

Beeline Hike

- Hike along a compass bearing without deviating from the course, no matter what obstacles are in the way--a stream, bluff or building. The idea is to go around the obstacles and still hit the objective.

Historic Hike

- Hike along a historic trail or hike to a historic spot or museum.
- Study the history of the destination before the hike and pass it along to the boys or have little quizzes if they have been prepared.

The Compass

Props: A good compass and a map

Announcer: In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

Scoutmaster: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that. directed where to stand. They wave their arms gently.)

COMPASS GAME

A game I used to play in scouts was the compass game. Everyone stood spread out around the room and was told to orient themselves to "north". North could be real north or a convenient wall or corner in the room. Everyone except for the caller and the referees closed their eyes (blindfolded if you don't think the honor system will work). The caller then calls out a direction, like "east" and then everyone turns eyes still closed) and points in the direction of east. The referee then goes around and taps the shoulder of anyone not pointing in the right direction. They are out. The game continues until one player is left. It gets interesting when you start calling headings and bearings.

This is a good game as it only discriminates by your sense of direction, which improves as you play.

Compass Golf

Bury a small tin can in the centre of a large circle marked on the ground. Mark North, South, East and West with small pegs on the circle's circumference. These are used to tee golf shots toward the buried can. Record how many strokes you need to get in from each point.

Compass Point Contest

Make two compass boards by drawing a circle on a piece of cardboard (one for each compass board) and securing it to a wooden board with brads at each of the eight compass points. Let the brads protrude about 1/2 inch, and mark one point N for North. Initial the eight points of the compass on small pieces of cardboard with a small hole in each label.

Line your contestants up in two teams (your guests could participate in this game). This is a team contest in which members (one from each team) compete in placing seven labels (omit North) on the brads quickly and correctly. A contestant receives one point for placing the labels correctly and a second point for doing so first. Winning team is the one with the most total points at the end.

COMPASS POINTS.

Chapter I - Scouting Games by Sir Robert Baden-Powell

This game will be found excellent practice in learning the points of the compass. Eight staves are arranged in star fashion on the ground all radiating from the center. One staff should point due North. One Scout now takes up his position at the outer end of each staff, and represents one of the eight principal points of the compass. The Scoutmaster now calls out any two points, such as S.E. and N., and the two Scouts concerned must immediately change places.

Any one moving out of place without his point being named, or moving to a wrong place or even hesitating, should lose a mark. When changing places, Scouts must not cross the staves, but must go outside the circle of players. When three marks have been lost the Scout should fall out. As the game goes on blank spaces will occur. These will make it slightly more difficult for the remaining boys. To make the game more difficult sixteen points may be used instead of eight. When played indoors the lines of the compass may be drawn in chalk on the floor.

Compass Relay

Line up teams in relay formation, parallel to each other. Opposite each team a compass is drawn on the floor, the points indicated but only the North lettered. The leader calls out a point. No. 1 man in each team steps out and places a pencil on the compass, pointing in the given direction, before the leader has counted six. If correct, the player falls in behind compass; if incorrect, he goes back and falls in at the further end of his team. Another point is called and the No. 2's step out. The first team to fall in complete behind the compass wins.

There should be a referee for each team to avoid time waste in verifying the compass directions shown.

Dutch Compass Game

The fifteen players stand in a circle, 10' to 12' in diameter.

The umpire stands in the centre of the circle holding a staff upright with one end on the ground. On the words, "Fall In," players take up positions on the circle (facing inwards) to represent the compass points, the umpire indicating where a space is to be left to represent North. He commences by calling a compass direction say ESE and simultaneously releases his hold of the staff. The player occupying the ESE position on the circle must catch the staff before it has fallen. If he succeeds he returns to his place and another direction is called.

When a player fails, he goes to the North space on the circle and the place he left becomes the new North, all of the players immediately picking up their new compass points. The umpire calls new direction.

PATIENCE - COMPASS SKILLS

You will need:

*) Sets of cards having the compass points printed on them

This game is played the same way as the game PATIENCE, but this time the boys have to place the cards at the correct compass position for that card. Suggested order for laying down cards:

North, South, East, West, North East, South East, South West, North West.
NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW

Our Spiritual Compass

Scouter's 5 Cut-outs

For Scouts on a hike or canoe trip, a compass is an important tool. Because it gives you a stable reference point (magnetic north), you can set a course and follow it. As long as your compass is accurate and you don't damage it, it will serve you faithfully. If you trust it.

Our faith or spirituality is something like that. We have a point of reference that does not change, God. And we have a compass, so to speak, in our relationship with God. It's something we have learned and continue to learn about, just as we learn to use a compass properly.

We use our spirituality and faith to get us through this grand journey we call life. If we are prepared to trust the things we have learned about God and creative living, our spirituality can guide us through the joys and temptations of life. We can use it to show us what service we may give and what potential dangers to stay away from. We can use it to guide us in our friendships, in our work, in what we say to people and about people, and in how we treat our natural world.

PIRATE'S TREASURE MAP

You will need:

- *) A map drawn on a large sheet of paper
- *) small sticky labels and a pen to write names on the labels

Often you will find that at the beginning of a party where you are running the games, not all the children have arrived when you start. To overcome this a game was needed that could be played by the children as they arrived. I drew a pirate's treasure map on a sheet of paper that I stuck to a board. On top of this I stuck a sheet of clear adhesive film 'FABLON'. Between each game I ask a few children up and ask them their names. I write their names onto small sticky labels about the size of a thumb nail.

The children then stick these onto the map where they think that the treasure is buried. At the end of the games session I turn the map around and show that I had stuck a label on the back of the map to mark where the treasure was buried. The closest person to this wins the prize. If you need to pad it out a little, you can tell a short story about the pirate coming ashore with his treasure chest, and deciding on the different places that he might bury his treasure. This game can be used with any age group. Because the map is covered in plastic film you can easily peel the labels off, you can then use the map for repeat shows.

READING THE MAP.

Chapter I - Scouting Games by Sir Robert Baden-Powell

This is a test in map-reading and remembering the map read. The Scoutmaster or Patrol-leader in command takes his patrol into a strange town or an intricate part of the country and through them he wishes to find out particulars about the neighbourhood; so he shows the Scouts a map of the district and appoints to each a place to be visited, showing the route on the map, and pointing out churches, inns, etc., to be noted on the way. Each Scout should have a fixed distance to go and a certain number of points to be noted. Then they start off, and as they return the Scoutmaster or Patrol-leader takes down their reports. The winner is the Scout who brings in the best report in the shortest time.

SEMAPHORE RELAY

Type: Sixes

Equipment: Nil

Cubs in Sixes and numbered. The Leader signals a letter and then calls a number. The boys with that number have to get to the other end and back again.

First to do so wins point. R means run, W means walk, C means crawl, S means skip etc.

SEMAPHORE DRAWING

Type: Sixes

Equipment: Each Cub, paper and crayons (Semaphore Chart)

Sixes in corners. One Cub in each Six must know semaphore (or Morse). Other Cubs have paper and crayons. Akela signals a word in semaphore. They tell their Six what it is. Cubs then draw the object while the Sixer returns to read the next word.

The Six with the most correct objects wins.

Note: This game is useful to single-handed Akelas as it keeps other Cubs occupied whilst he practices semaphore with older ones. The words can be made up of letters from first circle to begin with. There should be a clear semaphore chart nearby.

The Compass

Props: A good compass and a map

Announcer: In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

Scoutmaster: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that. directed where to stand. They wave their arms gently.)

Sixteen Point Compass Game

A circle is marked on the floor and sixteen cards are prepared each giving one of the sixteen compass points. These cards are placed face down on a table. Each of the sixteen players takes one of the cards at random. The umpire finds the player who has picked up the North card and places him anywhere on the circle. On the words, "This is North -- Fall in," the others take up their appropriate places in the circle. After the players have become thoroughly proficient the umpire should take any player (say ESE) place him anywhere in the circle and say. "This is ESE--Fall in."

HOP KNOT

Type: Circle

Equipment: Knotting Rope

All the Cubs sit in a circle. With the exception of one who has the rope. On "go" he drops the rope at the feet of one of the players, at the same time calling out the name of a knot. He then commences to hop round the circle, while the knot is being tied. If tied correctly the tier becomes the hopper.