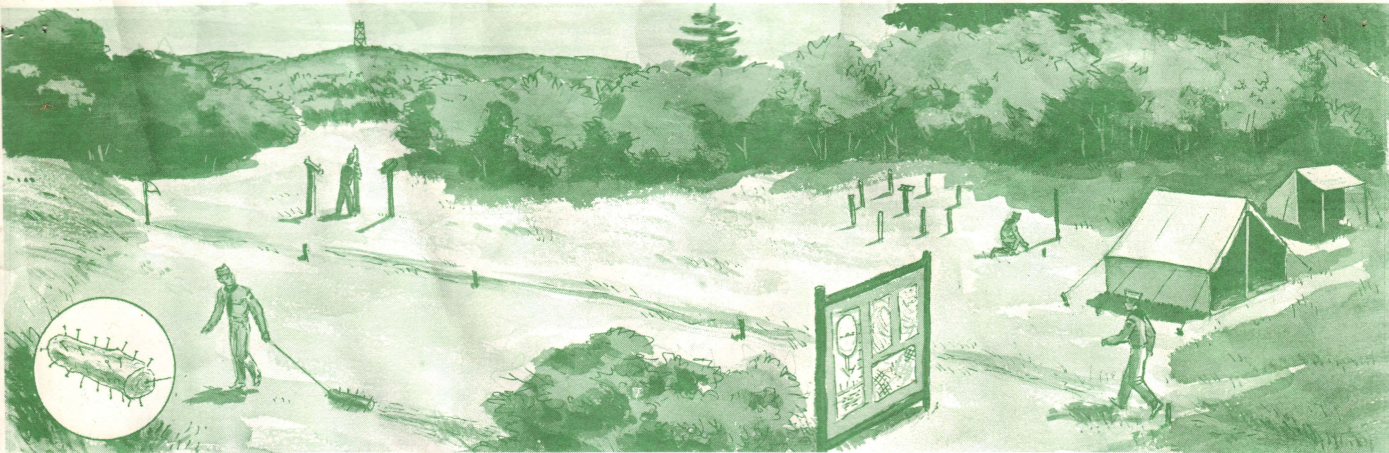




The whifflepool (pictured on the left)—a 4" log section with spikes protruding from it—makes an excellent trailmaker for a tracking, trailing game. Try it!

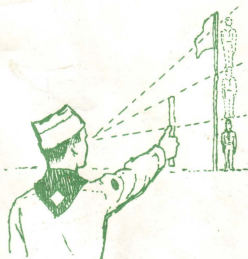
The above-pictured area could be in or near a troop campsite or in a central part of camp. Evidence points to the fact that more Scouts do more program activities and Scoutcraft when such areas are located on or near troop campsites.

FIND YOUR WAY—TRACKING AND TRAILING

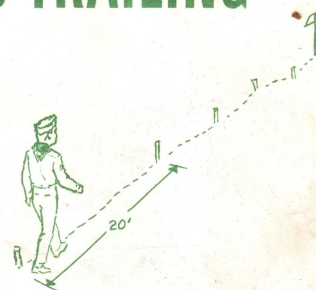


The "bug method" of laying out a compass on the ground is an easy way for a patrol to teach its members how to use a compass properly. The patrol leader places his compass on the flat top of a 3" to 4" stake. Guided by him, patrol members locate other stakes about 10 steps away at north, south, etc., until the main compass directions are laid out.

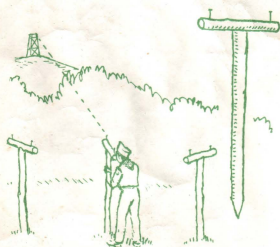
A Scout can now pretend that he is a "bug" sitting in the middle of his compass on the middle stake and looking out in all directions. Starting at the north, he sees how the compass is marked from 0° to 360° in a clockwise direction, and that any object that he can see can be easily located by noting its direction in degrees from the center (or "bug" position) to the object.



Judging height and distance—Troop leaders should know the heights of specific objects such as trees, flagpoles, towers, etc., around the camp. The height of a person is related to the height of the object by using a stick as a sighting bar.



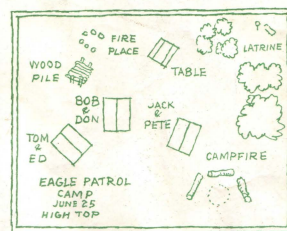
Lay out a step course—Lay it out preferably on uneven ground along a well-traveled trail in each troop campsite or in a central area of camp. Ask each Scout to determine and remember the exact number of normal steps he must take to travel 200 feet. It will take practice to become proficient.



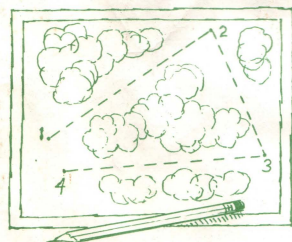
Mount sighting arrows on 4" stakes and arrange them so that they point to various obvious landmarks. Make them permanent. The project is for the Scout to determine the objects and then by using his compass find their exact degree readings.



Push a straight stick into the ground in such a way that it does not cast a shadow—that is, so that it points directly at the sun. Wait until the stick makes a shadow 6" long or longer. The shadow forms the west-east line with west at the stick and east at the shadow tip. From this line you can figure other directions. This method is quite exact in the middle of the day and exact enough for your purpose the rest of the time.



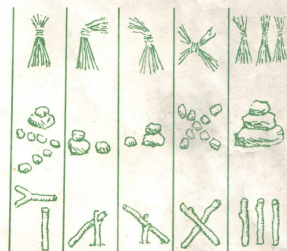
Map your campsite—Make use of your compass techniques by mapping a specific area. Your campsite is a good place to start. This project will test your ability to measure distances and angles accurately. Why not try it?



A three-legged compass course—Duplicate the course pictured above. Mark it by driving spikes into the ground at the extremities of the three legs. For clearer visibility, drive the spikes through caps of small jars or soda bottles and then paint them different colors. Give the Scout the exact degree and distance readings for the legs and then ask him to locate the right corners. Change locations from time to time to avoid destruction of ground cover and to eliminate an easy-to-follow trail.



Prepare a compass kit for troop use—You may loan this kit to the troop in camp. Since only the extra paper and pencils are expendable, the following items must be checked in on return: 12 to 15 Silva compasses, 6 or 8 road maps, 3 or 4 topographic maps, 2 or 3 protractors, pencils, extra paper, rulers, as well as the "Compass Game," No. 1133, the "Boy Scout Handbook," No. 2227, and the "Fieldbook," No. 2201.



Know your trail signs—Scout trail signs the world over are much the same. These trail signs can be set up in every type of terrain, regardless of how primitive it may be and the experienced Scout will follow it without fail. The last one over a marked trail should remove all Scout trail signs.