

CHAPTER VIII

GAMES AND ATHLETIC STANDARDS

THE GAMES

By Ernest Thompson Selon, Chief Scout

Deer Hunting

The deer hunt has proved one of our most successful games.

The deer is a dummy, best made with a wire frame, on which soft hay is wrapped till it is of proper size and shape, then all is covered with open burlap. A few touches of white and black make it very realistic.

If time does not admit of a well-finished deer, one can be made of a sack stuffed with hay, decorated at one end with a smaller sack for head and neck, and set on four thin sticks.

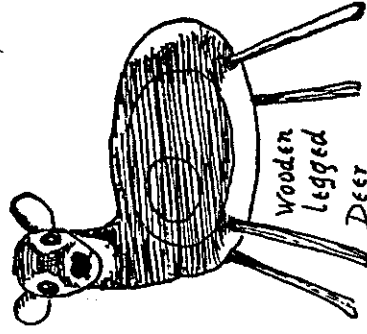
The side of the deer is marked with a large oval, and over the heart is a smaller one.

Bows and arrows only are used to shoot this deer.

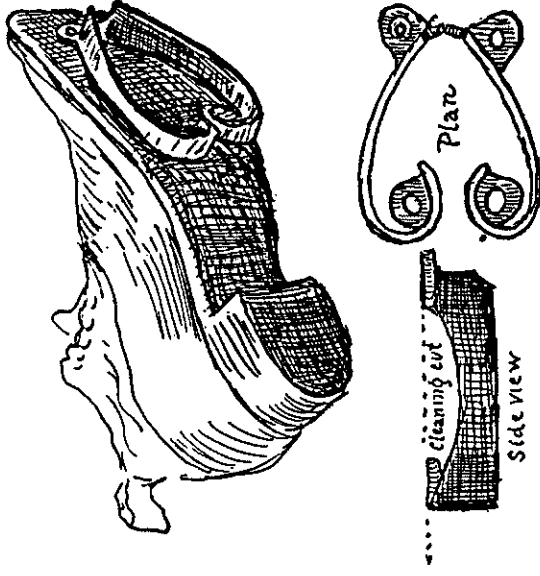
A pocketful of corn, peas, or other large grain is now needed for scent.

The boy who is the deer for the first hunt takes the dummy under his arm and runs off, getting ten minutes' start, or until he comes back and shouts "ready!" He leaves a trail of corn, dropping two or three grains for every yard and making the trail as crooked as he likes, playing such tricks as a deer would do to baffle his pursuers. Then he hides the deer in any place he fancies, but not among rocks or on the top of a ridge, because in one case many arrows would be broken, and in the other, lost.

The hunters now hunt for this deer just as for a real deer, either following the trail or watching the woods ahead; the



to-day, etc. Corn proved better, because the birds and the squirrels kept it cleaned up from day to day, and thus the ground was always ready for a fresh start. But the best of all is the hoof mark for the shoe. These iron hoof marks are fast to a pair of shoes, and leave a trail much like a real deer. This has several advantages. It gives the hunter a chance to tell where the trail doubled, and which way the deer was going. It is more realistic, and the boy who can follow this skilfully can follow a living deer. In actual practice it is found well to use a little corn with this on the hard places, a plan quite consistent with realism, as every hunter will recall. It is strictly forbidden to any hunter to stand in front of the firing line; all must be back of the line on which the shooter stands.



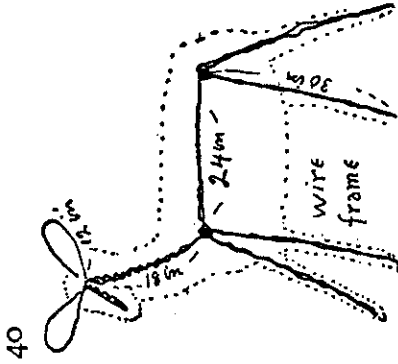
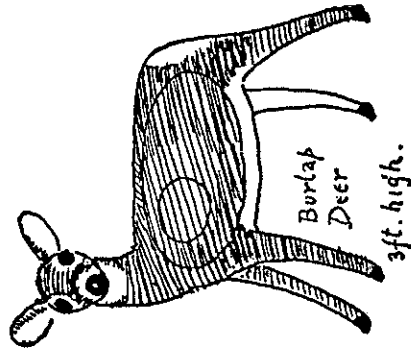
There is no limit to the situations and curious combinations in this hunt. The deer may be left standing or lying. There is no law why it should not be hidden behind a solid tree trunk. The game develops as one follows it. After it has been played for some time with the iron hoof mark as above, the boys grow so skilful on the trail that we can dispense with even the corn. The iron mark like a deer hoof leaves a very realistic "slot" or track, which the more skilful boys readily follow through the woods. A hunt is usually for three, five, or more deer, according to agreement and the result is reckoned by points on the whole chase.

The Bear Hunt

This is played by half a dozen or more boys. Each has a club about the size and shape of a baseball club, but made of *straw*

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best hunters combine the two. If at any time the trail is quite lost the one in charge shouts: "Lost Trail!" After that the one who finds the trail scores *two*. Any one giving a false alarm by shouting "Deer" is fined *five*.



Thus they go till some one finds the deer. He shouts: "Deer!" and scores *ten* for finding it. The others shout: "Second," "Third," etc., in order of seeing it, but they do not score.

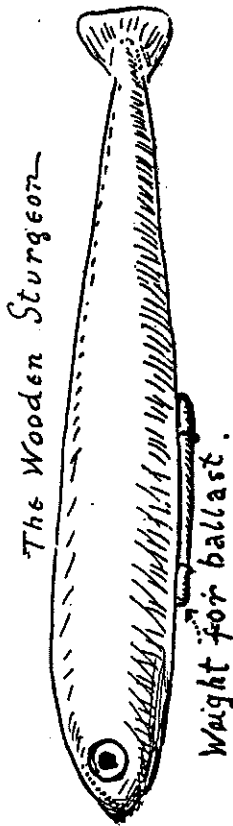
The finder must shoot at the deer with his bow and arrow from the very spot whence he saw it. If he misses, the second hunter may step up five paces, and have his shot. If *he* misses, the third one goes five, and so on till some one hits the deer, or until the ten-yard limit is reached. If the finder is within ten yards on sighting the deer, and misses his shot, the other hunters go back to the ten-yard limit. Once the deer is hit, all the shooting must be from the exact spot whence the successful shot was fired.

A shot in the big oval is a *body wound*; that scores *five*. A shot outside that is a *scratch*; that scores *two*. A shot in the small oval or heart is a *heart wound*; it scores *ten*, and ends the hunt. Arrows which do not stick do not count, unless it can be proved that they passed right through, in which case they take the highest score that they pierced.

If all the arrows are used, and none in the heart, the deer escapes, and the boy who was deer scores *twenty-five*. The one who found the dummy is deer for the next hunt. A clever deer can add greatly to the excitement of the game. Originally we used paper for scent, but found it bad. It littered the woods; yesterday's trail was confused with that of

Spearing the Great Sturgeon

This water game is exceedingly popular and is especially good for public exhibition, being spectacular and full of amusement and excitement.



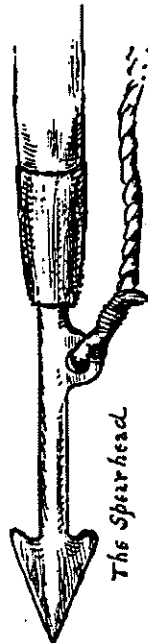
The outfit needed is:

(1) A sturgeon roughly formed of soft wood; it should be about three feet long and nearly a foot thick at the head. It may be made realistic, or a small log pointed at both ends will serve.

(2) Two spears with six-inch steel heads and wooden handles (about three feet long). The points should be sharp, but not the barbs. Sometimes the barbs are omitted altogether. Each head should have an eye to which is attached twenty feet of one-quarter inch rope. On each rope, six feet from the spearhead, is a fathom mark made by tying on a rag or cord.

(3) Two boats with crews. Each crew consists of a spearman, who is captain, and one or two oarsmen or paddlers, of whom the after one is the pilot. All should be expert swimmers or else wear life-belts during the game.

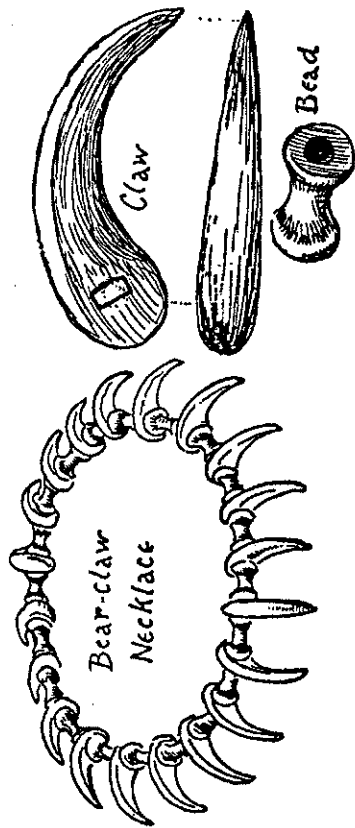
The Game. — Each boat has a base or harbor; this is usually part of the shore opposite that of the enemy; or it obviates all danger of collision if the boats start from the same side. The sturgeon is left by the referee's canoe at a point midway between the bases. At the word "Go!" each boat leaves its



base and, making for the sturgeon, tries to spear it, then drag it by the line to his base. When both get their spears into it the contest becomes a tug of war until one of the spears pulls out.

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tyed around two or three switches and tightly sewn up in burlap. — One big fellow is selected for the bear. He has a school bag tightly strapped on his back, and in that a toy balloon fully blown up. This is his heart. On his neck is a bear-claw necklace of wooden beads and claws. (See cut.)



He has three dens about one hundred yards apart in a triangle. While in his den the bear is safe. If the den is a tree or rock, he is safe while touching it. He is obliged to come out when the chief hunter counts one hundred, and must go the rounds of the three till the hunt is settled.

The object of the hunters is to break the balloon or heart; that is, to kill the bear. He must drop dead when the heart bursts. The hunter who kills him claims the necklace.

But the bear also has a club for defence. Each hunter must wear a hat, and once the bear knocks a hunter's hat off, *that one is dead* and out of this hunt. He must drop where his hat falls.



Tackling of any kind is forbidden. The bear wins by killing or putting to flight all the hunters. In this case he keeps the necklace.

The savageness of these big bears is indescribable. Many lives are lost in each hunt, and it has several times happened that the whole party of hunters has been exterminated by some monster of unusual ferocity.

This game has also been developed into a play.

The sturgeon is landed when the prow of the boat that has it in tow touches its proper base, even though the spear of the enemy is then in the fish: or it is landed when the fish itself touches base. The boats change bases after each heat.

Matches are usually for one, three, or five sturgeon. Points are counted only for the landing of the fish, but the referee may give the decision on a foul or a succession of fouls, or the delinquent may be set back one or more boat lengths.

Sometimes the game is played in canoes or boats, with one man as spearman and crew.

Rules. — It is *not allowable* to push the sturgeon into a new position with the spear or paddle before striking.

It is *allowable* to pull the sturgeon under the boat or pass it around by using the line after spearing.

It is *allowable* to lay hands on the other boat to prevent a collision, but otherwise it is forbidden to touch the other boat or crew or paddle or spear or line, or to lay hands on the fish, or to touch it with the paddle or oar, or touch your own spear while it is in the fish, or to tie the line around the fish except so far as this may be accidentally done in spearing.

It is *allowable* to dislodge the enemy's spear by throwing your own over it. The purpose of the barbs is to assist in this.

It is *allowable* to run on to the sturgeon with the boat.

It is *absolutely forbidden* to throw the spear over the other boat or over the heads of your crew.

In towing the sturgeon the fathom mark must be over the gunwale — at least six feet of line should be out when the fish is in tow. It is not a foul to have less, but the spearman must at once let it out if the umpire or the other crew cries "fathom!"

The spearman is allowed to drop the spear and use the paddle or oar at will, but not to resign his spear to another of the crew. The spearman must be in his boat when the spear is thrown.

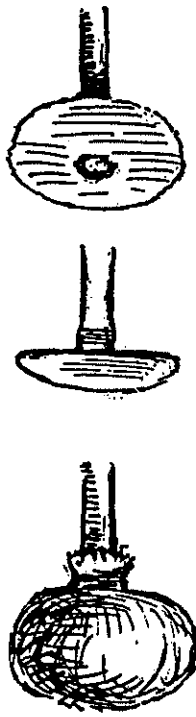
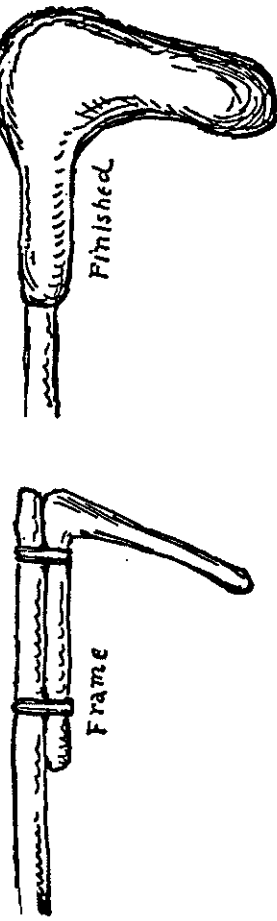
If the boat is upset the referee's canoe helps them to right. Each crew must accept the backset of its accidents.

Tilting in The Water

For this we usually have two boats or war canoes manned by four men each. These are a spearman, who is also a captain, a pilot, and two oarsmen.

The spearman is armed with a light pole or bamboo eight or ten feet long, with a soft pad on the end. Sometimes this is

further provided with a hook. This is a forked branch with limbs a foot long; one is lashed to the bamboo, the other projecting out a foot, and slightly backward. The end of the



Tilting spear

spear and the fork are now thoroughly padded with burlap to the shape of a duck's head and bill. And it must be cased in waterproof, to keep it from getting wet and heavy. The object of the hook is to change suddenly from pushing, and to pull the enemy by hooking round his neck. Each boat should have a quarter-deck or raised platform at one end, on which the spearman stands.

The battle is fought in rounds and by points.

To put your opponent back into the canoe with one foot counts you five; two feet, ten. If he loses his spear you count five (excepting when he is put overboard). If you put him down on one knee on the fighting deck, you count five; two knees, ten. If you put him overboard it counts twenty-five. One hundred points is a round.

A battle is for one or more rounds, as agreed on.

It is forbidden to hook or strike below the belt.

The umpire may dock for fouls.

Canoe Tag

Any number of canoes or boats may engage in this. A rubber cushion, a hot-water bag full of air, any rubber football,

or a cotton bag with a lot of corks in it is needed. The game is to tag the other canoe by throwing this *into* it.

The rules are as in ordinary cross-tag.

Scouting

Scouts are sent out in pairs or singly. A number of points are marked on the map at equal distances from camp, and the scouts draw straws to see where each goes. If one place is obviously hard, the scout is allowed a fair number of points as handicap. All set out at same time, go direct, and return as soon as possible.

Points are thus allowed:

Last back, *zero* for travelling.

The others count one for each minute they are ahead of the last.

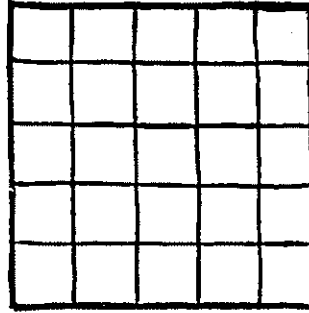
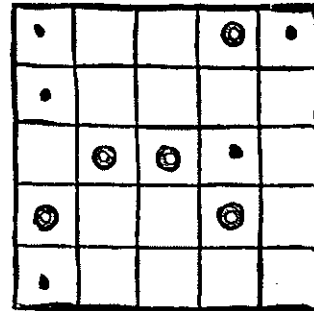
Points up to one hundred are allowed for their story on return.

Sometimes we allow ten points for each turtle they have seen; ten for each owl seen and properly named; five for each hawk, and one each for other wild birds; also two for a cat one for a dog.

No information is given the scout; he is told to go to such a point and do so and so, but is fined points if he hesitates or asks how or why, etc.

The Game of Quicksight

Make two boards about a foot square, divide each into twenty-five squares; get ten nuts and ten pebbles. Give to one player one board, five nuts, and five pebbles. He places



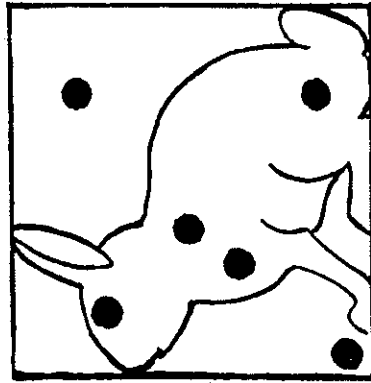
Quicksight Game

these on the squares in any pattern he fancies, and when ready the other player is allowed to see it for five seconds. Then it is covered up, and from the memory of what he saw the second player must reproduce the pattern on his own board. He counts one for each that was right, and takes off one for each that was wrong. They take turn and turn about.

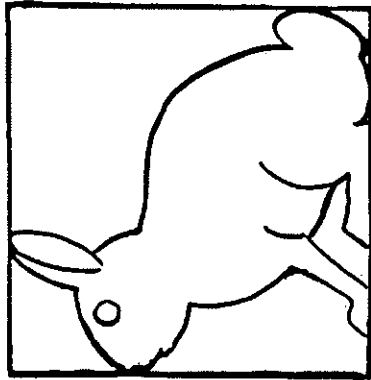
This game is a wonderful developer of the power to see and memorize quickly.

Farsight, or Spot the Rabbit

Take two six-inch squares of stiff white pasteboard or whitened wood. On each of these draw an outline rabbit, one an exact duplicate of the other. Make twenty round black wafers



6 inches sq.



or spots, each half an inch across. Let one player stick a few of these on one rabbit-board and set it up in full light. The other, beginning at one hundred yards, draws near till he can see the spots well enough to reproduce the pattern on the other which he carries. If he can do it at seventy-five yards he has wonderful eyes. Down even to seventy (done three times out of five), he counts high honor; from seventy to sixty counts honor. Below that does not count at all.

Pole-star

Each competitor is given a long straight stick in daytime, and told to lay it due north and south. In doing this he may guide himself by sun, moss, or anything he can find in nature—anything, indeed, except a compass.

The direction is checked by a good compass corrected for the locality. The one who comes nearest wins. It is optional with the judges whether the use of a timepiece is to be allowed.

Rabbit Hunt

The game of rabbit hunting is suited for two hunters in limited grounds.

Three little sacks of brown burlap, each about eight inches by twelve, are stuffed with hay.

At any given place in the woods the two hunters stand in a ten-foot circle with their bows and arrows. One boy is blindfolded; the other, without leaving the circle, throws the rabbits into good hiding places on the ground. Then the second hunter has to find the rabbits and shoot them without leaving the circle. The lowest number of points wins, as in golf. If the hunter has to leave the circle he gets one point for every step he takes outside. After he sees the rabbit he must keep to that spot and shoot till it is hit once. One shot kills it, no matter where struck. For every shot he misses he gets five points.

After his first shot at each rabbit the hider takes alternate shots with him.

If it is the hider who kills the rabbit, the hunter adds ten points to his score. If the hunter hits it, he takes ten off his score.

If the hunter fails to find all the rabbits, he scores twenty-five for each one he gives up.

The hider cannot score at all. He can only help his friend into trouble. Next time the two change places.

A match is usually for two brace of rabbits.

Hostile Spy

Hanging from the totem pole is a red or yellow horse-tail. This is the grand medicine scalp of the band. The hostile spy has to steal it. The leader goes around on the morning of the day and whispers to the various braves, "Look out — there's a spy in camp." At length he gets secretly near the one he has selected for spy and whispers, "Look out, there's a spy in camp, and *you are it*." He gives him at the same time some bright-coloured badge, that he must wear as soon as he has secured the medicine scalp. He must not hide the scalp on his person, but keep it in view. He has all day till sunset

to get away with it. If he gets across the river or other limit, with warriors in close pursuit, they give him ten arrow heads (two and one half cents each), or other ransom agreed on. If he gets away safely and hides it, he can come back and claim fifteen arrow heads from the council as ransom for the scalp. If he is caught, he pays his captor ten arrow heads ransom for his life.

The Man-Hunt

This is played with a scout and ten or more hostiles, or hounds, according to the country, more when it is rough or wooded.

The scout is given a letter addressed to the "Military Commandant"* of any given place a mile or two away. He is told to take the letter to any one of three given houses, and get it endorsed, with the hour when he arrived, then return to the starting-point within a certain time.

The hostiles are sent to a point half-way, and let go by a starter at the *same time* as the scout leaves the camp. They are to intercept him.

If they catch him before he delivers the letter he must ransom his life by paying each two arrow heads (or other forfeit) and his captor keeps the letter as a trophy. If he gets through, but is caught on the road back, he pays half as much for his life. If he gets through, but is over time, it is a draw. If he gets through successfully on time he claims three arrow heads from each hostile and keeps the letter as a trophy.

They may not follow him into the house (that is, the fort), but may surround it at one hundred yards distance. They do not know which three houses he is free to enter, but they do know that these are within certain limits.

The scout should wear a conspicuous badge (hat, shirt, coat, or feather), and may ride a wheel or go in a wagon, etc., as long as his badge is clearly visible.

To "tag" the scout is not to capture. "The blockade to be binding must be effectual."

Hunt the Coon

This is an in-door game, founded on the familiar "Hunt the Thimble."

We use a little dummy coon; either make it or turn a ready-made toy rabbit into one by adding tail and black mask, and cropping the ears.

*The "Military Commandant" is usually the lady of the house that he gets to.

All the players but one go out of the room. That one places the coon anywhere in sight, high or low, but in plain view; all come in and seek. The first to find it, sits down silently, and scores one. Each sits down, on seeing it, giving no clue to the others.

The first to score three coons is winner, usually. Sometimes we play till every one but one has a coon; that one is the booby. The others are first, second, etc.

Sometimes each is given his number in order of finding it. Then, after seven or eight coons, these numbers are added up, and the *lowest* is winner. If no coon is available use a thimble.

Spear Fights

This is an in-door game with out-door weapons. The soft-headed, eight foot spears of the tilting-match are used. The contestants stand on barrels eight feet apart. Each tries to put the other off his barrel. It is well to have a catcher behind each player to save him if he falls.

Games are for seven, eleven, or thirteen points.

Navajo Feather Dance

An eagle feather hung on a horse-hair, so as to stand upright, is worked by a hidden operator, so as to dance and caper. The dancer has to imitate all its motions. A marionette may be used. It is a great fun-maker.

Feather Football or Feather Blow

This is an in-door, wet-weather game. The players hold a blanket on the knees or on the table. A soft feather is put in the middle. As many may play as can get near. They may be in sides, two or four or each for himself. At the signal, "Go!" each tries to blow the feather off the blanket at the enemy's side, and so count one for himself.

A game is usually best out of seven, eleven, or thirteen.

Cock-Fighting

Get two stout sticks, each two feet long (broomsticks will do). Pad each of these on the end with a ball of rag. These are the spurs. Make an eight-foot ring. The two rivals are on their hunkers, each with a stick through behind his knees, his hands clasped in front of the knees, and the arms under the ends of the spurs.

Now they close; each aiming to upset the other, to make him lose his spurs, or to put him out of the ring, any of which ends that round and scores one for the victor. If both fall, or lose a spur, or go out together, it is a draw. Battle is for seven, eleven, or thirteen rounds.

Hand-Wrestling

This is a jiuitsu game, introduced by Dr. L. H. Gulick.

The two contestants stand right toe to right toe, each right hand clasped, left feet braced, left hand free. At the word, "Go!" each tries to unbalance the other: that is, make him lift or move one of his feet. A lift or a shift ends the round.

Battles are for best out of five, seven, eleven, or thirteen rounds.

Badger-Pulling

The two contestants, on hands and knees, face each other. A strong belt or strap is buckled into one great loop that passes round the head of each: that is, crosses his nape. Half-way between them is a dead line. The one who pulls the other over this line is winner.

The contestant can at any time end the bout by lowering his head so the strap slips off; but this counts one against him.

Game is best out of five, seven, eleven, or thirteen points.

Poison

This is an ancient game. A circle about three feet across is drawn on the ground. The players, holding hands, make a ring around this, and try to make one of the number step into the poison circle. He can evade it by side-stepping, by jumping over, or by dragging another fellow into it.

First to make the misstep is "it" for the time or for next game.

Hat-Ball

When I was among the Chepewyan Indians of Great Slave Lake, in 1907, I made myself popular with the young men, as well as boys, by teaching them the old game of hat-ball.

The players (about a dozen) put their hats in a row near a house, fence, or log (hollows up). A dead line is drawn ten feet from the hats; all must stand outside of that. The one who is "it" begins by throwing a soft ball into one of the hats. If he misses the hat, a chip is put into his own, and he tries over. As soon as he drops the ball into a hat, the owner runs

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to get the ball; all the rest run away. The owner must not follow beyond the dead line, but must throw the ball at some one. If he hits him, a chip goes into that person's hat; if not, a chip goes into his own.

As soon as some one has five chips, he wins the booby prize: that is, he must hold his hand out steady against the wall, and each player has five shots at it with the ball, as he stands on the dead line.

Duck-on-a-Rock

This is a good old grandfather game.

Each player has a large, smooth, roundish stone, about five or six inches through. This is his duck. He keeps it permanently.

The rock is any low bowlder, block, stump, bump, or hillock on level ground. A dead line is drawn through the rock, and another parallel, fifteen feet away, for a firing line.

The fellow who is "it," or "keeper," perches his duck on the rock. The others stand at the firing line and throw their ducks at his. They must not pick them up or touch them with their hands when they are beyond the dead line. If one does, then the keeper can tag him (unless he reaches the firing line), and send him to do duty as keeper at the rock.

But they can coax their ducks with their feet, up to the dead line, not beyond, then watch for a chance to dodge back to the firing line, where they are safe at all times.

If the duck is knocked off by any one in fair firing, the keeper is powerless till he has replaced it. Meantime, most of the players have secured their ducks and got back safely to the firing line.

Road-side Cribbage

This is a game we often play in the train, to pass the time pleasantly.

Sometimes one party takes the right side of the road, with the windows there, and the other the left. Sometimes all players sit on the same side.

The game is, whoever is first to see certain things agreed on scores so many points. Thus:

A crow or a cow counts	1
A cat	2
A hawk	3
An owl	4
A sheep	5
A goat	6
A horse	7

The winner is the one who first gets twenty-five or fifty points, as agreed.

When afoot, one naturally takes other things for points, as certain trees, flowers, etc.

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 greasy he must drop a few grains of corn every few yards to show the trail.

If the hunters fail to come up to him neither wins the game. When they come near to 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 only be fired once; they cannot be picked up and fired again in the same fight.

Each scout must collect and hand in his tennis balls after the game. In winter, if there is snow, this game can be played without tracking irons, and using snowballs instead of tennis balls.

Plant Race

Start off your scouts, either cycling or on foot, to go in any direction they like, to get a specimen of any ordered plant, say a sprig of yew, a shoot of ilex, a horseshoe mark from a chestnut tree, a briar rose, or something of that kind, whichever you may order, such as will tax their knowledge of plants and will test their memory as to where they noticed one of the kind required and will also make them quick in getting there and back.

Throwing the Assegai

Target, a thin sack, lightly stuffed with straw, or a sheet of card-board, or canvas stretched on a frame.

Assegais to be made of wands, with weighted ends sharpened or with iron arrow heads on them.

*The games from Lion Hunting to Hare and Hounds are from General Baden-Powell.

Stalking and Reporting

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

Spider and Fly

A bit of country or section of the town about a mile square is selected as the web, and its boundaries described, and an hour fixed at which operations are to cease.

One patrol (or half-patrol) is the "spider," which goes out and selects a place to hide itself.

The other patrol (or half-patrol) go a quarter of an hour later as the "fly" to look for the "spider." They can spread themselves about as they like, but must tell their leader anything that they discover.

An umpire goes with each party.

If within the given time (say, about two hours) the fly has not discovered the spider, the spider wins. The spiders write down the names of any of the fly patrol that they may see.

Stalking

Instructor acts as a deer — not hiding, but standing, moving a little now and then if he likes.

Scouts go out to find, and each in his own way tries to get up to him unseen.

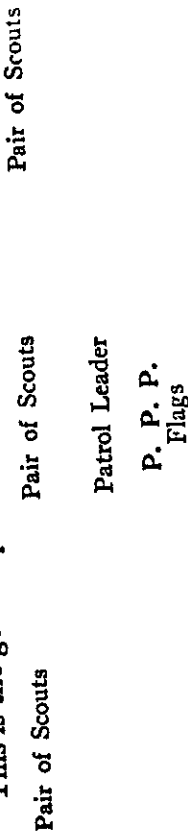
Directly the instructor sees a scout, he directs him to stand up as having failed. After a certain time the instructor calls

Boy Scouts

Flag Raiding

Two or more patrols on each side. Each side will form an outpost within a given tract of country to protect three flags (or at night three lanterns two feet above ground), planted not less than two hundred yards (one hundred yards at night) from it. The protecting outpost will be posted in concealment either all together or spread out in pairs. It will then send out scouts to discover the enemy's position. When these have found out where the outpost is, they try to creep round out of sight till they can get to the flags and bring them away to their own line. One scout may not take away more than one flag.

This is the general position of a patrol on such an outpost:



Any scout coming within fifty yards of a stronger party will be put out of action if seen by the enemy; if he can creep by without being seen it is all right.

Scouts posted to watch as outposts cannot move from their ground, but their strength counts as double, and they may send single messages to their neighbors or to their own scouting party.

An umpire should be with each outpost and with each scouting patrol.

At a given hour operations will cease, and all will assemble at the given spot to hand in their reports. The following points might be awarded:

- For each flag or lamp captured and brought in..... 5
- For each report or sketch of the position of the enemy's outposts up to five..... 5
- For each report of movement of enemy's scouting patrols..... 2

The side which makes the biggest total wins.

The same game may be played to test the scouts in stepping lightly — the umpire being blindfolded. The practice should preferably be carried out where there are dry twigs lying about, and gravel, etc. The scout may start to stalk the blind enemy at one hundred yards' distance, and he must do it fairly fast — say, in one minute and a half — to touch the blind man before he hears him.

"time," all stand up at the spot which they have reached, and the nearest wins.

Demonstrate the value of adapting color of clothes to background by sending out one boy about five hundred yards to stand against different backgrounds in turn, till he gets one similar in color to his own clothes.

The rest of the patrol to watch and to notice how invisible he becomes when he gets a suitable background. E. g., a boy in a gray suit standing in front of dark bushes, etc., is quite visible — but becomes less so if he stands in front of a gray rock or house; a boy in a dark suit is very visible in a green field, but not when he stands in an open door-way against dark interior shadow.

Scout Hunting

One scout is given time to go out and hide himself, the remainder then start to find him; he wins if he is not found, or if he can get back to the starting point within a given time without being touched.

Relay Race

One patrol pitted against another to see who can get a message sent a long distance in shortest time by means of relays of runners (or cyclists). The patrol is ordered out to send in three successive notes or tokens (such as sprigs of certain plants), from a point, say, two miles distant or more. The leader in taking his patrol out to the spot drops scouts at convenient distances, who will then act as runners from one post to the next and back. If relays are posted in pairs, messages can be passed both ways.

Track Memory

Make a patrol sit with their feet up, so that other scouts can study them. Give the scouts, say, three minutes to study the boots. Then leaving the scouts in a room of out of sight, let one of the patrol make some footmarks in a good bit of ground. Call up the scouts one by one and let them see the track and say who made it.

Spot the Thief

Get a stranger to make a track unseen by the scouts. The scouts study his track so as to know it again.

Then put the stranger among eight or ten others and let them all make their tracks for the boys to see, going by in rotation. Each scout then in turn whispers to the umpire which man,

made the original track — describing him by his number in filing past. The scout who answers correctly wins; if more than one answers correctly, the one who then draws the best diagram, from memory, of the footprint wins.

Smugglers Over the Border

The "border" is a certain line of country about four hundred yards long, preferably a road or wide path or bit of sand, on which foot tracks can easily be seen. One patrol watches the border with sentries posted along this road, with a reserve posted farther inland. This latter about half-way between the "border" and the "town"; the "town" would be a base marked by a tree, building, or flag, etc., about half a mile distant from the border. A hostile patrol of smugglers assemble about half a mile on the other side of the border. They will all cross the border, in any formation they please, either singly or together or scattered, and make for the town, either walking or running, or at scouts' pace. Only one among them is supposed to be smuggling, and he wears tracking irons, so that the sentries walk up and down their beat (they may not run till after the "alarm"), waiting for the tracks of the smuggler. Directly a sentry sees the track, he gives the alarm signal to the reserve and starts himself to follow up the track as fast as he can. The reserves thereupon cooperate with him and try to catch the smuggler before he can reach the town. Once within the boundary of the town he is safe and wins the game.

Shop Window Out-doors in Town

Umpire takes a patrol down a street past six shops, gives them half a minute at each shop, then, after moving them off to some distance, he gives each boy a pencil and card, and tells him to write from memory, or himself takes down, what they noticed in, say, the third and fifth shops. The one who sets down most articles correctly wins. It is useful practice to match one boy against another in heats — the loser competing again, till you arrive at the worst. This gives the worst scouts the most practice.

Similar Game In-doors

Send each scout in turn into a room for half a minute; when he comes out take down a list of furniture and articles which he notices. The boy who notices most wins.

The simplest way of scoring is to make a list of the articles in the room on your scoring paper with a column for marks for each scout against them, which can then easily be totalled up at foot.

Follow the Trail

Send out a "hare," either walking or cycling, with a pocketful of corn, nutshells, confetti paper, or buttons, etc., and drop a few here and there to give a trail for the patrol to follow.

Or go out with a piece of chalk and draw the patrol sign on walls, gate posts, pavements, lamp posts, trees, etc., every here and there, and let the patrol hunt you by these marks. Patrols should wipe out all these marks as they pass them for tidiness, and so as not to mislead them for another day's practice.

The other road signs should also be used, such as closing up certain roads as not used, and hiding a letter at some point, giving directions as to the next turn.

Scout's Nose In-doors

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

Scout Meets Scout In Town or Country

Single scouts, or complete patrols or pairs of scouts, to be taken out about two miles apart, and made to work toward each other, either alongside a road, or by giving each side a landmark to work to, such as a steep hill or big tree, which is directly behind the other party, and will thus insure their coming together. The patrol which first sees the other wins. This is signified by the patrol leader holding up his patrol flag for the umpire to see, and sounding his whistle. A patrol need not keep together, but that patrol wins which first holds out its flag, so it is well for the scouts to be in touch with their patrol leaders by signal, voice, or message.

Scouts may employ any ruse they like, such as climbing into trees, hiding in carts, etc., but they must not dress up in disguise. This may also be practised at night.

Shoot Out

Two patrols compete. Targets: bottles or bricks set up on end to represent the opposing patrol. Both patrols are drawn up in line at about twenty to twenty-five yards from the targets. At the word "fire," they throw stones at the targets. Directly a target falls, the umpire directs the corresponding man of the other patrol to sit down — killed. The game goes on, if there are plenty of stones, till the whole of one patrol is killed. Or a certain number of stones can be given to each patrol, or a certain time limit, say one minute.

Kim's Game

Place about twenty or thirty small articles on a tray, or on the table or floor, such as two or three different kinds of buttons, pencils, corks, rags, nuts, stones, knives, string, photos — anything you can find — and cover them over with a cloth or coat. Make a list of these, and make a column opposite the list for each boy's replies.

Then uncover the articles for one minute by your watch, or while you count sixty at the rate of "quick march." Then cover them over again.

Take each boy separately and let him whisper to you each of the articles that he can remember, and mark it off on your scoring sheet.

The boy who remembers the greatest number wins the game.

Morgan's Game

Scouts are ordered to run to a certain boarding, where an umpire is already posted to time them. They are each allowed to look at this for one minute, and then to run back to headquarters and report to the instructor all that was on the boarding in the way of advertisements.

Snow Fort

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

Siberian Man Hunt

One scout as fugitive runs away across the snow in any direction he may please until he finds a good hiding place, and there conceals himself. The remainder, after giving him twenty minutes' start or more, proceed to follow him by his tracks. As they approach his hiding place, he shoots at them with snow-balls, and every one that is struck must fall out dead. The fugitive must be struck three times before he is counted dead.

Hare and Hounds

Two or more persons representing the hares, and provided with a large quantity of corn, are given a start of several minutes and run a certain length of time, then return by another route to the starting point, all the time scattering corn in their path. After the lapse of the number of minutes' handicap given the hares, those representing the hounds start in pursuit, following by the corn and trying to catch the hares before they reach the starting-point in returning.

The handicap given the hares should be small, depending on the running abilities of the hares and hounds. The fastest runners are usually picked for the hounds.

Chalk the Arrow

This is usually played in the city streets, one player running and trying to keep out of sight of the others who follow. The runner is given time to disappear around the first corner before the others start after him, and at every corner he turns he marks (with chalk) an arrow pointing in the direction he takes. Those pursuing follow by the arrow, the first one seeing him being the runner for the next time.

This may also be played by having any number run and only one follow, the first becoming "it" for the next time.

Dodge Ball

Of any number of players, half of that number form a circle, while the other half stand inside of the ring (centre) facing outward. Now, the game for those in the centre is to **dodge** the ball which is thrown by any of those forming the circle with the intention of striking the centre ones

out. Every time a member is struck he is dead, and takes his place among those of the circle. Now he has a chance to throw all at those remaining in the centre. This arrangement keeps all taking part busy. Only one is out at a time. This being kept up until finally only one is left. He is hailed the king. For next round, players exchange places, *i. e.*, those who were in the centre now form the circle.

Note: If the touch is preceded by a bound of the ball it does not count.

Prisoner's Base

Goals are marked off at both ends of the playground, the players divided into two equal divisions, occupying the two goals. About ten paces to the right of each goal is a prison. A player advances toward the opposite goal, when one from that goal starts out to catch him. He retreats, and one from his side runs to his rescue by trying to catch the pursuer — who in turn is succored by one from his side, and so on. Every player may catch any one from the opposite side who has been out of goal longer than he has. Any player caught is conducted to the prison by his captor and must remain there until rescued by some one from his side, who touches him with the hand. The one who does this is subject to being caught like any other player.

Throwing the Spear

The game is an old Greek and Persian pastime. "Throw the spear and speak the truth," was a national maxim of the Persians that we may copy with advantage.

The apparatus required is some light spears and an archery target. The spears should vary from five to six feet in length; the point should be shod with a steel tip, having a socket into which the wooden handle is fitted, and made fast by small screws passing through holes in the sides of the metal, and then into the wood itself. The wood, for about a foot above the barb, should be about three quarters of an inch in diameter, and from thence gradually taper to about a quarter of an inch in thickness, until the end of the spear is reached.

Some spears are fitted with feathers, like an arrow, but these are not necessary to obtain a good throw, and soon get dismantled in continually falling upon the ground. Any ordinary target will serve. It may be an archery target, a sack full of straw, or a sod bank.

The object of the contest is to hit the target from a given mark, the firing line. Whoever throws nearest to the centre of the target the greatest number of times out of six shots is hailed the winner.

The best form for throwing is with the left foot forward, the leg perfectly straight, body well back, its weight resting on the right leg. Now extend the left arm forward, in a line with the shoulder, and over the left leg; poise the spear horizontally in the right hand, holding at the centre of gravity by the forefinger and thumb. Bring the right arm backward until the hand is behind the right shoulder.

Now, inclining the point of the spear slightly upward, make your cast, bringing the right arm forward, followed by the right side of the body, the right leg forward and the left arm backward. Count yourself fortunate if you even hit the target in the first few attempts, but practice will make a wonderful difference. The distance should be mutually agreed upon, but fifty feet for a boy of fifteen and one hundred feet for an adult will be found about right.

To "throw the javelin" is another phase of this pastime. The javelin is four to five feet in length, three quarters of an inch in thickness, and fitted with a barbed end, slightly heavier than the spear end. The "object of the game" is to throw the javelin as far as possible but not at a target; instead, the javelin must stick into the ground.

In throwing the javelin, hold it in the right hand, the left leg and hand being advanced; the barb and arm at this point should be at the rear. Then, describing a semicircle with the arm over the right shoulder, and leaning well to the rear, hurl the weapon as far as possible forward.

Arctic Expedition

Each patrol make a bob sleigh with ropes, harness, for two of their number to pull or for dogs if they have them and can train them to do the work. Two scouts or so go a mile or two ahead, the remainder with the sleigh follow, finding the way by means of the spoor, and by such signs as the leading scouts may draw in the snow. All other drawings seen on the way are to be examined, noted, and their meaning read. The sleigh carries rations and cooking pots, etc.

Build snow huts. These must be made narrow, according to the length of the sticks available for forming the roof, which can be made with brushwood and covered with snow.

Dragging Race

A line of patients from one patrol is laid out fifty feet distant from the start. Another patrol, each carrying a rope, run out, tie ropes to the patients, and drag them in. Time taken of last in. Patrols change places. The one which completes in the shortest time wins. Knots must be carefully tied, and patients' coats laid out under their heads.

Far and Near

Umpire goes along a given road or line of country with a patrol in patrol formation. He carries a scoring card with the name of each scout on it.

Each scout looks out for the details required, and directly he notices one he runs to the umpire and informs him or hands in the article, if it is an article he finds. The umpire enters a mark accordingly against his name. The scout who gains the most marks in the walk wins.

Details like the following should be chosen to develop the scout's observation and to encourage him to look far and near, up and down, etc.

The details should be varied every time the game is played; and about eight or ten should be given at a time.

Every match found	1 point
Every button found	1 point
Bird tracks	2 points
Patch noticed on stranger's clothing or boots	2 points
Gray horse seen	2 points
Pigeon flying	2 points
Sparrow sitting	2 points
Ash tree	2 points
Broken chimney-pot	2 points
Broken window	1 point

Fire-lighting Race

To collect material, build, and light a fire till the log given by umpire is alight.

Follow My Leader

With a large number of boys this can be made a very effective display, and is easy to do at a jog trot, and occasional "knee-up" with musical accompaniment. It also can be done at night.

each boy carrying a Chinese lantern on top of his staff. If in a building all lights, of course, would be turned down. A usual fault is that the exercise is kept on too long, till it wearies both audience and performers.

Games in Path-finding

Instructor takes a patrol in patrolling formation into a strange town or into an intricate piece of strange country, with a cycling map. He then gives instructions as to where he wants to go, makes each scout in turn lead the patrol, say, for seven minutes if cycling, fifteen minutes if walking. This scout is to find the way entirely by the map, and points are given for ability in reading.

Mountain Scouting

This has been played by tourists' clubs in the lake district, and is very similar to the "Spider and Fly" game. Three hares are sent out at daylight to hide themselves about in the mountains: after breakfast a party of hounds go out to find them before a certain hour, say 4 o'clock p.m. If they find them even with field-glasses, it counts, provided that the finder can say definitely who it was he spotted. Certain limits of ground must be given, beyond which any one would be out of bounds, and therefore disqualified.

Knight Errantry

Scouts go out singly, or in pairs, or as a patrol. If in a town, to find women or children in want of help, and to return and report, on their honor, what they have done. If in the country, call at any farms or cottages and ask to do odd jobs — for nothing. The same can be made into a race called a "Good Turn" race.

Unprepared Plays

Give the plot of a short, simple, play and assign to each player his part, with an outline of what he has to do and say, and then let them act it, making up the required conversation as they go along.

This develops the power of imagination and expression on points kept in the mind, and is a valuable means of education. It is well before starting to act a play in this way to be a little less ambitious, and to make two or three players merely

carry out a conversation on given topics leading up to a given point, using their own words and imaginations in doing so.

The Treasure Hunt

The treasure hunt needs observation and skill in tracking, and practically any number can take part in it.

Several ways of playing the game are given below.

1. The treasure is hidden and the scouts know what the treasure is; they are given the first clew, and from this all the others can be traced. Such clews might be (a) written on a gate post: "Go west and examine third gate on north side of stream"; (b) on that gate, scout's sign pointing to notice board on which is written, "Strike south by south-east telegraph post, No. 28," and so on. The clews should be so worded as to need some skill to understand, and the various points should be difficult of access from one another. This method might be used as a patrol competition, starting off patrols at ten-minute intervals, and at one particular clew there might be different orders for each patrol, to prevent the patrols being hind from following the first.

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

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

Will-o'-the-Wisp

This game should take place across country at night. Two scouts set off in a given direction with a lighted bull's-eye

lantern. After two minutes have passed the patrol or troop starts in pursuit.

The lantern bearer must show his light at least every minute concealing it for the rest of the time. The two scouts take turns in carrying the light, and so may relieve each other in difficulties, but either may be captured. The scout without the light can often mingle with the pursuers without being recognized and relieve his friend when he is being hard pressed. They should arrange certain calls or signals between themselves.

Treasure Island

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

Horse and Rider Tourney

In playing this game it is necessary to have a soft, velvety piece of grass, or if in doors, in the gymnasium, cover the floor with regular gymnasium mats. It requires four boys to play the game, two being horses and the other two riders. The riders mount their horses and dash at each other with great caution, striving to get a good hold of each other in such a way as to compel the opponent to dismount. This can be done either by dragging him from his mount or by making the horse and rider lose their balance so as to throw them off their feet. A great deal of sport can be gotten out of this game, and boys become very skilful after a little practice.

Mumbly Peg*

First: Hold the right fist with the back to the ground and with the jack-knife, with blade pointing to the right, resting

*From Daniel Carter Beard, National Scout Commissioner.

on top of the closed fingers. The hand is swung to the right, up and over, describing a semicircle, so that the knife falls point downward and sticks, or should stick, upright in the ground. If there is room to slip two fingers, one above the other, beneath the handle of the knife, and if the point of the knife is hidden in the ground, it counts as a fair stick or throw.

Second: The next motion is the same as the one just described, but is performed with the left.

Third: Take the point of the blade between the first and second fingers of the right hand, and flip it with a jerk so that the knife turns once around in the air and strikes the point into the ground.

Fourth: Do the same with the left hand.

Fifth: Hold the knife as in the third and fourth positions, and bring the arm across the chest so that the knife handle touches the left ear. Take hold of the right ear with the left hand and flip the knife so that it turns once or twice in the air and strikes on its point in the earth.

Sixth: Do the same with the left hand.

Seventh: Still holding the knife in the same manner, bring the handle up to the nose and flip it over through the air, so that it will stick in the ground.

Eighth: Do the same with the handle at the right eye.

Ninth: Repeat with the handle at the left eye.

Tenth: Place the point of the blade on the top of the head. Hold it in place with the forefinger, and with a downward push send it whirling down to earth, where it must stick with the point of blade in the earth.

Eleventh to Fifteenth: Hold the left hand with the fingers pointing upward and, beginning with the thumb, place the point of the knife on each finger as described above, and the forefinger of the right hand on the end of the knife handle. By a downward motion, throw the knife revolving through the air, so that it will alight with the point of the blade in the sod.

Sixteenth to Twentieth: Repeat, with the right hand up and the forefinger of the left hand on the knife handle.

Twenty-first, twenty-second: Do the same from each knee. Twenty-third: Hold the point of the blade between the first and second fingers, and, placing the hand on the forehead, flip the knife back over the head, so that it will stick in the ground behind the person ready for the next motion.

Twenty-fourth: After twenty-three the knife is left in the ground. Then with the palm of the hand strike the knife handle a smart blow that will send it revolving over the ground

for a yard, more or less, and cause it to stick in the ground where it stops. This is called "ploughing the field."

When a miss is made the next player takes his turn, and when the first player's turn comes again he must try the feat over that he failed to perform last. A good player will sometimes go through almost all the twenty-four motions without failing to make a "two finger," that is, a fair stick, each time; but it is very unusual for any one to run the game out in one inning. This is the game in twenty-four motions; many boys play it double that number.

Outdoor Athletic Standards

The athletic standards given below are those which most boys ought to be able to attain. They are the result of the experience of several physical directors who have made a special study of athletics and physical work among boys.

The rules governing the events are found in the official handbook of the Athletic League of North America. These rules must be strictly adhered to.

EVENTS	UNDER 90 LBS.	UNDER 110 LBS.	UNDER 125 LBS.	UNDER 140 LBS.	OVER 140 LBS.
(1) Running Broad Jump	12 ft.	13 ft.	14 ft.	15 ft.	16 ft.
(2) Running High Jump	3 ft. 11 in.	4 ft. 1 in.	4 ft. 4 in.	4 ft. 7 in.	4 ft. 10 in.
(3) Standing Broad Jump	6 ft. 6 in.	7 ft.	7 ft. 6 in.	8 ft.	8 ft. 6 in.
(4) Standing High Jump	3 ft. 2 in.	3 ft. 4 in.	3 ft. 6 in.	3 ft. 8 in.	3 ft. 10 in.
(5) Pull-Up	5 times	7 times	9 times	11 times	13 times
(6) 20-Yard Swim	20 sec.	18 sec.	16 sec.	14 sec.	12 sec.
(7) 40-Yard Swim	40 sec.	39 sec.	38 sec.	37 sec.	36 sec.
(8) 50-Yard Dash	7 4-5 sec.	7 2-5 sec.	7 sec.	6 3-5 sec.	6 1-5 sec.
(9) Eight-Potato Race	45 sec.	43 sec.	41 sec.	39 sec.	37 sec.
(10) 8 lb-Shot Put	*	25 ft.	30 ft.	35 ft.	40 ft.
(11) Push-Up from Floor	*	11 times	13 times	15 times	17 times
(12) Rope Climb	*	14 sec.	12 sec.	10 sec.	8 sec.
(13) 100-Yard Dash	*	14 sec.	13 sec.	12 3-5 sec.	11 1-5 sec.

*Should not attempt this event

For merit badge a boy under ninety pounds must qualify in seven of the first nine events; a boy under one hundred and ten pounds must qualify in ten of the first twelve events; all others must qualify in their proper class in eleven of the thirteen events.

Notes