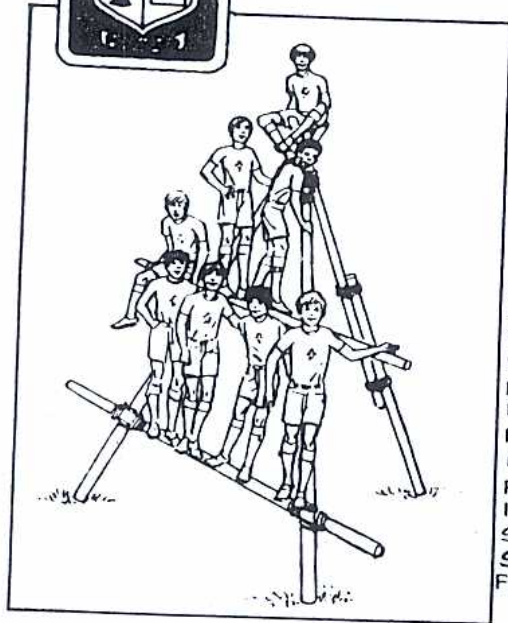




**ALL OUT
FOR
SCOUTING!**



Scout Games



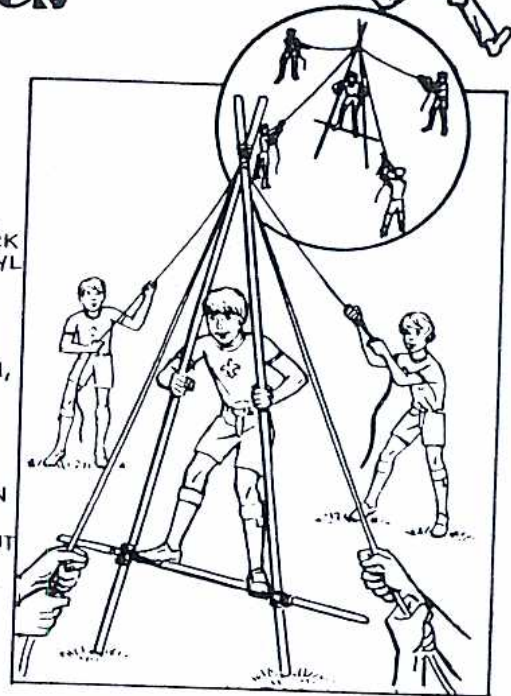
FLAPJACK FLIPPING RACE

• PATROL OR HALF-PATROL TEAMS

EQUIPMENT: FOR EACH TEAM, A ONE-MAN COOK KIT PAN, 1 COOKED FLAPJACK (OR A 5-INCH CIRCLE CUT FROM VINYL FLOOR TILE), STRING STRETCHED 7 FEET HIGH BETWEEN TWO TREES OR POLES.

ACTION: PATROL IN RELAY FORMATION, 20 FEET FROM STRING. FIRST SCOUT RUNS WITH FLAPJACK IN PAN, FLIPS FLAPJACK OVER STRING, CATCHES IT IN PAN, RUNS BACK, HANDS PAN WITH FLAPJACK TO SECOND SCOUT, AND SO ON UNTIL 8 FLIPS HAVE BEEN MADE. IF FLAPJACK IS DROPPED, SCOUT MUST PUT IT BACK INTO PAN, RUN BACK AND START OVER.

SCORING: FIRST TEAM TO MAKE 8 FLIPS WINS.



NORWEGIAN WADDLE RACE

EQUIPMENT: FOR EACH TEAM OF FIVE, TWO 4 m (12 FT.) SPARS, ONE 2 m (6 FT.) SPAR, THREE 6 m (18 FT.) LASHING ROPES, FOUR 6 m (18 FT.) GUIDE ROPES.

ACTION: TEAMS LASH TWO LONG SPARS INTO SHEAR LEGS (USE REGULAR SHEAR LASHINGS, *FIELDBOOK*, PG. 102-103). LASH 2 m SPAR ONTO SHEAR LEGS (USE NORWEGIAN SQUARE LASHINGS) TO FORM CROSSPIECE. TIE 4 GUIDE ROPES TO TOP OF SHEARS, RAISE SHEARS. FOUR SCOUTS KEEP SHEARS UPRIGHT, ONE SCOUT STEPS ONTO CROSSPIECE, WADDLES ALONG BY LIFTING BUTTS OF SHEAR LEGS ALTERNATELY AND "WALKING" FORWARD. **SCORING:** FIRST TEAM TO "WADDLE" 10 m (30 FT.) FORWARD WINS.

JAMBOREE TRIPOD TOWER

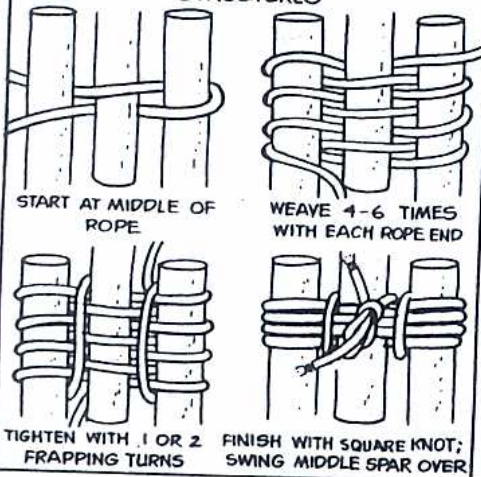
EQUIPMENT: FOR EACH PATROL, THREE 2.5 m (7½ FT.) SPARS, ONE 3 m (9 FT.) SPAR, TWO 4 m (12 FT.) SPARS, SEVEN 6 m (18 FT.) LASHING ROPES.

ACTION: ON SIGNAL, TEAM MEMBERS LASH TWO 2½ m SPARS INTO A SINGLE 4 m HIND LEG, USING TWO SHEAR LASHINGS WITHOUT FRAPPINGS (*FIELD-BOOK*, PG. 102-103), THEN LASH THIS LEG AND TWO 4 m SPARS INTO A TRIPOD (USE DANISH TRIPOD LASHING). TEAM SETS UP TRIPOD AND LASHES ON THE 4 m SPAR FOR LOWER CROSSPIECE, THE THIRD 2.5 m SPAR FOR UPPER CROSSPIECE, USING NORWEGIAN SQUARE LASHINGS. ALL TEAM MEMBERS CROWD ONTO THEIR TRIPOD TOWER. **SCORING:** FIRST TEAM GIVING ITS PATROL YELL WITH ALL ON TRIPOD WINS.

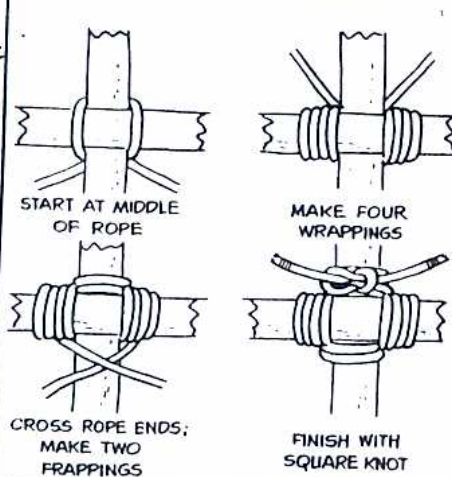


NEW LASHINGS TO LEARN

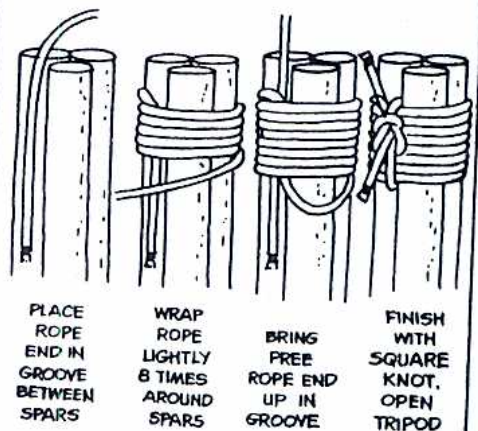
DANISH TRIPOD LASHING FOR LARGE STRUCTURES



NORWEGIAN SQUARE LASHING



AMERICAN TRIPOD LASHING - FOR LIGHT STRUCTURES





GAMES AND CONTESTS—LASHINGS—Games with staves to prepare for pioneering. For patrol meetings, use half-patrol teams.

Lashings Patrol Teams Informal

TRIPOD LASHING

Equipment: For each patrol, three Scout staves or saplings about the same size, one 8-foot length of lashing rope, and one 6-foot length of rope for suspension.

Action: On signal, patrol members lash the three staves or saplings into a tripod using the tripod lashing shown on page 102 of the *Fieldbook*. When finished, they set up the tripod, tie a bowline in one end of the short rope, and place the bowline loop over the top of the tripod so the free end is suspended down the center of the tripod. Tie a bowline in the free end—high enough so the loop cannot touch the ground. One Scout stands on the bowline loop and holds his balance by hanging onto the line coming down from the top of the tripod.

Scoring: First patrol with a Scout standing in the bowline loop with the tripod supporting his weight is the winner.



BrTh-II-1

Lashings Patrol Teams Parallel File

SNAKE RACE

Equipment: For each patrol, eight staves, seven lashing cords.

Action: Patrol in relay formation places the staves in line between the legs. At signal, the staves are lashed together into a long "snake" with single shear lashings. When secure, the "snake" is passed forward, then up and overhead to rear, down and forward between the legs to the original position.

Scoring: Patrol finishing first wins.



BrTh-II-2

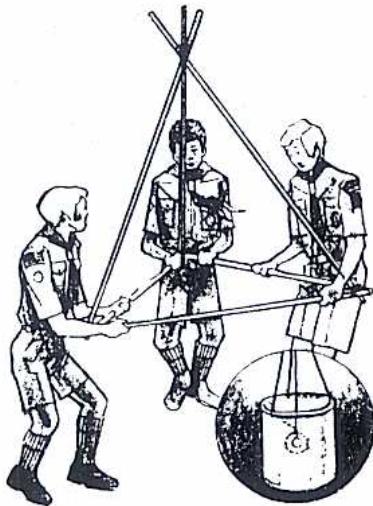
Lashings Patrol Teams Informal

REACTOR TRANSPORTER

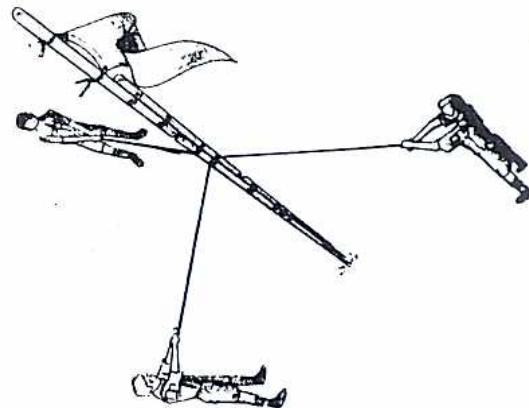
Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a 1/2-inch bolt.

Action: On signal each patrol builds transporter by lashing a three-sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. Nut is also hung from the top of the tripod. It hangs down in the can but does not touch the bottom or the sides. When finished, three patrol members pick it up by the three corners and carry it to a finish line at least 100 feet away. If nut swings and hits side of can, patrol must return to starting line and start carry again. Object is to transport reactor so gently and evenly that it is not jarred.

Scoring: First patrol across lines wins.



BrTh-II-3



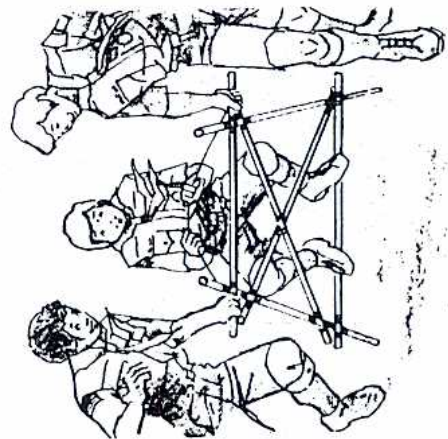
Lashings Patrol Teams Informal

FLAGPOLE RAISING

Equipment: For each patrol five Scout staves, one patrol flag, eight pieces of sash cord to tie four double lashings, three wooden stakes, one mallet for driving stakes, and three guy ropes about 18 feet long.

Action: Patrol lines up with four Scout staves and the patrol flag attached to the fifth staff. On signal, the Scouts lash the five staves together omitting frappings. Next, they attach three guy lines about two-thirds of the way to the top; raise the pole and stake down the guy lines, so the pole stands vertically. When finished, patrol forms single line at base of pole and comes to attention. **Scoring:** First patrol finished wins. Give extra points for tallest pole.

Lashings Patrol Teams



Lashings Patrol Teams Informal

ROMAN CHARIOT RACE

Equipment: For each patrol six Scout staves, nine pieces of sash cord for lashings. **Action:** Equipment is placed in piles opposite patrols. On signal, patrols run and make a "chariot." This done by making a square frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to opposite two corners. When frame is finished, two Scouts form a "chariot" and rider down the field and a marker and back to finish line. **Scoring:** First patrol at finish with "chariot" intact wins.

Lashings Patrol Teams