



variety of outdoor skills—campcraft, outdoor cooking, estimating heights and distances, using bow saw and ax safely, map and compass, and so on.

To add spice to the practice, plan interpatrol competition in the skills. Try some of these contests from the “Program Specialties” section of this book:

- String Burning Race
- Blindfold Compass Walk
- Knot-Tying Relay
- Nature Scavenger Hunt
- Bow-Saw Relay
- Wet Weather Fire-Building
- Remote Clove Hitch Tying
- Flagpole Raising

If your site has a large wooded area, the patrol leaders’ council may want to plan a wide game, too. Most wide games require at least a half-mile square territory, and the games last about half an hour. The best known is Capture the Flag, which is explained in the *Scoutmaster Handbook*. For other wide games, see the suggestions below.

A highlight of every good campout is an evening campfire program. Suggestions for planning and running a campfire are on these pages.

### Wide Games for Camp

**GET THE MESSAGE THROUGH.** The object of this game is for each patrol to try to get a “message” to the senior patrol leader or an adult leader who is stationed in the center of the playing area. At the same time, they try to “capture” Scouts of other patrols by removing a neckerchief that all players tuck into their belts in the back.

Station the leader in a 4’ x 4’ space. Each patrol leader is given a “message” (sheet of paper) and told to take his patrol a quarter-mile from the leader; each patrol goes in a different direction. When all patrols are in place, the patrol leader gives the message to one of his members. The message may be passed to other members during the game.

The game starts with a whistle blast. All patrols start toward the center, trying to help their patrol member with the message reach the leader without being captured. At the same time, the boys try to capture Scouts from other patrols. When a Scout is captured, he is eliminated (or he may be sent back to his patrol’s starting point and begin again, if you prefer). If the patrol member who has the message is captured, he must admit he has it.

The game ends when all messages have either been captured or brought safely to the leader in the center.

**Scoring:** Ten points for delivering a message; five points for capturing another patrol’s message; two points for capturing each Scout who does not have a message.

**INFILTRATION.** This is a night game that is best played on a field about 300 feet long and 100 feet wide, preferably with some cover. Divide the troop into two teams, with one team at each end of the field. To distinguish the teams, have one team tie white handkerchiefs around their arms.

At each goal line, have an adult leader as umpire and scorekeeper.

Two adult leaders or junior leaders are the sentries. They have flashlights and pace back and forth across the center of the field.

On signal, both teams begin advancing toward the opposite goal line. Their objective is to get to the other goal line with-