

at intervals of 5 minutes or so. Curiously, the light won't bother the guests at your feast.

It is possible that no animals will appear while humans are near, even if they are quiet. But in the morning, you're almost certain to see tracks in the loose soil of the tracking pit.

The same idea of spotting nocturnal animals by flashlight may work with various baits. For deer, try a salt lick—a block of salt from a feed store. For night-roaming rodents such as mice, use peanut butter, nuts, or cereal grains. Raccoons, skunks, and opossums will be attracted to any leftover food.

### **Nature Contests**

Below are three games that might be played during the nature adventure. For others, see the *Patrol Leader Handbook*.

**BRING ME.** The leader asks patrols to bring him a single leaf from a particular tree. Everyone must bring the correct specimen for the patrol to receive credit. Then send the patrols out for another specimen.

**TOUCH.** Play this game in or near woods. The leader calls out the name of any tree and the patrols scatter to find one. The first patrol with all members touching the correct tree earns a point. Continue naming other nearby trees until one patrol has earned five or more points.

**NATURE MARATHON.** If you have a nature trail, this game can be played after all Scouts have traveled the trail. Replace all the trail signs with cards that only have numbers on them.

Each Scout is given a pencil and sheet of paper. At intervals of about 30 seconds, send Scouts out on the trail. At each numbered card, the Scout stops and writes on his paper the identity of the object. He then races to the next one. Time each runner. The winner is the Scout with the most correct identifications. If there is a tie, the winner is the Scout with the most correct identifications in the fastest time.

If this game is played as an interpatrol contest, the patrol's score is the average number of correct answers by all patrol members.