

4648 SCOUTING

A GAME FOR BOY SCOUTS

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"Indoor Games and Socials for Boys" "Camp and Outing Activities"

The game is so arranged that it brings to the attention of the players, the organization, honors, awards, etc., of the Boy Scout Movement of America.

The game consists of fifty-two cards divided into seven troops of six cards each, eight trump cards, all with their respective numbers and emblems, a stop card and a favor card. Each troop is divided as follows: the first card numbered one, represents a troop patrol with its respective sign; the next two cards, numbered two and three, represent two of the scout laws, the Scout Motto and Scout Oath; and the next three cards, numbered four, five and six represent three of the merit badges.

The trump cards are represented by the following honors and medals and their respective values, and are only played when a player cannot follow suit.

Pioneer Scout	8	Life Scout	11	Conservation Medal	14
Veteran Scout	9	Star Scout	12	Honor Medal	15
Ten Year Scout	10	Eagle Scout	13		

There are two special cards, one called the "tenderfoot" or stop card and the other "first-class scout," or favor card. Their uses will be explained in the rules of the game.

RULES OF THE GAME: In playing the game, the cards are shuffled and dealt out to each player until all cards are dealt. Each player arranges his cards so that the ones representing the same troop are brought together and the highest cards are at one side of his hand. The game is started by the player to the left of the dealer; he playing one of his cards representing one of the troops. The next player is required to follow suit, that is, play a card representing that troop. If he is unable to play a card in that troop, he discards a card of another troop, or he can play one of the trump cards. The card numbered "6" in any troop is the highest card, excepting the trump cards, and when the game is being played the highest card, of course, wins that particular hand.

In the course of the game, the boy holding the card "tenderfoot" or stop card can play it at any time, and in doing so, kills the cards that have been previously played or are afterwards played in that particular hand. The only way that particular hand can be redeemed is by the boy holding the favor card "first-class scout," playing it upon the stop card and this releases the hand, and the cards go to the boy playing "first-class scout." If the "first-class scout" card is not used in redeeming the cards upon which the "tenderfoot" card has been played, the boy holding it can play it at any time, and this wins that particular hand, regardless of what has been played. Thus, the "first-class scout" card becomes the highest trump card. The game continues until all cards are played.

HOW TO COUNT THE SCORE: After all cards have been played the score is counted as follows: The cards called trump cards are valued for the amount in the upper left-hand corner, and the other cards have a value of one point each. Ten of the twenty-one cards representing merit-badges have in the upper right-hand corner, letters which spell "scout." The word "scout" is spelled out twice. Three of the Scout Law cards have letters in the upper right-hand corner which spell "boy," and the three Scout cards; Life, Star, and Eagle also have the letters in the upper right-hand corner which spell "boy." The boy who wins the three cards spelling "boy," receives fifteen points in addition to his other count. The boy who wins the five cards spelling "scout" receives twenty-five points in addition to his other count. The boy who is fortunate enough to win the cards spelling "boy scout" receives fifty points in addition to his other count.

The game is played for five hundred, and the boy reaching that number first, wins the game.

The game is designed to be played by four boys. When played by two boys fifteen cards are dealt to each boy, the balance being laid on the table. When the fifteen cards are played in the regular manner, the balance of the cards are dealt out equally and played, before the score is counted. This game will prove to be very educational, as well as instructive, and will afford a great deal of fun for boy scouts as well as those interested in the Boy Scout Movement.

OTHER WAYS OF PLAYING THE SCOUTING GAME

BOY SCOUT DOMINOES: Take the sixteen cards that spell Boy Scout twice in the upper right-hand corner, shuffle them, and deal them out. The boy to the left of the dealer plays a card with B in upper right-hand corner, the next boy plays O, the next Y, etc., until Boy Scout is spelled out twice on the table. The boy who hasn't a card to play, passes until he can play. The boy who plays all of his cards first wins. This game is good for two boys to play.

THE SCOUT LAW GAME: Take the twelve cards representing the scout laws, and the two representing the Scout Oath and Motto, shuffle them, and deal them out. The boy to the left of the dealer asks for one of the cards another boy holds, naming it, and then reciting the scout law. If he fails to recite it correctly he misses, and the next boy asks for a card, etc. The boy winning a card places it on the table and the boy winning the greatest number at the end of the game wins. This can be played with two to four boys.

GAME OF MERIT BADGE: Take the merit badge cards, twenty-one in number, shuffle them and deal them out. The boy to the left of the dealer asks any of the boys for a card thus: Troop 4, number 6. If the boy has that card he turns it over to the boy guessing right, the object of the game is for a player to secure as many troop books (three cards to a troop) as possible. At the end of the game the boy having the greatest number of troop books, wins the game. A good game for three boys.

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STOP
CARD

TENDERFOOT SCOUT



To become a Scout a boy must be at least twelve years of age and must pass tests in the Scout laws, etc., as prescribed in the Boy Scouts Handbook.

2

TROOP
5

SCOUT LAW 7
A SCOUT IS OBEDIENT



He obeys his parents, scoutmaster, patrol leader, and all other duly constituted authorities.

