

## Map Symbol Call my Bluff

### **Equipment**

Set of map symbol cards

Table and chairs for the people giving the descriptions

Optional tables and chairs for the participating teams

### **Description**

Three adults are needed to make up the panel which reads the descriptions. One of these should be elected as the 'chair', or you can have a separate person to be 'chair'.

You can have as many, or as few, teams as you wish taking part and each team taking part should select a captain.

A set of cards are made, each one with a large version of a map symbol - make as many or as few as you wish.

Each panel member must write a description for each of the map symbols, one each as follows:

- a description which is correct
- a description which is plausible, but incorrect
- a description which is silly

Obviously, do not have the same person giving the same type of description each time.

It is necessary to make sure that the correct description is long-winded rather than the straight forward one or two word description found on a map legend.

Each team then confers amongst themselves to decide which is the correct description. After a short time the 'chair' will ask the teams to stop conferring and will ask each team in turn for their choice.

ONLY THE CAPTAIN of each team may give the answer and points are awarded for correct answers.

Team with the most points is the winner.

You can vary this by, instead of each symbol being open to all teams, they take it in turn.

The key to the game is for the adults to be creative in the writing of their descriptions. Personally, I find the 'silly' descriptions the easiest to write and the 'plausible' ones the most difficult!

The game usually causes much hilarity - have fun!

## Compass Practice

Place a coin on the ground between your feet and set your compass for 40 degrees. Walk this bearing for 20 paces. Add 120 degrees to the compass bearing, making it 160 degrees and follow this bearing for 20 paces. Again add 120 degrees to your bearing, making it 280 degrees and walk this bearing for 20 paces. When you stop the coin should be at your feet.

## Clock Compass

Set up a clock-face orienteering course in a football pitch to enable your Patrols to improve their compass skills. Invite patrols to design an orienteering course. Provide Patrols with orienteering maps of a given location. Patrols design a course of 10 points. The course designs are then passed over to other Patrols who must complete.

## First Aid

Set up a number of first aid incidents and run them as bases, Patrols changing every 10-15 minutes. Incidents might include: -

Road accident, Fall from a truck, Accident to a mechanic, burns of various kinds, axe injuries, boy caught up a tree, child who has fallen from a tree and is caught in branches.

## Smells

For a laugh hold a smell-making contest. Each Patrol is given a stove and a collection of food scraps- bacon – rind, onion, apple, mint, coffee, black treacle, anything that smells when heated. The object of the exercise is to fill the room with as many appetizing smells as possible.

## Games

Two handed carry. The Patrols line up in file order. The Patrol Leader and Assistant Patrol Leader use the two handed carry and transport each Scout in the Patrol in turn to the far end of the play area. When all of the Patrol has been transported the third and fourth Scouts carry the Patrol in turn back to their starting point.

## Water transfer

Mark out a 'River' about three metres across. In the middle, place two billies, without handles, one containing water, one without. Supply Patrols with light spars and sisal. The problem - working from the sides of the 'river?', pour water from one billy to the other and back without spilling a drop.

## Name That Tune

With your fingernail, tap out the rhythm of any two well – known songs on a table.

## Physical Dexterity

1. Stand on one leg blindfolded for one minute without moving from a given spot marked out with chalk on the ground.
2. Hold a Scout stave or other light spar horizontally with both hands in front of you. Swing it back and forward six times and jump over it without leaving hold.
3. Balance a Scout stave or light spar on the tip of one finger for one minute.
4. Skip 30 forward and 30 backwards without stopping.
5. Do 15 press-ups, clapping your hands on the rise.

## Bench Ball 2

More complex version of Benchball [as in netball but where the net is a person stood on a chair], but much more fun!

### **Equipment**

Two benches,

1 or more balls

Marking equipment

### **Description**

This Game is basically the same as Bench Ball although when the goal gets the ball he/she has to try and hit the team in front of them below waist height. If the ball hits their legs then they have to go and be a goal on the bench opposite them as well as the goal(s) on the bench.

This means that there can be multiple 'goals' on the bench at one time.

The team members are able to bend down and cover their legs with their arms but are not allowed to crouch down. Rest of rules are the same as "Bench Ball"

There's yet another version whereby no 'goal' is initially chosen and the two teams start facing each other. They then try and hit each other below the waist as above. Whoever gets hit has to then be a 'goal' on the opposite bench (behind the opposing team). If their team then throw the ball to the goals (over the heads of the opposing team) all the 'goals' are freed to return to their team.

## Chair Football

### Equipment

Chairs (one each)                      Goal posts (cones or bean bags)                      A large ball

Played like ordinary football except the Scouts must stay on the chair. The goal keepers can use their hands but everyone else must use only their feet.

The game is ideal for slowing down after a fast game. It is safe for the larger boys to play with the smaller ones as there is no physical contact. It also removes the edge those boys good at football have. Everyone is equal.

Every three or four minutes allow 10 seconds for chairs to be moved. This often leads to too many defenders or forwards. As a team game it builds the ideal of working as a team with everyone taking responsibility for the teams success.

## National Grid

### Equipment

Maps                                      A number of 6 figure grid references where a height exists

### Description

1. A six-figure grid reference is called followed by a number.
2. The Scout whose number is called runs to the map and finds the height at that grid reference.
3. A time limit of 30 seconds is applied to each grid reference.

## First Aid Improvisation

### Equipment

neckerchief, belt, rope, jumper, triangular bandage, 2 old newspapers and a magazine,  
1 of each item for each team

### Description

In teams, the players line up ready for a relay race. At one end of the hall is a pile of items - see equipment needed.

When 'Go' is called the first player runs to the pile and has to pick out an item from which an arm sling could be made. They then run back and place the sling on the next player in the line.

The first player with an arm sling to be back at the pile for inspection by a Leader, gets the points - say 5 for the idea, 10 for a good sling, if it would work in a real situation!

The player then returns to the team and when the team are ready the Leader shouts 'Go' again for the next Scouts' turn.

You could do this as many times as you want for slings. When all have had a turn you can add up points for the team who was first most often or had the best slings.

The game teaches the Scouts how to improvise without first aid equipment, but they need to know how to make slings in the first place!

## Lateral Thinking

### Equipment

Paper and Pencils

### Description

Eight uses for a rubber band.	Six people I would lend money to.	Two ways to pet your dog.
Four ways to start an argument.	Seven ways to learn things	Three ways to make people laugh.
Nine things that make you happy.	Three ways to ride a bicycle.	
Five ways to put off doing things.	Five ways to relax.	

Each person in the Patrol work alone listing as many as they can.

Share the responses with the rest of the Troop.

Option:

Each Patrol chooses its most unusual response to share with the whole Troop