

**SCOUTS-L**

-----

**CAMPOUTS**

**Date:** Mon, 17 Mar 1997 00:32:03 +0800  
**From:** "Grant O'Neil" <poneilgdo@ALPHA2.CURTIN.EDU.AU>  
**Subject:** Law and Promise Game Ideas

I just got back from a weekend-long district Leaders' Conference. Had a heap of fun and have come back fired up with enthusiasm and with loads of new ideas and variations on old ideas.

Now for my request to the list - during the weekend we had a session on games, and one of the scout leaders in my group happened to mention that for her woodbadge project she is putting together a set of game ideas to teach and reinforce the Law and Promise. She told me about one excellent game idea that I will share with the list in a later post, but for the moment I would like to ask if list members have any good ideas for games that will help teach and reinforce understanding of the Law and Promise, could they please send them to me and I will forward them to her to help with her project.

Just for a brief overview of what we did for the weekend:

The title of the conference was Age of Discovery, and the "motto" or objectives were expressed by the three words Unite, Explore and Enhance. The participants had representatives from every scout group in the district, and covered leaders from Joey, Cub Scout and Venturer sections as well as a couple of Group Leaders.

We began by separating into groups, with the suggestions that we attempt to form groups where there were no members from the same scout group and where a variety of sections were represented. This proved to work very well and it led to a lot of interaction. I for one gained a lot of insights from working with leaders from other sections of how ideas from Scouts, Cubs and even Joeys could also be applied to Venturers.

I won't go into detail on all the activities we did, but yesterday afternoon during an adventurous activities session I found myself climbing almost 5 or 6 metres up a tree and tying double bowlines to lower an "injured" parachutist who was tangled in his parachute (I must say I was very glad my wife wasn't there to see my antics...) before he could be captured by "enemy", working with fellow marooned crewmembers of the Starship "Enterprise" to construct an emergency shelter, and preparing a way of transporting a human offering via Kayak to the "River God" without the kayak touching the shore (I got chosen as the offering; the "River God" was the Scout Leader from my scout group, and he took great delight in pointing out that as a river god he did not like dry offerings as he tipped the kayak...)

During the morning we had previously negotiated blindfold trails, learned the Scout Promise in sign language, and taken part in a teamwork exercise involving moving our whole group across a "crocodile infested river" on "stepping stones" (upturned milk crates) using four short planks of wood to bridge the gaps (there were six in our group - yes, it required a bit of fancy footwork and balancing acts...)

Last night I ran the campfire. Due to total fire ban conditions still being in force, our "campfire" consisted of a hurricane lantern with red glass under a framework of branches to look like a bonfire. I was able to introduce everyone to a couple of new songs I have learned through this list ("Scouting Wetspers" and "Mum Wash My Underwear") that were very well received.

This morning after Scout's Own we did some teamwork exercises that included transferring "radioactive" eggs from one location (on top of an upturned soft drink can) to another, without touching the egg, using a gadget constructed from 8" sections of PVC pipe, string and rubber bands. We also had an activity where we had to fill containers with water from buckets by transferring the water along a series of plastic milk bottles strung along (through their handles) a length of rope that was wrapped around a course around trees, swing frames etc. - catch being that each bottle had a number of holes drilled in it, there were about 12 transfers to be made along the

way, and as you slid the bottle along the rope from one point to another you generally had to twist around points the rope had been wrapped around something or sometimes cross over a second rope being used for the same purpose by a computing team.

Our last session before lunch today was to exchange game ideas within our groups (all these ideas will later be compiled into a booklet) and try out some of the suggestions within our groups.

A really nice finishing touch was a "treasure hunt" - the coded instructions led us to find someone who was dressed as Baden-Powell, who then led us to the parade ground for the closing parade and delivered to us his "Last Message to Boy Scouts" (the one where he begins by comparing with the Pirate Chief's dying speech in Peter Pan)

All in all, a great weekend and one that I believe accomplished a great deal in terms of inspiring, uplifting and motivating the leaders who took part.

YiS

Grant O'Neil	— ·
Assistant Venturer Leader	_r  LI\
2nd Ballajura Venturer Unit	__ \
Swan Valley District	=> \  __  /
Western Australia	~~ ` _'
	v

[poneilgdo@alpha2.curtin.edu.au](mailto:poneilgdo@alpha2.curtin.edu.au)  
<http://student.curtin.edu.au/~poneilgdo/>