliminated.

Change Place Tag

Each player in the circle is numbered. Player "It" in center of the circle calls the number of two of the players, who immediately must change places. Player who is "It" attempts to get place of one of the two Scouts. Player so replaced is then "It."

Horse and Rider

Boys form a circle two deep; front boy in circle acts as horse, rear boy as rider. When boys are mounted, ball is passed around or across the circle by riders, horses attempting to make them miss. If a rider fails to catch the ball, any horse can hit a rider with ball. In case rider is hit all players change places, horses thereby becoming riders. If missed, they continue as before.

INFORMAL GAMES -- Tag Games

Grouped as follows. Can be played with or without boundary lines.

Chain Tag

One boy takes "It." First boy he tags joins hands, and so continue joining hands, forming a chain, until all are caught. Game can be varied by having a home base and by boys not as yet having been tagged breaking the chain, thereby forcing boy in chain to run back to home base to be reformed, or suffer being swatted on back.

Turtle Tag or Drop Tag

Boys to prevent being tagged must drop on back, raising arms and legs from ground. "It" turns around, and if players who have dropped have not instantly returned to feet, "It" may boot same until they jump up and run away. (Note -- This prevents boys from loafing and makes them get up instantly after dropping to prevent being tagged.)

Number Tag or Spud

All players are numbered, from one up to highest number of players. One of the players tosses ball in air, calling any number when it reaches its greatest height. Boy called must recover the ball and hit one of the players. If he misses, he must run the gauntlet or go through the paddle wheel. Game continues in same way.

Mount Tag

Player must mount back of another, same as in horse and rider, to avoid being tagged. Player can jump on any other players back, this making both rider and horse safe from being tagged.

Cross Tag

"It" runs after player. Anyone crossing between the runner and "It" thereby becomes the runner.

Basketball Tag -- Second Method

Same as ordinary game of tag, except that boy must be tagged with a thrown basketball. (Indoor baseball or volley ball may be used.)

Snatch Tag

Two teams are formed 30 or 40 feet apart. Between teams at usual distance is placed a club or handkerchief. A player from each team runs forward in attempt to snatch the handkerchief. If the player snatching it is tagged by opponent before he can run back to his starting line, he is eliminated from the game. This continues until all players of one of the teams are eliminated.

Off Ground Tag

Boys, to prevent being tagged, must jump on any object so that feet do not touch ground.

Ostrich Tag

Player to prevent being tagged must raise one knee placing arm underneath, grasping nose.

Mohammedan Tag

Player to prevent being tagged must take the position of a Mohammedan in prayer.

Japanese Tag

A player tagged while "It" must hold his hand on the spot where tagged while attempting to tag another, for instance, on back, or ankle, or rear of thigh.

Ankle Tag

In order to prevent being tagged, a player must have hold of a third player's ankle, who in turn must take hold of a third player's ankle, or attempt to get away.

"Dizzy Izzy" Tag

"It" must point finger to within six inches from ground and turn around three times before attempting to tag another. The other players cannot run, but must hop away in effort to prevent being tagged.

INFORMAL GAMES -- Miscellaneous

Line wrestling

Two teams form in line facing each other on opposite sides of marked chalk line. Boys pair off, each attempting to pull or force opponent over to his side of line, thereby making him a prisoner. Continue until one team is eliminated, or the game can be played on a time limit, team having greater number of prisoners declared winner.

Mounted Wrestling

Two couples mount as horse and rider. One rider attempts to dislodge other by pulling or pushing, horse assisting rider.

Cavalry Charge

Two teams formed as horses and riders; one team attacking the other, attempting to dismount as many riders as possible of opposing team. After a time limit, whichever team has had the more riders eliminated loses. A rider unmounted cannot remount, but is eliminated from the game.

Attacking the Fort

Above game may also be played on a time limit, with one attacking the other in a bounded territory. As soon as riders are dismounted, they and their horses must retreat a distance of 80 feet outside of bounded territory before being able to return to the game. Whichever team has greater number of mounted players in bounded territory wins the game.

Battle Ball

Two teams form lines short distance apart. A heavy medicine ball is tossed back and forth in attempt to make catcher of other team miss the ball. Every boy missing is eliminated from the game until one of the teams is declared winner.

Scrimmage Ball

Played with soccer ball, basketball, or light medicine ball. Players must keep one hand behind back, and can use but one hand on the ball. Rules otherwise the same as in soccer football. Playing area adapted to number on a team.

Rope Rush

A long rope, hundred feet or more, is placed an equal distance between two teams. Opponents rush, attempting to carry as much of rope over opponents' line as possible. After a time limit, whichever team has greater length over opponents' line wins.

Black and White

Two teams are formed a distance of 80 feet apart. One team is called "Blacks"; the other "Whites." A stick, white on one side and black on the other, is tossed in the air. If stick comes up white, the "Whites" try to tag "Blacks" before they can run back of their starting line. All "Blacks" caught are taken prisoners and then proceed to become "Whites," or vice versa.

Tug of War

Best with rope 1 1/2 inches in diameter and 20 feet long. Variations of Tug of War can be used. For instance. Scouts run to their half of the rope from behind a boundary line. etc.

Trench Attack

Two lines of scouts form two feet apart. Behind each line a chalk line is marked about a distance of three feet. One line attacks, attempting to break through opponents and cross line behind them. (Boys may hold tackle, or use any method, besides blows, of preventing opponents from crossing their line.)

Angle Worm Race

Team of eight or more players take position in line with long rope or pole between legs, alternately half the players facing forward, the other half backward.

Medley Relay Race

A relay race; first player runs fifty yards forward the next backward, the third sideward, the fourth walks "heel and toe," others continuing in order. (Other combinations can be used.)

Three-legged Race

Can be run with two men placing arms about one another's waists and starting forward with inside foot. If they do not keep step they are disqualified. Or the two runners can have cords fastening the thighs and ankles together.

Lock-arm Relay Race -- (Chariot Race)

The first four players of a team lock arms and must run abreast, rounding an object and returning. Others continue the same way.

Jumble Bail

Field; Large, about size of football field. Equipment; Three soccer balls, three rugby footballs, three basketballs, and three volley balls. Object of game to get majority of balls over opponents' goal line. Soccer balls can only be dribbled, footballs can only be punted, basketballs can only be thrown, and volley balls can only be batted. None of the balls may be carried.

Game starts with balls being piled up in center field. All teams line up behind their respective goal line. All start with a rush when signal is given. Interfering with opponents in possession of ball is allowed.

Attention

Company or class forms in open order. All players in rows are numbered, or the numbers of Scouts according to number in patrol can be used. The instructor calls a number and gives a sharp military command. Player who makes a mistake or is slow to execute command has a point scored against his team or patrol, whichever it happens to be.

"Kelly Says"

Class forms in open order. Leader says, "Kelly says 'Arms forward-raise,' etc. Occasionally command is given without being preceded with words "Kelly says." If any obey command in that instance they are eliminated. Competition can be between teams or patrols.

DUAL STRENGTH TESTS

Hand Wrestling

Opponents place right feet together, clasp hands and attempt to pull each other off balance.

Cock Fight

A stick thrust between elbows and under knees, hands clasped in front of lower legs. Without stick, place hands under knees, clasping ankles. Object is to butt or shove opponent off balance.

Hand Push

Flat of hands against opponent in attempt to push him backward off balance.

Indian Leg Wrestle

Two players lie flat on back, arms clasped at elbows, facing opposite directions. Inner leg is raised to greatest height, and attempt made to pull over opponent in hooking knees

Twist Stick

Two opponents hold stick at full height over head. Stick is lowered in an attempt to twist it in the grasp of the opponent. With pencil or chalk upper edge of stick can be marked so that the judge can tell in which direction stick is twisted.

Pull Stick

Both opponents in sitting position, feet touching stick grasped between them. Object, to pull and raise opponent from sitting position.

Stick Wrestle

Opponents grasp stick with both hands and attempt to wrestle, pull or twist stick out of opponent's grasp.

Dog Fight

Opponents face each other on hands and knees. A strap or two towels tied together are placed behind rear of head of players. Object is to pull opponent across a line by backing up and moving opponent forward by strength of neck.

Rooster Fight

Players hop on one foot with arms folded, shoulder each other in an attempt to make opponent place other foot on the floor.

Slapping Cheek

Opponents box with open hands in attempt to slap opponent's cheek. Player receiving three slaps on cheek first loses match.

INDIVIDUAL STUNTS

Bottle Seat

Player sits on bottle lying on side. Places one foot on top of other. Attempts to light a candle or write his name on a card.

Long Reach

Fail forward on one hand. With pencil reach forward and mark as far as possible.

Pick Up Penny

With back to wall, heels on floor, pick up penny and return to stand.

Catch Penny

- a -- Place penny on point of elbow, toss in air, and attempt to catch in hand.
- b -- Place penny on back of neck, toss, and attempt to catch.

Backward Bend

Stand two feet from wall, bend backward until in position to pick up handkerchief from floor.

Body Between Stick and Arm

Hold stick vertical, bend backward and try to rotate body about stick.

Jump Leg

Hold one foot in hand and attempt to jump through with other leg.

Finger Feat

Place tips of fingers together. Have someone attempt to pull them apart, grasping you by the elbows.