

Brownsea Island Wide Game

This is the wide game which was run for a full day at the Sate Camp TIKANA 2007. It was run for 60 participants (in 12 patrols) each day and had 4 Leaders helping. You can adapt this for use at unit meetings, Region Days or on your own camp. The girls spent 30 minutes at each activity.

The following story is read to set the scene....

You are one of 22 boys chosen to attend an experimental camp on Brownsea Island with the England's greatest national hero Robert Baden-Powell. How exciting and what good fortune to be chosen. All the boys attending were from various schools such as Eton, Harrow, Cheltenham, Repton, Wellington and Charterhouse and public school boys from the Poole and Bourne Boys Brigade.

For you to experience the Brownsea Island camp you should imagine yourself there. Join the other members of your patrol to start a journey through a day at camp. The patrols are Wolves, Lions, Curlews, Eagles, Woodpeckers, Bulls, Badgers, Ravens, Stags, Buffalos, Kingfishers and Tigers.

Each day at camp Baden Powell would emerge from his tent at dawn attired in below the knee length shorts, golf stockings, a trilby hat and an old army shirt to wake you up with several blasts on his African kudu horn.

Every morning as you tumble from your tent you enjoy a quick glass of milk and a biscuit before you join in a session of physical training followed by prayers.

[Each Guide has a biscuit]

Each day at the Brownsea Island Camp was filled with 'scouting practices' such as stalking & tracking, games and swimming until lunch, followed by more scouting practices like constructing simple shelters, stuffing fern mattresses, and practicing to erect tents.

Making damper was also taught. BP taught the boys to mix the damper in their pockets before winding it onto sticks to cook it over a fire. Several of the boys copped a good ticking off over this practice when they arrived home. After tea the pace slowed with still more camp games and a compulsory 'rub down' and a change of clothes before supper at 8pm. At the evening campfire Baden Powell would tell yarns to the boys who eagerly crowded around him. He told true life yarns about being hunted by the Zulus in the Matopo Hills of Africa.

Ask a few questions to get a discussion going:

So why do we care about all this?

Why this year?

Does it still relate to us?

Now, let the game begin...ready, set go!

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EQUIPMENT

General

Scoresheet for each patrol

Cards (see below) for each activity for the girls to know what to do

Marie Biscuits – 1 per Guide

Prizes

Flags

Calico

Cord

Rope for flagpoles

String for grommets

Cord for halyards

Gadget wood for poles

Pegs

Mallets

Paints, Ribbons, pens, material, glue etc to decorate

Needle & thread

Safety pins

Knots & Code

Cord to tie knots

Pens and paper

Freddos for each Guide in the game

Stalking/tracking

Need to set up tracks

Make flour bombs (flour in a freezer bag)

Plastic dog toy chickens for the Guides to stalk

Shelters

Tarp for each patrol

Length of rope for each patrol 5m

Bucket

Mattresses

Garden stakes x 9

Ropes cut to 5m lengths x 5

Straw bales (1 bale does 2 patrols)

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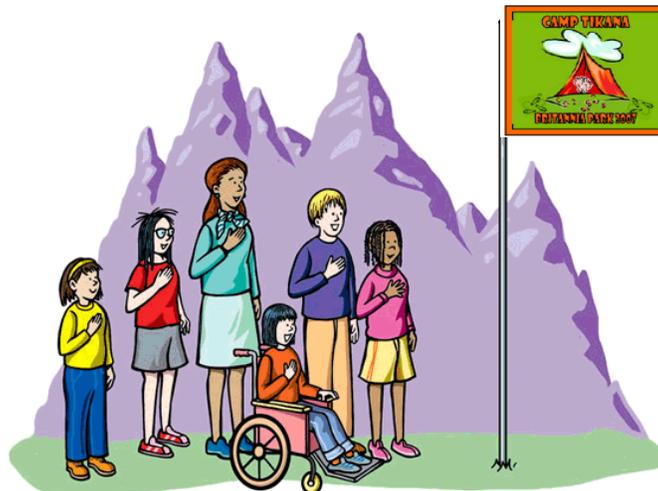
FLAG & FLAGPOLE

(Peg's Place)

Every patrol needs a patrol flag to fly proudly at their home base. On Brownsea Island, Baden Powell had a flag to mark the home base of the camp. Your patrol should fashion a flag and ceremoniously unfurl it on a makeshift flagpole.

You will find a pile of equipment for your patrol to make a flag and flagpole to fly it on. Make this now. Your flag needs to include your subcamp name, patrol name and patrol member's names.

Your flag will now fly for the rest of the camp. You can take it down on the last day and take it home with you. Make sure you have it scored by the leader and have a photo taken with your patrol.



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KNOTS

Peg's Place

BP was extremely clever at tying knots and thought everyone should have plenty of practice as knots can be so useful. Remember your patrol can earn many points by working together to tie these knots swiftly.

KNOTS RELAY: Line up teams in patrols. Each team has a set of knotting cards. A Leader faces each team at the other end of the area. Each member of the team must take it in turns to tie one of the knots from the cards as called by the Leader. Once a knot is called one patrol member runs to the Leader to have it verified. The first team to complete the knot correctly will be awarded top points and the last team the least number of points. Other members of the team may help their member tie the knot but the member whose turn it is must take it to the knots assessor.

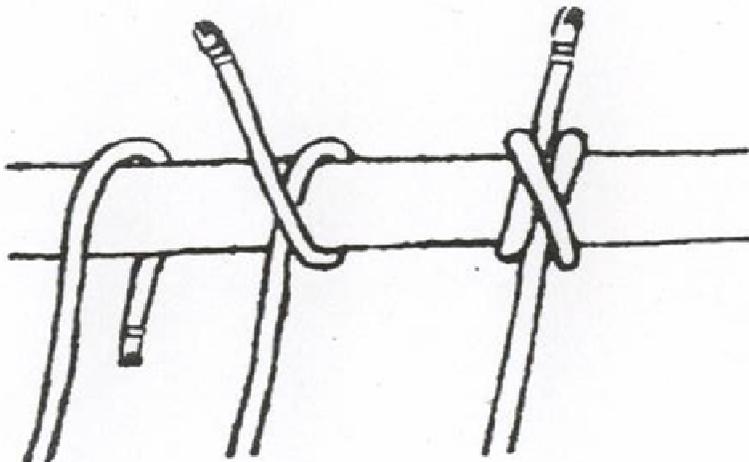
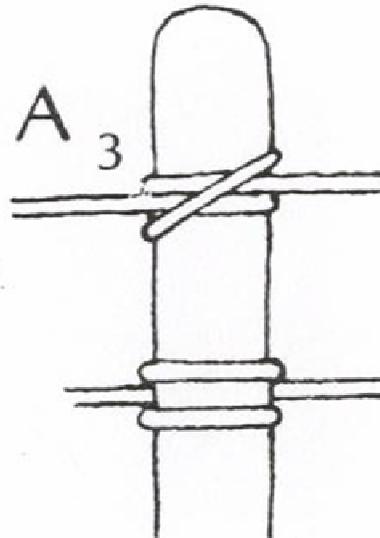
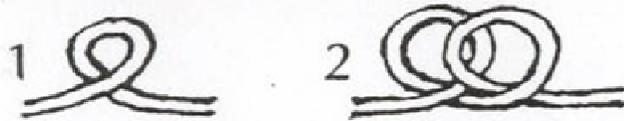


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CLOVE HITCH

Used for tying a rope to a pole. Will not slip while strain is equal in both directions, or on one end only, provided it is a straight pull, but will shake out if used to tie up animals. Method A is used when the loops may be slipped over the pole end. Method B when the hitch must be made using the end of the rope.

CLOVE HITCH



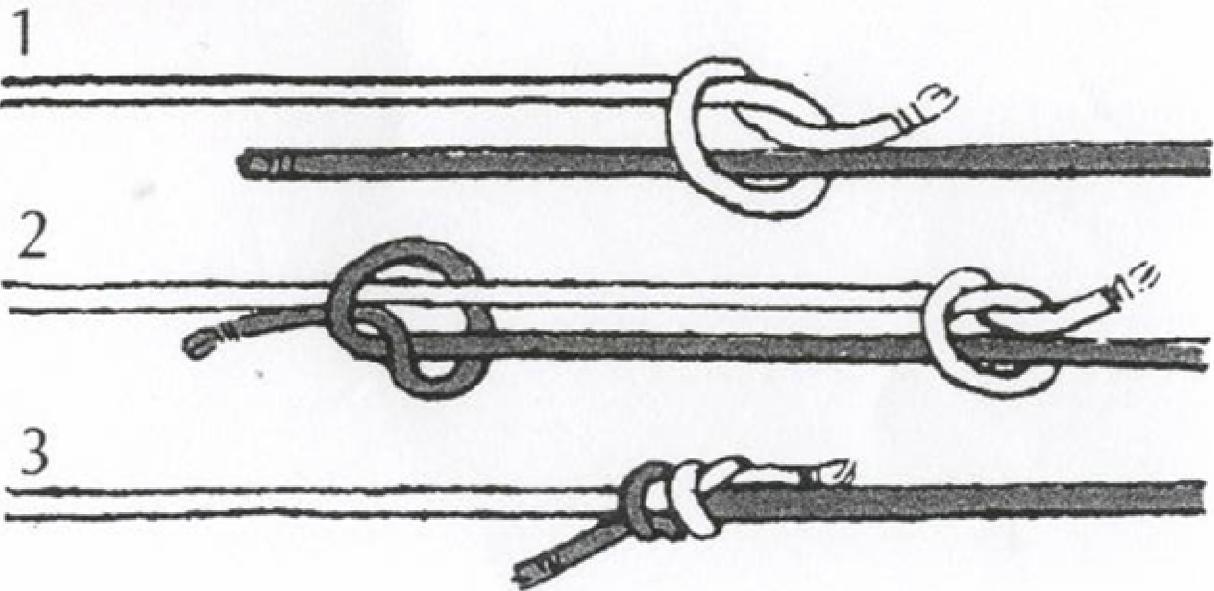
B

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FISHERMAN'S

Used for joining two ropes of equal thickness, particularly if wet. Makes a useful handle for billy or pudding basin if the free ends are tied together. (The basin should sit between the two thumb knots which compose the Fisherman's.)

FISHERMAN'S

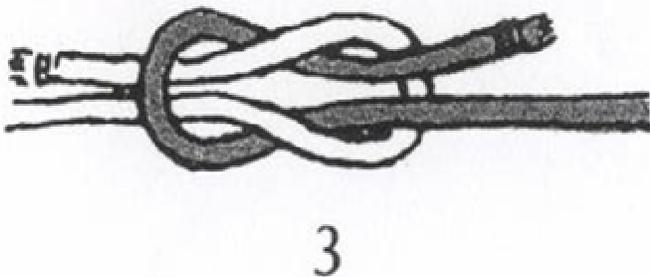
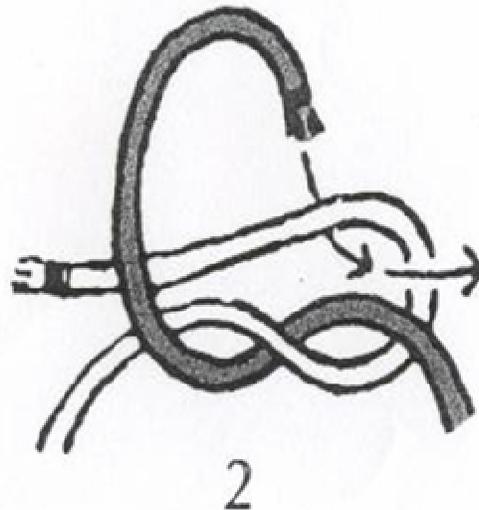
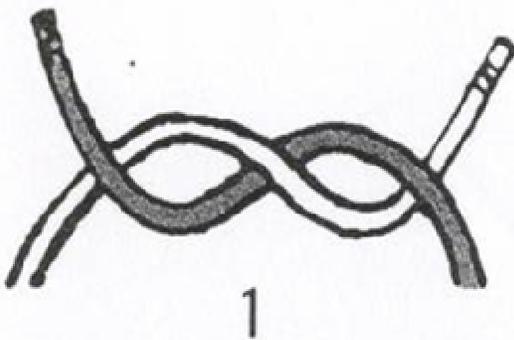


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REEF

Used in bandaging and for tying two ends of the same rope. For tying parcels, the two ends should be secured with half hitches or a Surgeon's knot used.

REEF

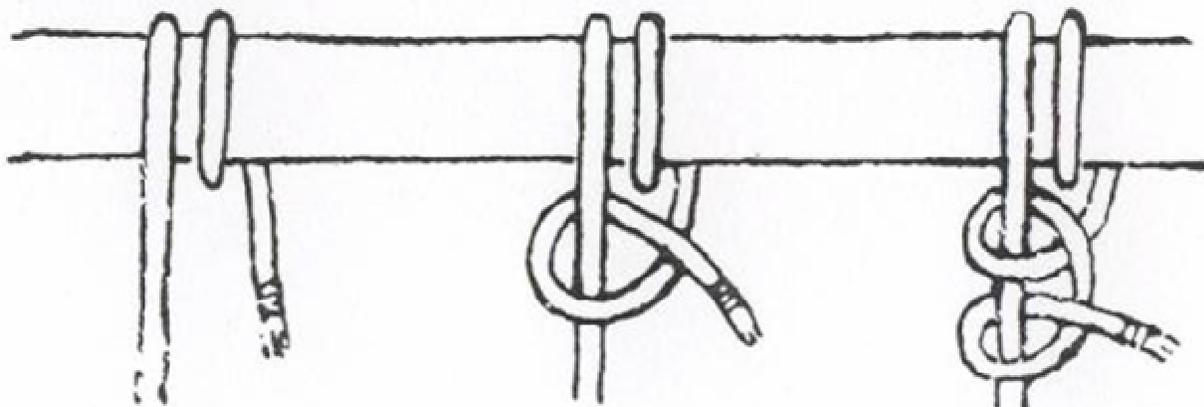


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ROUND TURN AND TWO HALF HITCHES

Used for tying the end of a rope to a ring or pole. Will not slip if used for tying animals.

ROUND TURN AND TWO HALF HITCHES



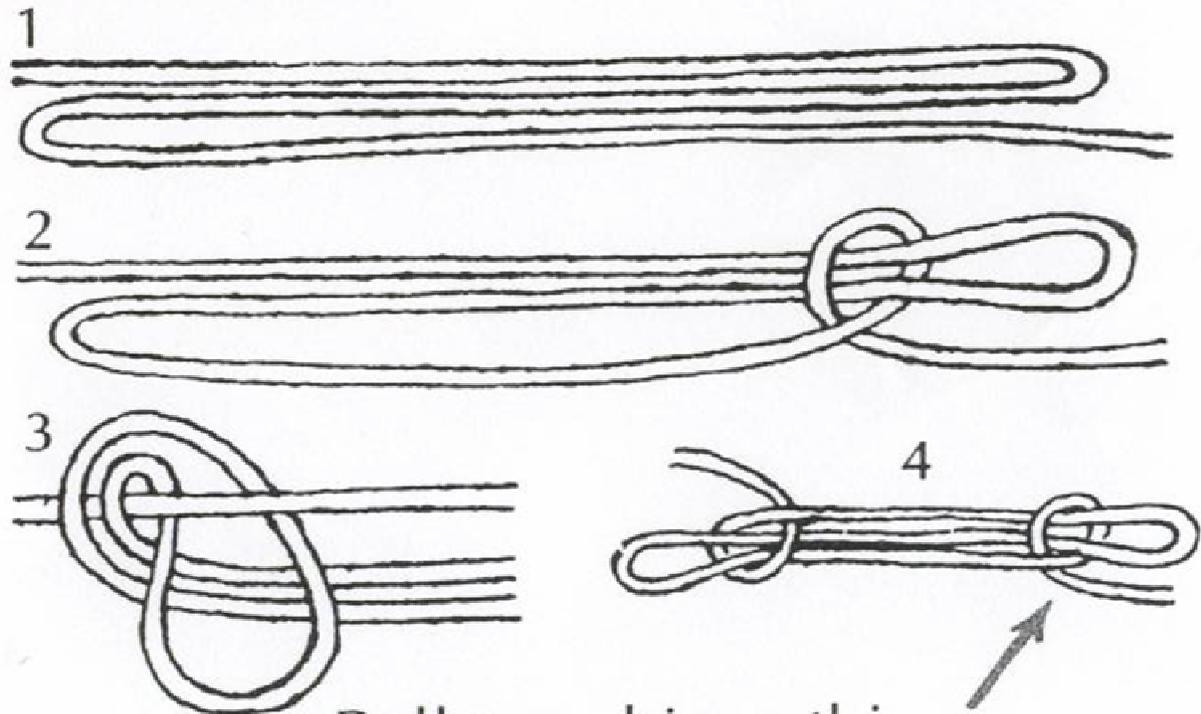
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SHEEPSHANK

Used to shorten ropes. May be secured by lashing loops to standing parts, or by slipping a stick through loop and under standing part. It is important to get this knot really tight, or it will shake out.

Note method (Fig 3) of straining second loop.

SHEEPSHANK



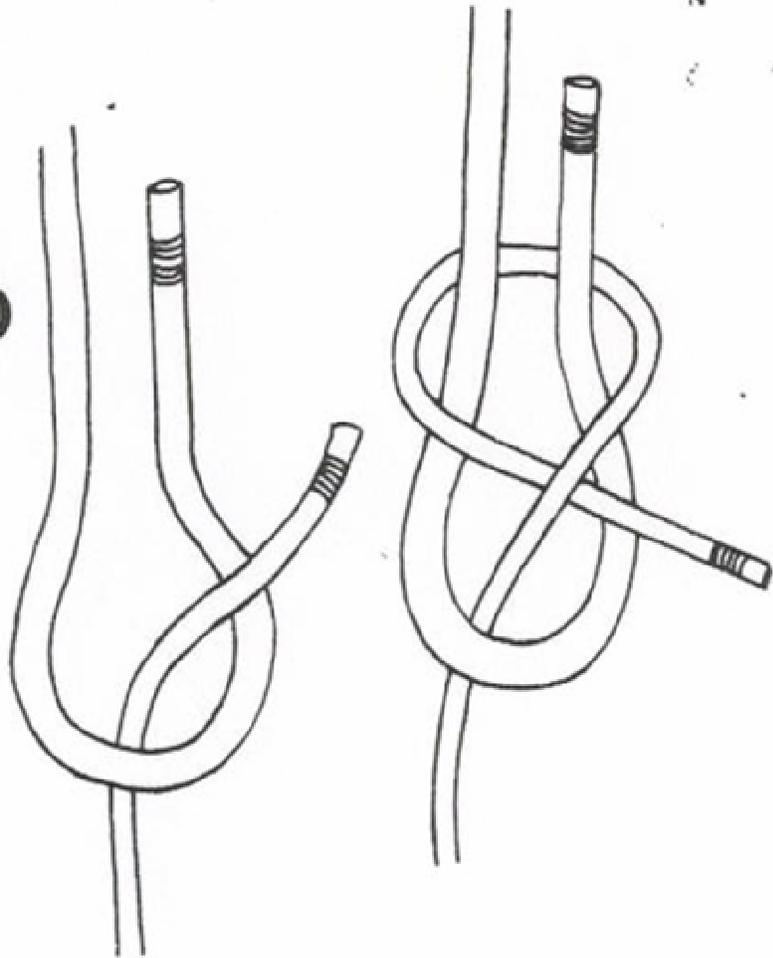
Pull to achieve this.

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SHEET BEND

Used to tie two ropes of unequal thickness. Also to join a rope to a loop.

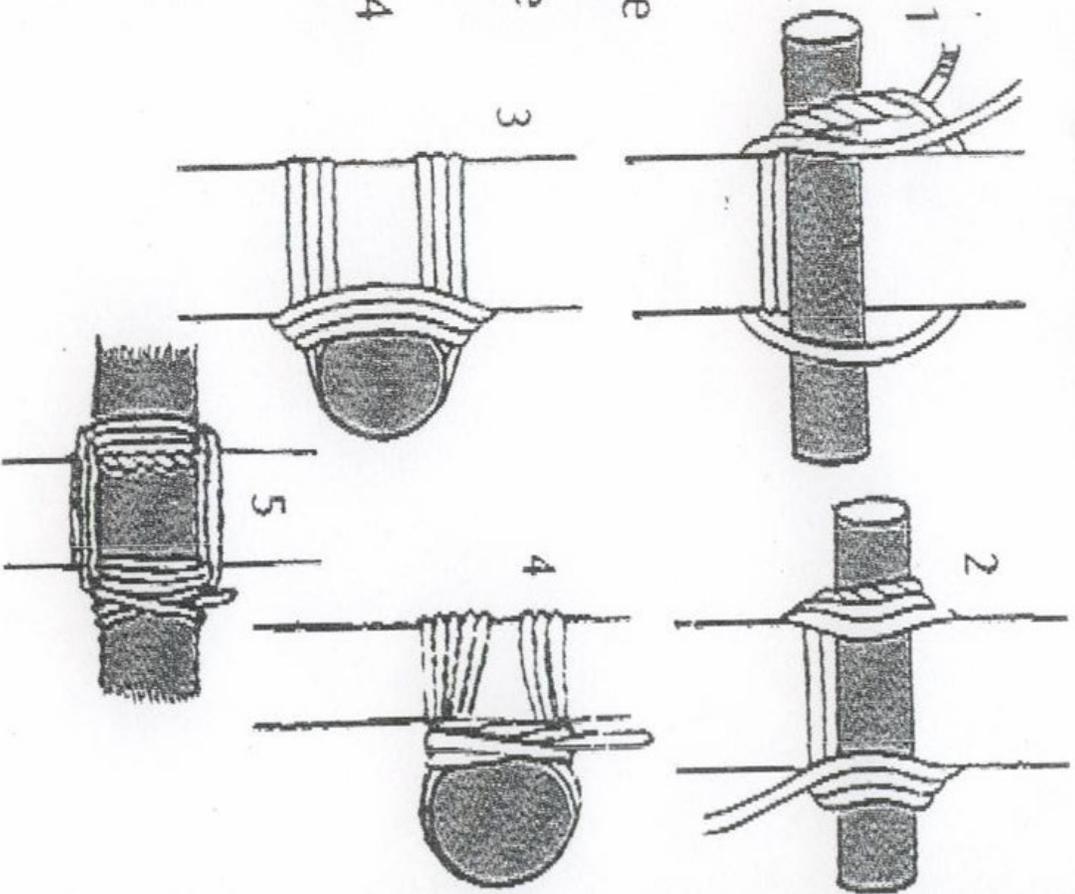
SHEET BEND



SQUARE LASHING

SQUARE LASHING

Fig 1 shows how to start with a clove hitch, the loose end being twisted round the standing part of the rope before it is carried round the two poles (Fig 2). Fig 3 shows the frapping to tighten the lashing. Fig 4 shows finish by clove hitch round the turns (Fig 3). Fig 5 shows alternative finish of clove hitch round horizontal pole. The end of the lashing should be pushed through out of sight.



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BA, BD, CD, AD DE, BC, AE DD, BD, DE, AE
CE, BA

DE, BC, AE DE, DC, AA, AC, CA, BD, CD, BB

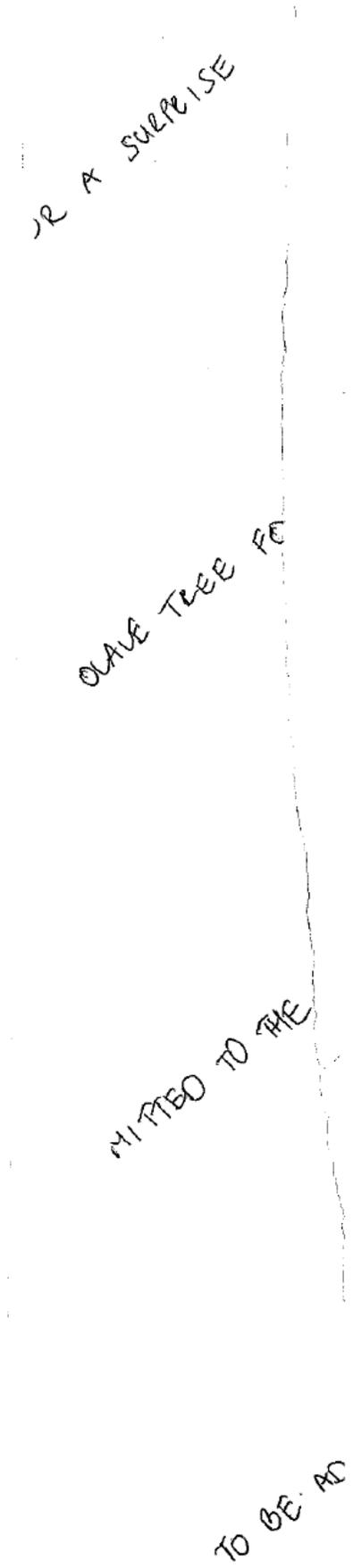
AC, BC, AE, AC, CA, DA, CE, BD, CD, DE

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Brownsea Island Wide Game

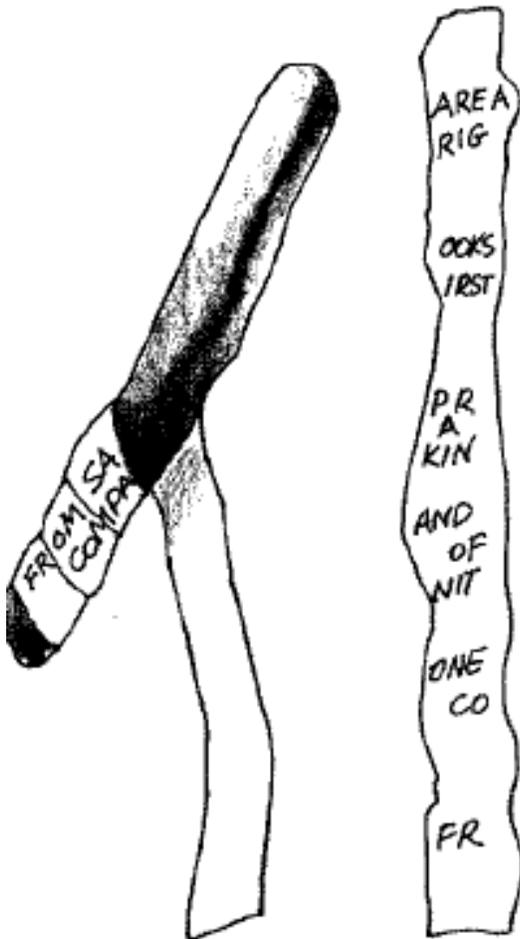
Different Codes

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	

Message stick: Tear a piece of paper into a long strip and wind it round a thickish stick. Write the message on the paper, then unwind it from the stick. It will be meaningless until rewound on to the same or a similar sized stick.



Grid Cipher:

	A	B	C	D	E
A	A	B	C	D	E
B	F	G	H	I	J
C	K	L	M	N	O
D	P	Q	R	S	T
E	U	V	W	X	YZ

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The Morse Code

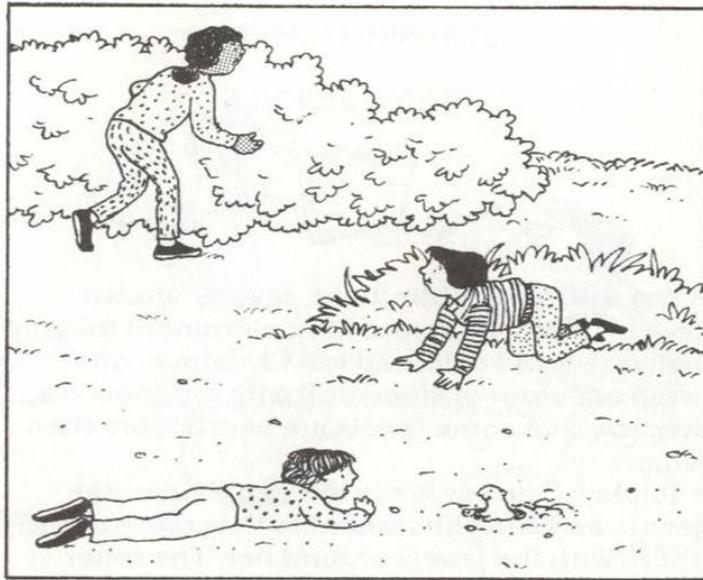
A	didah • —	N	dahdit — •
B	dahdididit — • • •	O	dahdahdah — — —
C	dahdidahdit — • — •	P	didahdahdit • — — •
D	dahdidit — • •	Q	dahdahdidah — — • —
E	dit •	R	didahdit • — •
F	dididahdit • • — •	S	dididit • • •
G	dahdahdit — — •	T	dah —
H	didididit • • • •	U	dididah • • —
I	didit • •	V	didididah • • • —
J	didahdahdah • — — —	W	didahdah • — —
K	dahdidah — • —	X	dahdididah — • • —
L	didahdidit • — • •	Y	dahdidahdah — • — —
M	dahdah — —	Z	dahdahdidit — — • •
1	didahdahdahdah • — — — —	6	dahdidididit — • • • •
2	dididahdahdah • • — — —	7	dahdahdididit — — • • •
3	didididahdah • • • — —	8	dahdahdahdit — — — • •
4	dididididah • • • • —	9	dahdahdahdahdit — — — — •
5	dididididit • • • • •	0	dahdahdahdahdah — — — — —

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STALKING

Little John

BP taught the Scouts to stalk animals to observe them and for hunting. It can also be a fun game to see if you can sneak up on each other. As a group, stalk the leader (deer). Do this by using stalking skills and stealth. Remember stay small and don't make a noise. Be warned that the deer is armed with missiles that may be aimed at you if she locates you. If you are marked by a missile you will be out of the game so stand up.



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STALKING

Stalking is the art of creeping up on somebody or something such as a bird, with out being seen, heard or smelt.

Tips to help you avoid being seen or heard

- Look for good cover like trees ,bushes, long grass, hedges or buildings etc. Be careful not to stand on any dry twigs so that you are not heard.
- Keep your movements slow. Learn to freeze and stand absolutely still if need be. Lift your feet high so they don't drag on ground.
- Camouflage yourself . Wear clothes the colour of your surroundings so that you blend into the background
- When stalking in an open area keep as close as possible to the ground . Shallow dips in the ground offer some protection
- Try not to be between the light and what you are stalking. Avoid being seen against the skyline. Especially on a hillside

STALKING POSITIONS

UPRIGHT: When you have lots of cover higher than you and you can walk up right.

CROUCH: When you are taller than the available cover, you have to walk crouched down. Remember to keep your head low. Don't loose your balance.

CRAWL: When the cover is very low crawl on your hands and knees. Don't drag your feet. Move carefully keeping your head and bottom down.

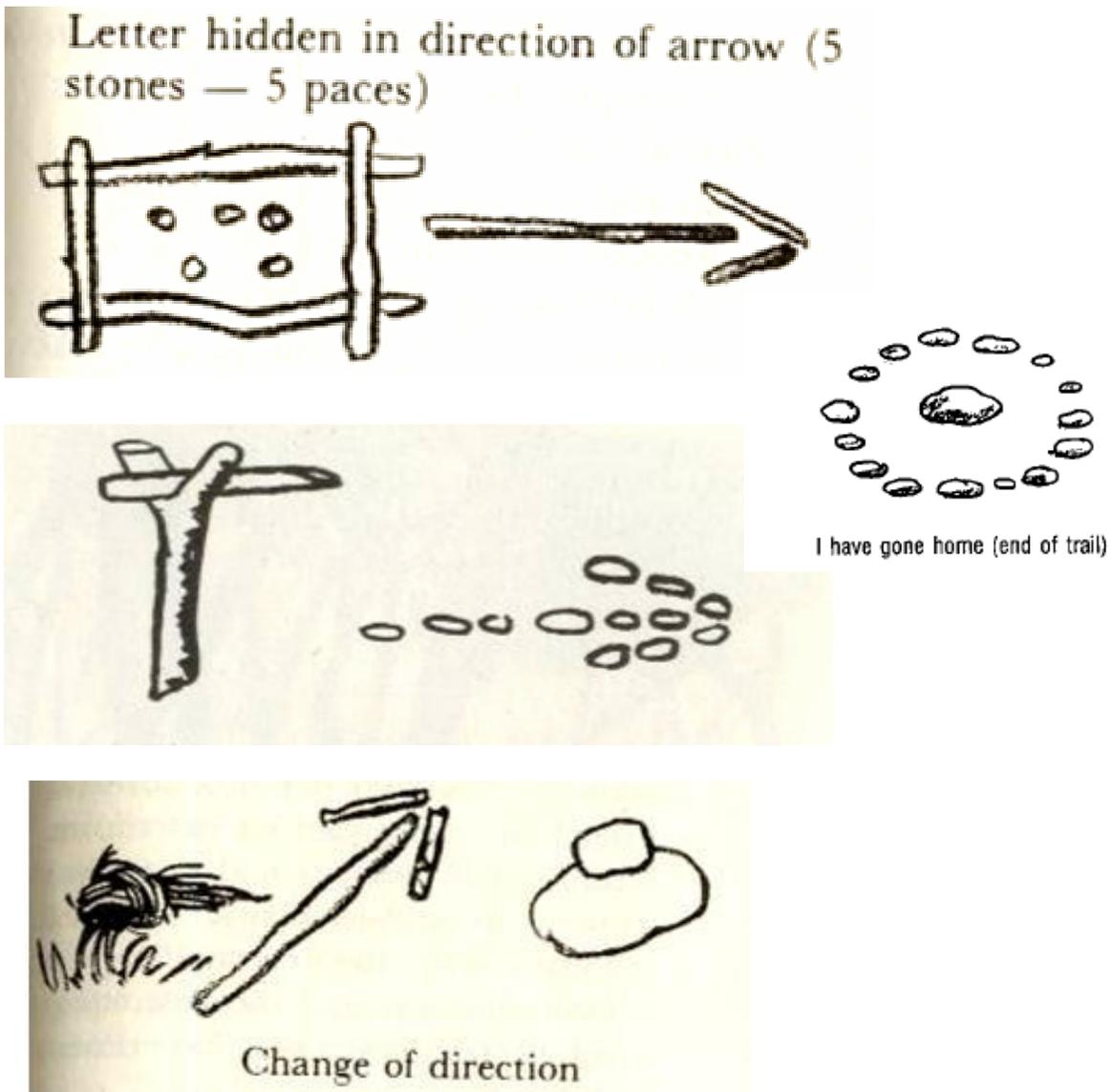
FLAT CRAWL: Lie on your stomach when you are in an open area pushing yourself forward with your toes and arms. Don't stick your bottom up

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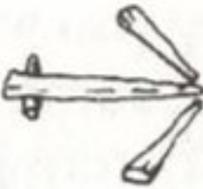
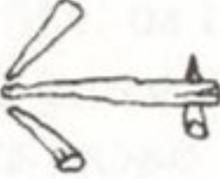
TRACKING

Little John

Can you see any subtle signs around that might tell you where to go next? Follow them!



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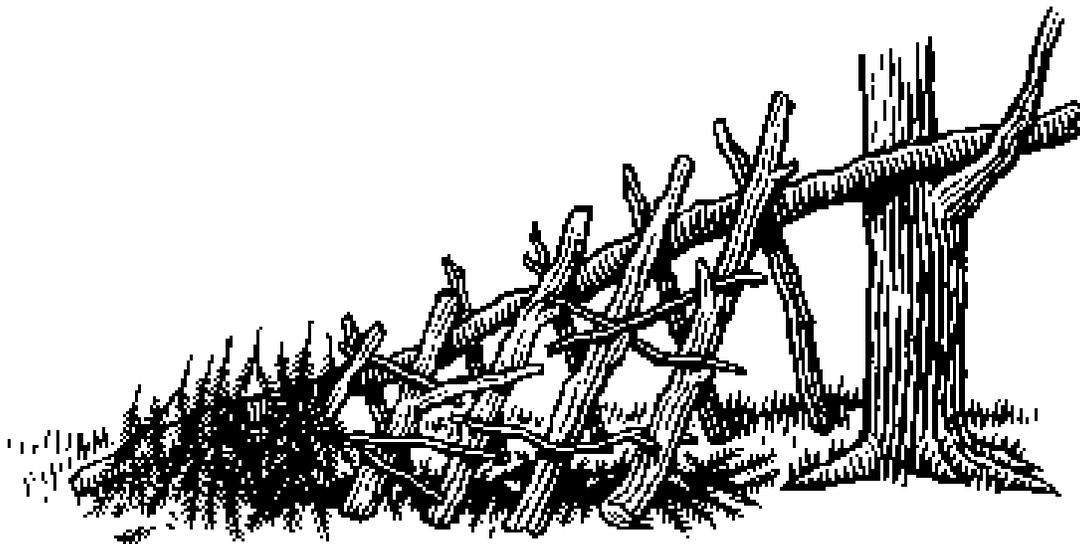
Straight ahead	Turn right	Turn left	Do not go this way
 <p data-bbox="272 688 386 730">Rocks</p>			
 <p data-bbox="261 1056 402 1098">Pebbles</p>			
 <p data-bbox="269 1413 383 1455">Sticks</p>			
 <p data-bbox="224 1749 418 1791">Long grass</p>			

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SHELTERS

(Brooks)

After all this fun and adventure, you need somewhere to rest your tired, little legs. Well then, why not make a shelter to protect you from the weather. You need to be able to fit your entire patrol in and have a photo taken. Use the materials provided, your resources and imagination to make a special shelter for your patrol.



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MATTRESSES

(Brooks)



What outside shelter would be complete without a straw mattress to lie on? You need to make one now and have a sit down and a rest after a big day of fun.



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Equipment

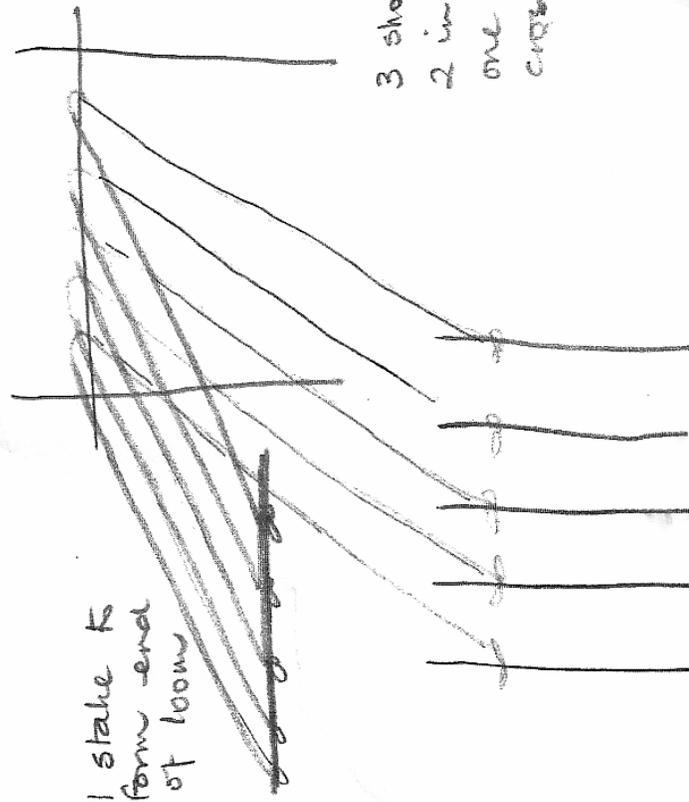
- 9 short stakes (45-60cm)
- 5 lengths (± 4m) of thick twine, cord etc

Straw

Mallet

- 2 very strong rubber bands.

STRAW PALLIASSE



1 stake to form end of loom

3 short stakes
2 in ground
one as
cross bar

Hammer into ground
5 short stakes
45-60 cm long
12 cm apart.

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YARN

(Campfire Circles)

BP would end the day with the first Scouts by telling some yarns about his time in the Army or about the animals of Africa. Can you make up a yarn about your adventure today and tell it to the leader.

One of BP's Yarns is about his Old Hat....

A dingy old cowboy hat hangs on the peg, of no particular colour and not particularly clean – and having also a ragged hole in it. One might say that the rubbish heap is the only fitting place for it, but - well it has seen some good times with me—that old tile. The hole for instance has some history attached to it, a bullet skimming the hat from one's at close quarters when— but that another story.

For the present that hat reminds me of my first lion and incidentally of my first hippopotamus.

I don't mind confessing that I have a weakness for hippos. If I kept a mascot I think, though he doesn't exactly lend himself to being a pet, I should like to have a hippo as mine. Of course he isn't what I would call beautiful; but there he is—he is not commonplace; at any rate he is quaint. Go and study him at the Zoo, I can watch him by the hour—and love him!

Talking of a Zoo, a hippo there once got free. It was early in the

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morning before the visitors were about in the gardens. The keepers were in a great stew as to how to get him back into the paddock again. They tried tempting him with bundles of hay, but he only ate the hay and wandered farther afield.

A brilliant idea occurred to the manager. He remembered that Obash- that was the animal's name- had a particular dislike for one of the keepers named Scott and used to run at him whenever he saw him. So the manager sent for Scott and, putting a bank note in his hand into his hand said, "Now you go and show yourself to Obash and when he comes for you, run like the billy-o into his paddock and then nip out over the railings on the other side."

Scott who was a good sport, did not hesitate. He went towards the hippo and yelled at him—" Oh you, OBash! You ugly brute!" Obash looked up from his meal with surprise and then seeing who it was, dropped the mouthful of hay on which he was busy, swung around and came for Scott at a tremendous pace.

Scott wasted no time. There was no dilly-dally about him, he just legged it as fast as he could into the paddock with old Obash tearing along after him. He managed to reach the far railings and scrambled up them just in time to escape the rush of the mighty beast, who was thus safely caged in his own paddock again.

Once when I was in East Africa I heard of a particularly bad-tempered hippo like Obash living in a lake near where I was encamped. So I went and paid him a visit to see if I could draw him out.

A hippo like a bull or a communist, is said to be enthused if you show him a red flag. So I hung up a great big red flag in the only tree by the shore and sat under it waiting for the old beggar to come for the rag. But either he was not such a terror as people made out or else he was a bit short sighted. Anyhow I spent the

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evening in vain waiting for him, and had to come away without getting him either alive or dead.

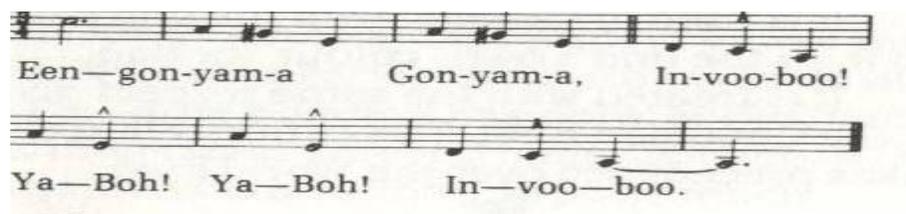
Unable to gratify my craving for a hippo as a pet in an English home I have to be content myself with the next best thing—the skull of one as a memento. It is pleasing to me to have it, and when my children were small it was a perfect joy to them as a species of rocking horse!

CAMPFIRE YELLS

CAMPFIRE YELLS have been a part of Guiding and Scouting Traditions since BP introduced them at the Brownsea Island Camp. A campfire yell is short, usually built around a few words and sounds often with actions and several parts.

Eeengonyama

BP taught the yell “Eeengonyama” to the boys at Brownsea Island camp. This is partly a yell, partly a song. He heard the Zulu Warriors singing it to honor a great hunter or chief. The words mean, “He is a lion, he is a lion. No he is greater than a lion; he is a hippopotamus“. It should be chanted exactly in time with great dignity. Lots of different actions have been invented to go it. Sometime it starts quietly and builds to a loud climax on the second line.



Ham & Eggs

(Gently tap knees rapidly to initiate the sound of frying)

Ham and eggs (sung by one group)

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Ham and eggs (sung by another group)

I like mine fried nice and brown (sung)

I like mine fried upside down (echoed)

Ham and eggs (sung)

Ham and eggs (yelled by one group)

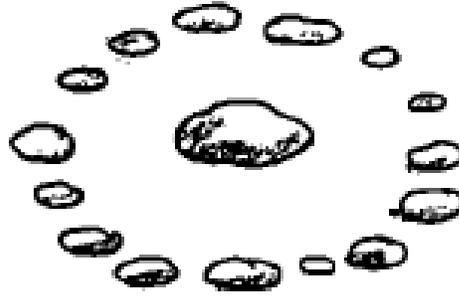
Flip-em (yelled by one group)

Flop-em (yelled by one group)

Flip-em (yelled by one group)

Flop-em (yelled by one group)

Ham and eggs (all sing)



Now you have finished the wide game – WELL DONE – pass your score sheet to the leader.



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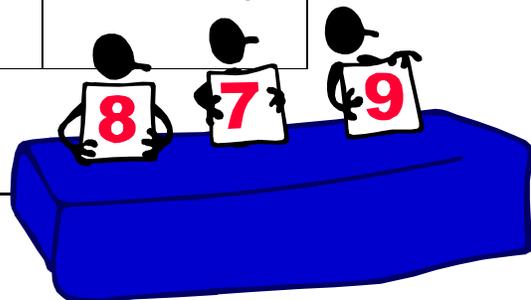


SCORESHEET

Patrol Name: _____

Flag & Flagpole	/20
Knots	/40
Codes	/5
Stalking	/20
Tracking	/5
Shelter	/20
Mattress	/5
Yarn	/5

TOTAL: _____



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SCORESHEET GUIDELINES

For Leaders

Flag & Flagpole	OUT OF 20 Knots/lashings 1-5 Flagpole has all parts 1-5 Flag has all parts 1-5 Creativity of flag 1-5
Knots	The patrol to get the knot done first for each knot of the relay gets 5 points for that knot, the next patrol gets 4, then the next 3 etc. Total the score for that patrol for the whole relay and write on their scoresheet.
Codes	If they work it out and get to you and ask to go into the tree then give them 5 points. If they work some out give them some points.
Stalking	OUT OF 20 How many get bombed 1-5 (with 5 none bombed) Technique 1-5 Teamwork 1-5 Did they get the deer 1-5
Tracking	If they were able to follow the tracks and come back and say where it led them, then give 5 points. Give some points if they can follow some of it.
Shelter	OUT OF 20 Everyone fits in 1-5 Creativity 1-5 Knots/Lashings 1-5 Works/Waterproof 1-5
Mattress	Make mattress and have a lie on it 5 points
Yarn	Take part in the yarn and campfire yells 5 points