

## **Where's the Whistle**

Here is the description of a capital game that can be played in an open field where there is no cover. A number of Scouts are blindfolded and placed in a line at one end of the field. Then a Scoutmaster or Patrol-leader goes to the other end, and blows his whistle every now and then. The business of the blindfolded Scouts is to reach the whistle-blower and touch him. The latter may stoop down, but he must not move about.

As soon as a Scout touches the person with the whistle, he slips off his scarf and is out of the game. The whistle-holder should see that no boys run into hedges or ditches; if he notices any of them straying; he must blow his whistle and so attract their attention in the right direction.

Points are awarded in accordance with the order in which the Scouts reach the whistle-holder, the highest points, of course, going to the one who first reaches his destination.

## **HIT THE BUCKET**

Here is a game that causes no end of fun. All that is required to play the game is a pail, a tennis or rubber ball, and a piece of wood about eighteen inches long.

Any number can play, but to start you must decide who is to occupy the bucket first.

Then turn the bucket upside down, and the chosen player, holding the piece of wood in his hand, mounts it. The rest of the players have to try to hit the bucket with the ball, whilst the one on it has to defend it and prevent the ball from hitting it.

When the pail is hit, the player who hit it takes the place of the one on the pail. If the one on the pail loses his balance and falls off, the player who threw the ball last takes his place. By the way, the ball must be thrown from the spot where it falls after the defender has hit it.

## **PASS IT ON**

This game can be played either in the clubroom or out of doors, and two or more patrols can take part.

All that is required to play it are two hollow rubber balls, or a pair of boxing gloves will do very well.

The players should be divided into two equal parties, and should stand in two rows alongside each other.

The leader of each party stands at the head of his line, and when the signal to "Go" is given throws the ball between his legs to the man behind him, who passes it on to the next, and so on, until it reaches the last man, who has to run with it outside his line and give it to his leader.

The side which gets the ball back to the leader wins, and the game can be varied by throwing the ball over the head instead of between the legs.

## **INJURIES**

The boys are divided into pairs. One boy starts the game by turning to his neighbor and saying: "I have twisted my ankle," or cut my finger," at the same time assuming a position he considers the accident will cause, or simply holding out the injured member.

His neighbor has to explain at once the proper treatment of the injury. If he cannot answer he must take up the sufferer's burden. If he answers correctly the sufferer has to keep in the position.

The procedure is repeated with each pair, different troubles being used in each case, therefore at the end the first round half the boys are sufferers (the losers) the other half uninjured (the winners).

The sufferer now suddenly conquers his malady, but discovers one equally troublesome which he asks his neighbor to solve. If the neighbor is successful it proves that he is the better boy at First Aid, because he has won twice.

Only those boys who have won twice enter the next round; those who have lost both times, or won one and lost the other, being counted out.

The winning boys are pitted against each other until a final winner is discovered. If the final between the last two boys IS a draw, they should test each other, again. Of course the winner is not necessarily the smartest boy in the troop at First Aid, but the game undoubtedly helps to impress the principles of First Aid upon the memory of the boys.

The Scoutmaster listens to the recital of each injury and judges the suggested treatment. He may also ask supplementary questions to make sure that the doctor really understands.

## KIM'S GAME

This game was taken by B-P from Rudyard Kipling's book for boy's "Kim". This is the story of the orphan son of an Irish soldier in India who grew up among the native boys and was later trained for government intelligence work. The training began by showing Kim a tray of precious stones and gems for a minute's observation, then covering it, and asking Kim how many stones and what kind they were.

At first Kim could remember only a few, but soon, by practice, he was able not only to say exactly how many, but to describe the stones. Then he practiced with other articles, and ultimately was able to glance to see all sorts of details of items that were of value in tracing and dealing with criminals.

In its commonly used form, 24 articles of different kinds -- a key, a pocket knife, a computer disk, a coin, a marble, a comb etc. -- are placed on a table and covered with a cloth. The player steps up to the table, the cloth is removed for exactly one minute; the player looks, endeavoring to remember as many as possible, and the player writes down as many as they can remember.

As with Kim, the purpose of this requirement is to develop the faculty for observation and memory.

Here are some variations of the game:

***Elimination Kim's Game:*** One or more articles are removed after the first look, and the game is to name those articles that are removed after a minute's observation.

***First-Aid Kim's Game:*** A collection of first-aid items are used. The Scout must write down those that they remember as well as their use.