

Springbok Troop Potted Programme 4 Outdoor Compass Theme (Wide Game)

- 19h30 **Fall in**, Flag Break, notices (Also written in simple code on Programme)
- 19h35 **Inspection** Each ATS to inspect one item of uniform of each scout in the patrol
Each ATS marks out of 5 and total divided to get a grand total of 20
(*Variation. Each ATS to inspect a different patrol then move to the next patrol or all ATS s move round together*)
- 19h40 **Game** “Magnetic Storm” An octagon as large as possible is drawn on the ground or rope is laid out to form the octagon so that it is about 2m from any boundary. Each side of the octagon is named after one of the 8 compass points, (N, NE, E SE, S, SW, W & NW) and the centre is called the “Pivot” The scouts will assemble around the pivot and the leader will call out a compass direction. The last one to be over the line at that segment of the octagon will drop out. This is repeated till only one is left. If the leader calls “Pivot” the last in the octagon is out. If the leader calls “Magnetic Storm” then the last to be lying face down is out. The scouts must not step inside the octagon when going from one bearing to another unless the leader called “Pivot” between the bearings in which case all must pass through the octagon. (*Variation – Try 16 points*) (During game PLs briefed on Codes by TS)
- 20h00 **Instruction.** Patrol Corners outside: Recap on N by Southern Cross by 2nd.
PL to TS for Briefing on Wide Game.
- 20h20 **“Spy Search”** Each Patrol Leader is given a map of the local area with a simple grid (e.g. 8x8) and a coded message telling the patrol to go to a certain grid reference and observe something in a certain direction. At that point they find another coded message (different code), which sends them on to another grid reference to observe something else. This should be repeated 4 times after which the patrol returns to the hall not later than 21h00. Each patrol is handed a sheet with a question about each stop written in invisible ink (Lemon Juice) They have 15 minutes to hand in the answers. Patrol with most correct answers wins, if a tie then first of the patrols in the tie wins.. (*Variation: Instead of looking at items each patrol has to bring something back from each point.*)
- 21h20 **Notices.** Each PL to give one of the notices he has decoded from the prog.
- 21h30 **Flag Down Prayers** Duty PL lowers flag One of his patrol says the prayer.
- 2135 **Close Duty Patrol** clean hall, PLs have 10min COH, rest leave for home
- 21h45 **All depart**