

5. Out There

Opening

Join hands in a circle.
Sing *Thunderation* or some other rallying cry.

This outdoor game is an adventure that involves creating a settlement, raiding another Patrol's space, and winning your place back using bushcraft skills.

To play this game, you will need access to a large area covered with light bush with tracks running through it. An example would be a large park, a large campsite or part of a farm. Patrols need to be quite large – you need at least two Patrols with at least eight members each.

THUNDERATION

Thunder thunder
thunderation
We are the Girl Guide
generation
And if we work with
determination
We will create a
SENSATION!

Choose a settlement site

You will need

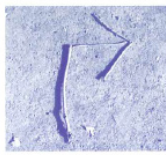
- ▶ 30m length of twine
- ▶ 4 small tent pegs

From the home base, travel with your Patrol to look for a suitable place for a new settlement. Discuss what you need – a great view, living close to water, shelter from the wind, on the edge of thick bush, and so on. When you find your ideal site, mark out a rectangle on the ground using your twine and pegs.

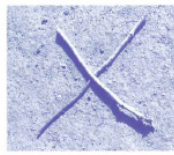
Marking the Track



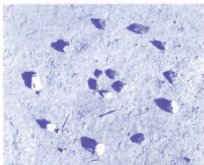
arrow
(Straight ahead)



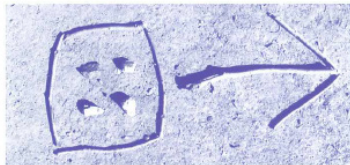
bent arrow
(Go left or right)



cross
(Don't go this way)



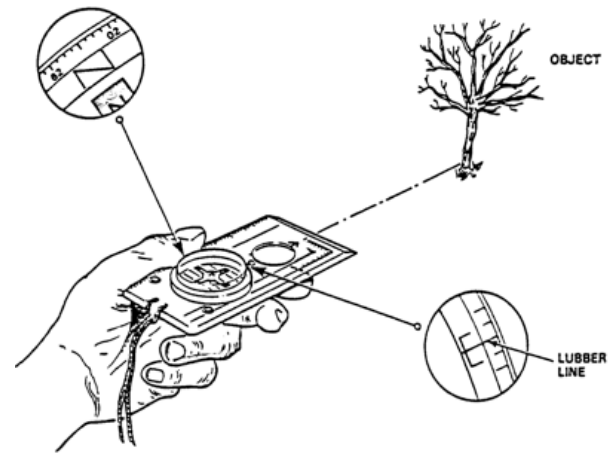
circle with small circle in the centre
(I have gone home or This is the end of the trail)



square with four stones inside followed by an arrow
(A message is hidden four steps in the direction of the arrow)

The signs here are standard tracking signs. Use the signs to mark a trail from home base to your new settlement, suitable for other members to follow so they can get there. Make sure the signs are big enough to read and are easy to see. Sticks, stones, shells or pine cones are good choices of natural materials. You might like to bury a message along the way. It is a good rule to make each sign so it can just be seen from the last one.

As a backup, use a compass to work out the bearing (direction) from base to your settlement.



To take a bearing, hold the compass in the position shown above with the arrow pointing to your settlement.

Rotate the compass housing (the top circular bit) until the arrow is directly beneath the North (red) end of the compass needle.

Read the magnetic bearing on the graduated dial where the housing meets the line on the base. To leave a message, you can use a code like the one shown here.

BUSH CODE

Here's a code you can use out of doors
Use sticks and stones to spell out a secret message

—	—	—	—	—	—
A	B	C	D	E	F
·	·	·	·	·	·
G	H	I	J	K	L
·	·	·	·	·	·
M	N	O	P	Q	R

·	·	·	·
S	T	U	V
·	·	·	·
W	X	Y	Z



Or you can leave a written message on a piece of paper tucked into a forked branch in a bush.

The message can replace a tracking sign by sending people to a new spot. This makes it harder for someone to follow the trail by accident.

Raid a site

You will need a square of coloured cloth e.g. a tea towel, texas and 4 m twine, Capture envelope

For some reason unknown to your Patrol, you have to move to a new settlement. The Boss gives you a compass bearing of another Patrol and a starting point for their trail. As a Patrol, follow the trail to find the new site. When you get there, find a small fallen branch and use this and the cloth to plant your flag. You will have until a set time to achieve this. At the set time marked on the envelope, open the Capture instructions.

Capture

The general idea is for each Patrol to regain their settlement by capturing the flag of the Patrol who has raided the site. Half the Patrol are Defenders who try to keep the new site and the other half are attackers who must get their settlement back. The attack starts in 5 minutes so get ready!

Defenders should decide on a prison area. They can capture anyone within 20m of their site. Prisoners must perform a stunt such as standing on their head or 100 star jumps in order to get out and re-join the game.

Attackers use stalking skills such as hiding and sneaking, running, creating diversions or storming the border on mass. The game ends when someone captures the flag and gets their settlement back.

Closing

Share a short reading together. Finish by marching out of the meeting space, led by Patrol Leaders carrying your settlement flag.

