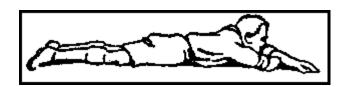
Baden-Powell traveled widely. He enjoyed the open road and had a keen sense of adventure. In his book, *What Scouts Can Do: More Yarns*, he says "I want every Scout to be happy, and one of the best ways I know of being happy is to go for a good bike ride."

"I was looking at a number of soldiers being trained the other day in how to hide themselves from the enemy and how to creep up to him, and I was delighted to see that they were being taught in the same way that we teach the Boy Scouts—in fact, a Boy Scout officer was their instructor and several Boy Scouts were helping.

When a fellow starts to crawl to a place unseen he goes down on all fours and paddles along quickly, like the first picture.... But while proceeding in this way he is often more easily seen than he thinks.





The Wrong Way

The Right Way

The way to go along unseen is that shown in the second picture—creeping slowly inch by inch.

It is more difficult than the first, unless you have practiced it a good deal. You go on the fore-part of the arm held in the position shown in the sketch, each arm passing over the other in turn to the front; the body and legs are kept stiff the whole time. With a little practice it is wonderful what a pace you can get up if you want to. I saw several races of men in this position and they got over the ground very fast and unseen among the grass and low bushes.

Practice crawling like this till you can do it perfectly and don't forget it. It may not only help you to succeed in playing the game or in stalking wild animals, but it may be the means of saving your life. I have always found it great fun to learn a new language; especially by watching the people who use it. At the same time it is of course necessary to learn the words of it by reading and writing them, and I know of no better way than by reading foreign newspapers and by getting into correspondence by letter with a foreigner who is willing to write to you in his own language, and to correct your faults when you write to him.

That is why in the Scout movement we are now encouraging fellows to take up correspondence with foreign Scouts." (Baden-Powell)

MAXIMS FOR SCOUTS

"The history of the Empire has been made by British adventurers and explorers, the Scouts of the nation, for hundreds of years past up to the present time.

It is a disgrace to a Scout if, when he is with other people, they see anything big or little, near or far, high or low, that he has not already seen for himself.

By continually watching animals in their natural state one gets to like them too well to shoot them. The whole sport of hunting animals lies in the woodcraft of stalking them, not in the killing.

Woodcraft includes, besides being able to see the tracks of animals and other small signs, the power to read their meaning, such as at what pace the animal was going; whether he was frightened or unsuspicious, and so on. It enables the hunter also to find his way in the jungle or desert: it teaches him which are the best wild fruits, roots, etc., for his own food, or which are favourite food for animals, and, therefore, likely to attract them." (Baden-Powell)

HOW TO GET RICH

"Mind you, I have had in my sojourn on earth as good a time of it as any man, so I can speak with some knowledge. A writer in the Manchester Guardian who is unknown to me lately described me as "the richest man in the world." That sounds a pretty big order, but when I come to think it out I believe he is not far wrong. A rich man is not necessarily a man with a whole pot of money but a man who is really happy. And I am that.

I have he own lots of millionaires who were not happy men; they had not got all they wanted and therefore had failed to find success in life. A Singalese proverb says: "He who is happy is rich, but it does not follow that he who is rich is happy." The really rich man is the man who has fewest wants.

Almost any biography will have its useful suggestions for making life a success, but none better or more unfailing than the biography of Christ.

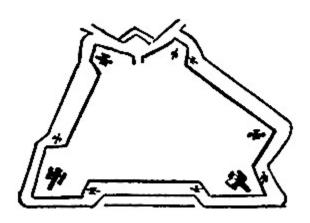
If you have read *Rovering to Success* you will have realized that my idea of success in life is Happiness. Happiness, as Sir Henry Newbolt says, is largely gained by "Happifying."

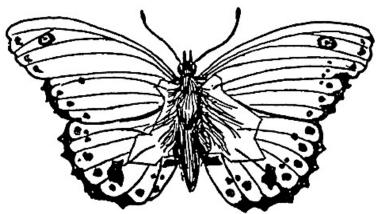
A thing that many young fellows don't seem to realism at first is that success depends on oneself and not on a kindly fate, nor on the interest of powerful friends.

I have over and over again explained that the purpose of the Boy Scout and Girl Guide Movement is to build men and women as citizens endowed with the three H's namely, Health, Happiness and Helpfulness. The man or woman who succeeds in developing these three attributes has secured the main steps to success this Life.

Yet one more item is needed to complete success, and that is the rendering of service to others in the community. Without this the mere satisfaction of selfish desire does not reach the top notch." (Baden-Powell)

"On the other hand, the exceedingly stupid Englishmen who wandered about foreign countries sketching cathedrals, or catching butterflies, or fishing for trout, were merely laughed at as harmless lunatics. These have even invited officials to look at their sketch-books, which, had they had any suspicion or any eyes in their. heads, would have revealed plans and armaments of their own fortresses interpolated among- the veins of the botanist's drawings of leaves or on the butterflies' wings of the entomologist. Some -examples of secret sketches of fortresses which have been used with success are shown on the following pages.





The marks of the wings reveal the shape of the fortress shown here and the size of the guns.

FORTRESS GUNS.

4

FIELD GUNS.

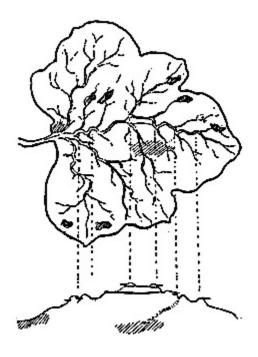
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MACHINE GUNS.

** *

This sketch of a butterfly contains the outline of a fortress, and -marks both the position and power of the guns. The marks on the wings <u>between</u> the lines mean nothing, but those <u>on</u> the lines show the nature and size of the guns, according to the keys below.

The position of each gun is at the place inside the outline of the fort on the butterfly where the line marked will; the spot ends. The head of the butterfly Points towards the north.



A smart piece of spy-work. Veins on an ivy leaf show the outline of the fort as seen looking west (Point of the leaf indicates north.)



Shows "dead ground," where there is shelter from fire.

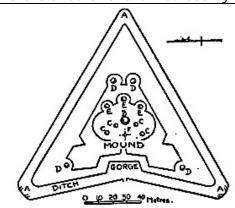


Shows where big guns are mounted if a vein points to -them.

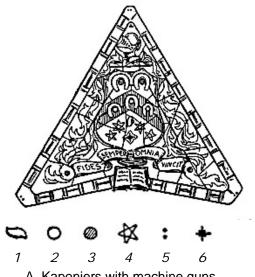


Shows machine guns.

Here is another of the methods by which I concealed the plans of the forts I made.



- A. Kaponiers with machine guns.
- B. 15 cm. gun cupola.
- C. 12 CM. guns cupolas.
- D. Q.-F. disappearing guns.
- E. Howitzer cupolas.
- F. Searchlight.

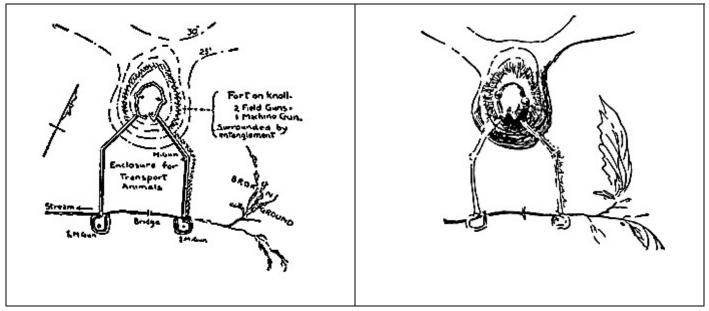


- A. Kaponiers with machine guns.
- B. 15 cm. gun cupola.
- C. 12 CM. guns cupolas.
- D. Q.-F. disappearing guns.
- E. Howitzer cupolas.
- F. Searchlight.

First of all, I would sketch the plan as shown in the picture above giving the strength and positions of the various guns as shown below. Having done this, I would consider the best method of concealing my plans. In this case I decided to transform the sketch into that of a stained glass window, and if you will carefully examine the picture above you will see how successfully this has been done. Certain of the decorations signify the sizes and positions of the guns. These signs are given below, together with their meaning.

CONCEALING A FORT IN A MOTH'S HEAD.

Another example of this method of making secret Plans is shown here.



This sketch was made, giving all the particulars that I wanted. I then decided to bury it in such a way that it could not be recognised as a fortress plan if I were caught by the military authorities. One idea which occurred to me was to make it into the doorway of a cathedral or church, but I finally decided on the sketch of the moth's head. Underneath in my -notebook I wrote the following words:-

"Head of Dula moth as seen through a magnifying glass. Caught 19.5-12. Magnified about six times size of life." (Meaning scale of 6 inches to the mile.)" (All by Baden-Powell)

Game Kisolo

It's a fun game played with seeds or stones. You can play it with you children, using an egg carton and buttons or beans. Cut the lid off an egg carton and save bottom portion for the game. Make two collection boxes 2 inches high by measuring and cutting off the tops of two half-pint cardboard milk cartons. Paint all pieces with acrylic paints inside and out. Let dry, then cut a 6 by 18 inch of cardboard or poster board. Center the egg carton on the sheet, place a collection box at each end and glue the cartons in place. Decorate. (use two baskets at each side of the egg carton and not bother with gluing onto cardboard. Easier to transport)

To play: Sit across from your opponent and place game between the two of you so that your collection box is to your right and your opponent's box is to your left. Fill each egg-carton bin with four tokens such as buttons, beans or glass blobs. The object of the game is to collect the most tokens in your collection box.

The youngest player can go first. Play begins by picking up all tokens in any one bin on your side of the game, which is the row facing you. Place a token in the bin to the right of the empty bin and continue dropping tokens one by one counterclockwise. If you reach your collection box, drop a token in the box and continue to your opponent's side until all tokens in your hand are distributed. Do not drop a token in your opponent's box. Gain an extra turn when the last token lands in your box. If the last token lands in an empty bin on your side of the game, take all of your opponent's tokens from his bin opposite that empty bin. Place them in your box.

Your opponent resumes play. When bins from one side of the game are empty, the game stops. Count the tokens in the boxes.

I've seen these at the stores for around 25.00.I like to use those pretty stones or glass blobs for the tokens.

Flags

Each African country has its own flag of meaningful colors: green symbolizes growing things, yellow symbolizes the sun, red the blood of the people, blue the sea, white peace, and black the people or African freedom.

Have the children make their own flags, be sure to ask them what the colors that they have used signify to them!

Balancing

The African people go about their daily business w/pots of water, food, blankets, etc. on top of their heads. Let the children practice at balancing a few folded blankets on top of their heads.

This game originated in Africa. I first played this game in 2nd grade when my teacher returned from a trip to Africa. We made our game out of egg cartons. I remember bringing my game home and playing it over and over again. My own children now enjoy playing this game with me.

Parental supervision is recommended.

MANCALA: This project is rated EASY to do.

What You Need

- Cardboard egg carton (dozen size)
- 2 Tuna cans; washed, rinsed, and dry
- Craft paints
- Paintbrush
- 48 Marbles, tiny rocks, beads, beans, etc.
- Instructions (see below)

How To Make It

- 1. Paint the egg carton in the color desired. Let dry.
- 2. Paint the tuna cans on the outside. Let dry. (If you paint the inside, the paint will chip off as you play the game.)
- 3. Paint designs on the side of the egg carton and tuna cans if you wish. Let dry.
- 4. Play your game with a friend or family member.

RULES:

Object: 2 players compete against each other to collect as many marbles as they can before one of the players clears his side of the egg carton of all its marbles.

Setting up the game: Place the egg carton between the 2 players, lengthwise. The cups closest to you is your side of the board. The Mancala (tuna can) to your right is yours. Place 4 marbles in each of the cups. Choose a player to go first.

Playing the game: The first player picks up all the marbles in one of his cups. The player then starts to the first cup to the right and starts dropping one marble in each. If he reaches the end of his side, he is to drop one marble in his Mancala, then continue around to the other side of the board. He is not, however, to drop a marble in his opponent's Mancala.

If the player places his last marble in his own Mancala, the player gets to play again. Example: If you start the game, a good play may be to choose the cup that is located 4th from the right. You would pick up 4 marbles, dropping one in each cup and ending in your Mancala. This gives you an extra turn.

If the player drops his last marble on his side of the board in an empty cup, he captures all the marbles in his opponent's bin directly across from that bin. All captured marbles, plus the capturing marble, gets put in the player's Mancala.

Players are not allowed to touch marbles in order to count them. If you touch your marbles, you are to play that cup.

Winning the game: The game ends when one player runs out of marbles on his side of the egg carton. When the game ends, the other player gets to take all his stones from his side of the egg carton and place in his own Mancala. Strategy sets in by determining whether it is wiser to go out, or play longer, depending on how many stones are in the opposing players cups.

Note: The game rules for Mancala vary, so if you would like to find other variations, check with your local librarian who may be able to find you some additional rule books.

Overhand Square Bow Knot 2 Cords in an Overhand Knot

Sheet Bend	Slip Knot
Bowline	Square
Knot	Knot
Timber	Clove
Hitch	Hitch
Two Half	Taut-Line
Hitches	Hitch
Whipping	Fusing